



XBOX 360

Harry Potter

AND THE
ORDER
OF THE PHOENIX™

THE VIDEOGAME MANUAL



⚠ WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

HARRY'S MOST DANGEROUS YEAR YET

From the Dementor™ attack in Little Whinging to the epic battles at the Ministry of Magic, experience all of the harrowing action of Harry's fifth year at Hogwarts School of Witchcraft and Wizardry.

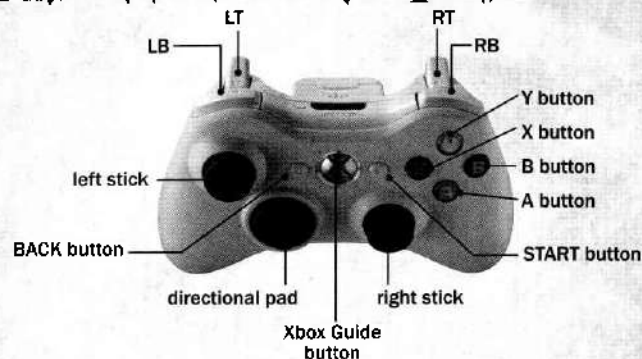
With the wizarding world in denial about Voldemort's return, Harry recruits a small group of his fellow students and secretly trains them in practical defensive magic. The group name themselves 'Dumbledore's Army' (D.A.).

Take up Harry's wand and explore the dark corridors, secret rooms and extensive grounds of Hogwarts.

Compete in Mini-Games, talk to enchanted portraits and perfect your spell-casting.

So sharpen your wizarding skills, boost your courage and prepare yourself to battle Lord Voldemort™ and his fearsome Death Eaters in Harry's most dangerous and demanding year yet.

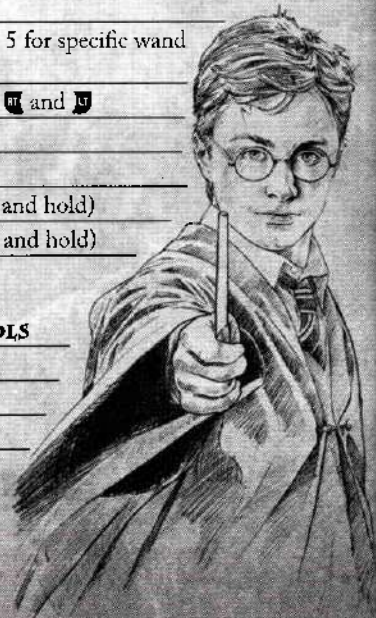
COMPLETE CONTROLS



Move/Sidle/Climb	L (tap A to move faster when sidling or climbing)
Run	Hold A while moving L
Take out wand/Put wand away	Y
Cast spell	R (see p. 5 for specific wand gestures)
Change target	R ← or L and L
Talk to character/Action button	X
Center camera behind Harry	B (tap)
Discovery View	B (press and hold)
Target person (wand out)	um (press and hold)

MARAUDER'S MAP CONTROLS

View Marauder's Map	BACK
View map destinations	←
View tasks	→
Scroll through destinations or people	I
Select a location or person on the map	A



SETTING UP THE GAME

From the Main menu, you can start a **NEW ADVENTURE** or select **CONTINUE ADVENTURE** to pick up where you left off in a saved game.

Before you start, you must choose a Difficulty setting and turn the following options ON or OFF: Subtitles, Vibration and Autosave.

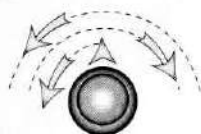


SPELL-CASTING

To defend himself and his companions, complete his missions and successfully explore Hogwarts, Harry must cast all sorts of spells. To master spells, Harry must perform gestures with his wand, which he learns throughout the game. If you forget how to perform a spell, you can review all the spell gestures you have learned in the Spells List on the Pause menu.



NON-COMBAT SPELLS



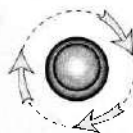
Wingardium Leviosa
Used to lift and move an object.



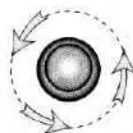
Accio
Used to pull an object towards you.



Depulso
Used to push an object away from you.



Reparo
Used to repair a broken object.

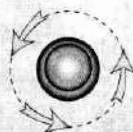


Reducto
Used to smash an object.



Incendio
Used to set an object on fire.

DUELING (COMBAT) SPELLS



Stupefy
Used to stun an opponent.



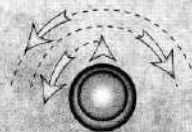
Rictusempra
Tickling Charm to be used against animate objects.



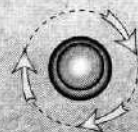
Expelliarmus
Used to disarm an opponent.



Protego
Used to deflect any spell cast at you.



Levicorpus
Will levitate an opponent briefly in the air.



Petrificus Totalus
Used to paralyze an opponent.

DUMBLEDORE'S ARMY

Since Umbridge™ won't allow the students to practice any Defense Against the Dark Arts (DADA) spells, Hermione convinces Harry to take matters into his own hands. Harry and a small group called Dumbledore's Army (the D.A.) meet secretly in the Room of Requirement. The spells they learn there will prepare the young wizards for their O.W.L.s and for a confrontation with the Death Eaters.

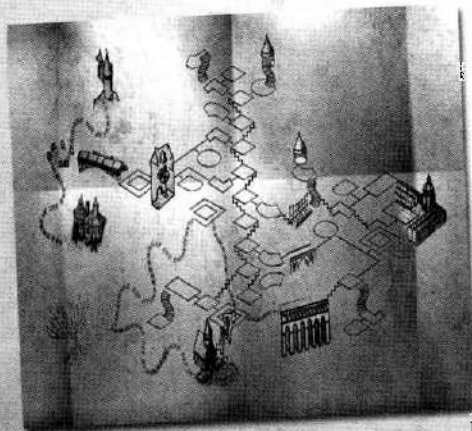
Explore Hogwarts with Harry to recruit all the members of the D.A., then teach them Defense Against the Dark Arts in the Room of Requirement.

DISCOVER HOGWARTS

When Harry isn't training other students or practicing Defense Against the Dark Arts, he can explore Hogwarts to discover some of its magical secrets.

MARAUDER'S MAP

Use the Marauder's Map to find characters, tasks and locations in the game.



Press  to access the map.

Press  to view locations on the map.

Press  to see the active tasks on the map from the tab to the right of the map. Then select the name of the person you want to find and see where they are in the castle.

Press  to scroll through either list.

Press  when you have a person or location highlighted, to see where they are on the map in relation to Harry's current location.

TIP

If you get confused about which way to go, access the Marauder's Map and pick the location or task you wish to locate. Then return to the game and follow the direction of the footprints – they'll point you in the right direction.

DISCOVERABLES

There are many items that Harry can interact with, scattered throughout the castle. Try casting spells on various items. When Harry uncovers these items, he earns Discovery Points. When he earns enough Discovery Points, he unlocks different items in the Room of Rewards.

TIP

You may come across broken objects as you explore the castle. Cast a quick *Reparo* spell to set things right in no time.

MISSIONS

To get around Hogwarts and to assemble Dumbledore's Army, Harry will need to talk to students, teachers, portraits, ghosts and gargoyles and complete various missions for them. Complete the tasks they assign and they may even reward you!

HOGWARTS PORTRAITS

The enchanted portraits dotted around Hogwarts guard hidden shortcuts that Harry can use to quickly go from one area of the castle to another. However, to get past a portrait, Harry will need to learn its password by completing a task or a puzzle.

TIP

Look for pairs of portraits. If you find the same portrait in two different areas of the castle, there is usually a shortcut from one area to the other. But you have to know the password to use it.



WIZARD GAMES

Test your skills against the top players in every Hogwarts house. If you can outplay the best at Exploding Snap, Gobstones and wizard chess, you earn Discovery Points.

WIZARD CHESS

Wizard chess is much like Muggle chess, except the game pieces follow the commands of the players and actually engage in battle to destroy the opposing pieces. Approach a pair of students playing wizard chess and press **X** to challenge one of them to a game.

- Move **R** to move the highlight and then press **X** to select that piece.
- Move **R** to move the highlight and then press **X** to select a position to move the piece to.
- Move **L** to reposition the camera to get a better view of the board.

GOBSTONES

Approach a pair of students playing Gobstones and press **X** to challenge one of them to a game.

- To flick a Gobstone, move **R** down and then move **R** up. The further you move **R** down, the harder the stone is flicked.
- Move **L** to reposition the camera and aim your shot.

There are three ways to play and win at Gobstones. Harry's opponent sets the rules before the game begins.

Traditional Rules

Knock more Gobstones out of the ring than your opponent.

Snake Pit Rules

Get your Gobstones closer to the pit than your opponent.

Jack Stone Rules

Get your Gobstones closer to the jack than your opponent.

EXPLODING SNAP

Approach a student playing Exploding Snap and press **X** to join the game.

There are two ways to play Exploding Snap. In one version you match pairs:

- Move **L/R** to move the highlight.
- Press **X** to select a card. When two have been uncovered that are the same, you win those cards.

In the other, you win the revealed stack of cards by slapping down (move **R** **+**/**A**/**X**) when two of the same cards appear back-to-back.

ROOM OF REWARDS

Once Harry earns Discovery Points, he finds the Room of Rewards. In this room, he can see the rewards that he's unlocked and also what he needs to do to unlock the unavailable content.

PAUSE MENU AND OPTIONS

Most game options are self-explanatory. Those that require clarification are explained below.

GAME INFORMATION

From defeating other players in the wizard games, to obtaining all of the portrait passwords, there are many things to do in *Harry Potter and the Order of the Phoenix*. This screen shows you what you've achieved and the challenges that you have yet to complete.

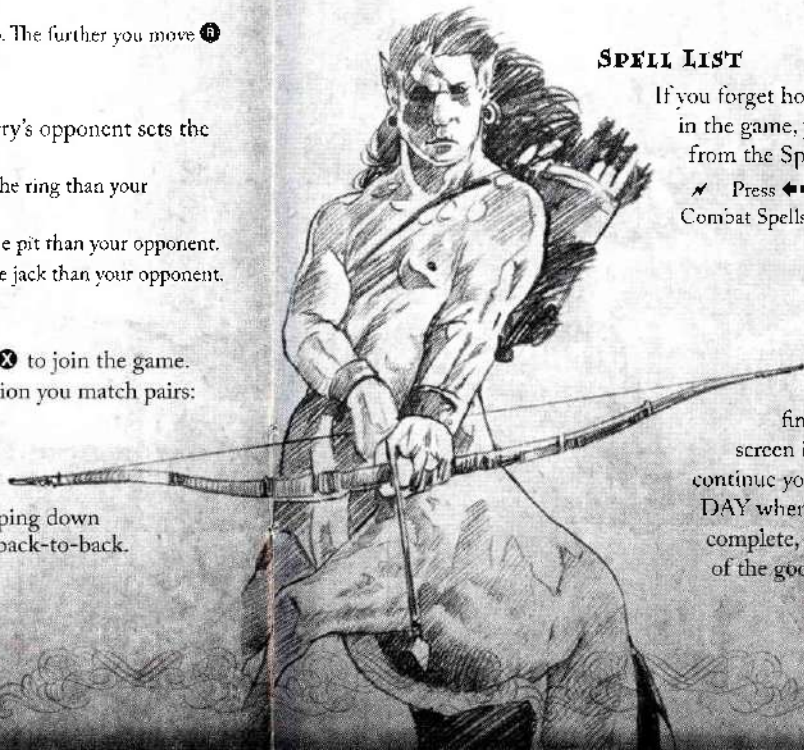
SPELL LIST

If you forget how to cast any of the spells in the game, you can review the gestures from the Spell List.

- Press **↔** to alternate between Non-Combat Spells and Dueling (Combat) Spells.

ENDLESS DAY

If you haven't found all of the discoverables (you can see what you need to find at the Game Information screen in the Pause menu), you can continue your game in the **ENDLESS DAY** when the narrative game is complete, to focus solely on finding all of the goodies.



OCCLUMENCY

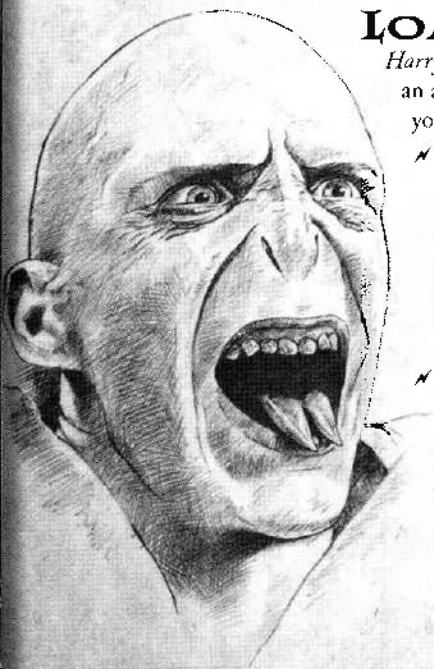
In addition to all of his other coursework, Dumbledore™ asks Harry to study this subject with Professor Snape™ to learn how to block other wizards from seeing his thoughts and memories.

- ✦ Use your wand to force Snape's wand back to center by repeatedly moving **⬆** in the direction you want to move Snape's wand.

SAVING AND LOADING

Harry Potter and the Order of the Phoenix uses an autosave feature. When you start a game, you have the option to disable autosave.

- ✦ To save your game, choose **SAVE ADVENTURE** from the Pause menu. Then select a Device and save game and press **A**. Once you've successfully saved, press **A** to confirm. At the Saving and Loading screen, press **B** to return to the Pause menu and then choose **CONTINUE** to re-enter the game.
- ✦ To load a game, choose **CONTINUE ADVENTURE** from the Main menu. Select a Device and the save game you want to load from the list and press **A**.



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