

XBOX 360

KINECT



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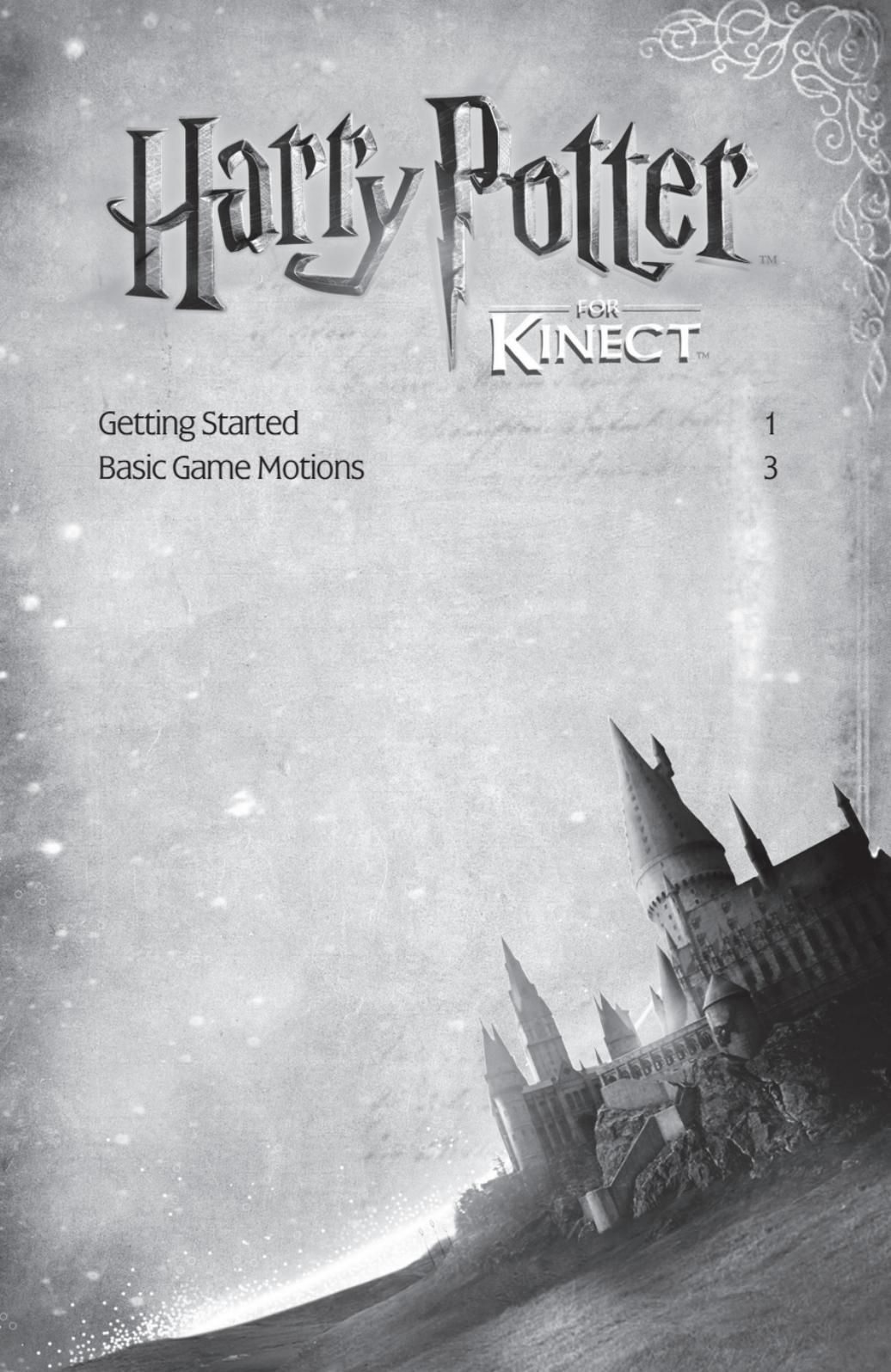
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Harry Potter

FOR
KINECT™

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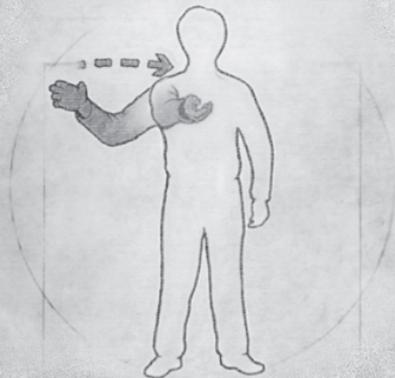
Getting Started

Selecting Left-Handed or Right-Handed Play

When prompted at the start of the game, raise your right hand above your head to play the game right-handed or raise your left hand to play left-handed. Whichever hand you raise becomes your **Wand Hand** (the hand you will use to cast spells and perform other in-game manoeuvres).

Navigating Menus

To scroll through the available menu options, use your right hand and make a swiping motion in front of you. To scroll in the other direction, swipe with your left hand.



Raise your right hand above your head to select the current menu or menu option. Raise your left hand above your head to go back to the previous menu or menu option.

NOTE: You will always use your right hand to select and your left hand to go back no matter which hand is your Wand Hand.

Selecting Play Mode

After you receive your invitation to Hogwarts, you can choose to play in either Movie Mode or Custom Mode.

NOTE: *In both modes, you begin in Year 1 and unlock new mini-games, years, challenges and special characters as you play.*

Movie Mode

Movie Mode allows you to relive some of the most memorable moments from all eight Harry Potter movies as the primary character in each scene.

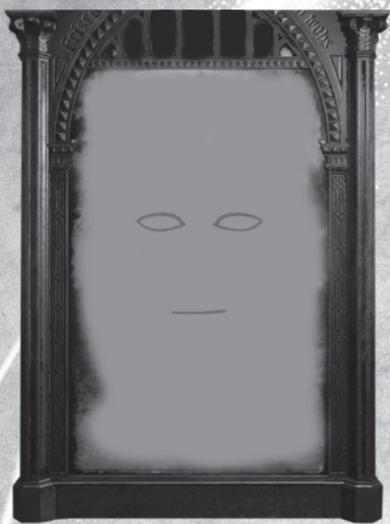
Custom Mode

Custom Mode allows you to create your own Hogwarts student avatar and relive the memorable moments as yourself.

Creating Your Avatar in Custom Mode

If you select Custom Mode, you will go to Madam Malkin's where the Kinect camera will take a picture of your face so that your character will look like you!

When prompted, position your face close to the Kinect camera. Depending on where your Kinect is located, you may need to kneel. For best results, be sure to line up your eyes **and** mouth with the template and face the camera directly.



If you are not happy with the image, you can re-take the picture as many times as you like.

Basic Game Motions

Grabbing an Object

To grab an item, hold your Wand Hand out in front of you until you see an on-screen hand that follows your motions. (You might need to move your hand up or down or left or right a little before you can see it.)

When you can see your on-screen hand, move it around until it hovers over the object that you want to grab.

When the on-screen circle fills up, you have grabbed the item.



Note: For many of the games, you must raise your non-Wand Hand above your head to put down or release an item.

Spell Casting

Changing Your Active Spell

The name of your currently selected or “active” spell appears in the lower-left corner of the screen.

To change your active spell, clearly call out the name of the spell you want to cast **or** move your arms into the position that is associated with that spell in the Kinect game (you will learn arm positions for selecting each spell when you learn the spell during gameplay; to take extra spell-casting lessons and practice the various arm positions, select “Spells” from the blackboard).

Note: Some games require the use of only one spell. Other games allow you to cast different spells, so it's good to learn the various spell names and their selection arm positions so you can quickly change active spells when necessary.

Casting

To cast your active spell, raise your Wand Hand up and then back down towards your shoulder (bending your elbow – like you are preparing to cast a fishing line), and then bring it down directly towards the screen.



Note: Some spells require a separate type of movement to cast. See “Special Casting” below.

Aiming

An on-screen targeting circle will move with your hand. Use that to help determine where your spell will go. Aim your Wand Hand to the left to cast to the left; aim your Wand Hand to the right to cast to the right.

Special Casting

Two spells require the use of gestures that differ from the standard casting gesture above:

Protego: To conjure a defensive shield, hold both your hands directly in front of you.

Lumos Maxima: To conjure light, raise your non-Wand Hand above your head.

Dodging

To avoid things coming at you or obstacles in your path, jump, duck, or step (don't just lean) left or right. The timing on jumping and ducking can get a little tricky, so don't worry if you miss one. Just keep trying!

Flying on a Broomstick

To manoeuvre your broomstick, lean your body to the left or right. Leaning from your waist works best. The more you lean, the more quickly you turn.

Note: *When playing as the Seeker in Quidditch, stay as close to the yellow trail of the Golden Snitch as you can as it will make you go faster and you will catch up to the Snitch sooner.*



“Trail” Swiping

Hold your Wand Hand out in front of you until you see your on-screen hand or icon. You may need to move your hand up or down or left or right a little before you see it. Once you see it, move your hand quickly in any direction (if you move your hand too slowly, no trail will be left behind).

Depending on the game, use the trail to hit the appropriate objects on screen, or direct where certain spells will be cast.

Turning

In some games, targets are all around you. To rotate your character, lean left or right. The farther you lean, the faster you turn.

Note: Some games have a radar-like indicator in the lower-right corner of the screen so you can see the direction in which you must turn to face your target.

Other Motions

Many of the games incorporate simple motions or gestures in addition to those described above, so pay close attention to the loading screen tips for each game!





Pausing or Quitting the Game

You can bring up a pause menu by holding your right arm straight down at your side and holding your left arm out and down at a 45-degree angle (whether you are right-handed or left-handed).



Once in the pause menu, use swiping motions to scroll through the available options. To quit a particular game, scroll through the pause menu options until you reach “Quit”, then raise your right hand.



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