



# SORCERY™

# A MAGICAL ADVENTURE

DARKNESS SHROUDS THE FAERIE KINGDOM.

THIS ONCE LUSH AND BEAUTIFUL REALM HAS BEEN TORN APART AND IS HAUNTED BY HUNDRED-YEAR-OLD MEMORIES OF THE WAR BETWEEN FAERIES AND HUMANS.

THE KINGDOM'S NOBLE LEADER LADY EVERFAIR IS NO MORE; DESPERATE TO REPEL THE HUMAN INVADERS, SHE WAS CONSUMED BY EVIL AND BECAME THE DESTRUCTIVE NIGHTMARE QUEEN.

THE MAGICAL PORTAL LINKING THE TWO WORLDS HAS BEEN SEALED EVER SINCE; UNTIL NOW.

FINN IS IN REAL TROUBLE. WHILE EXPLORING WITH ERLINE – HIS MASTER'S TALKING CAT – THE APPRENTICE SORCERER HAS UNWITTINGLY BEGUN A SEQUENCE OF EVENTS THAT HAS AWOKEN THE FURY IN THE DARK QUEEN AND PUT THE LIVES OF THE TOWNSFOLK AND HIS CLOSEST FRIENDS IN MORTAL DANGER.

CALLING ON THE TEACHINGS OF HIS MASTER DASH, FINN MUST QUICKLY DEVELOP HIS MAGICAL POWERS AS HE TRAVELS THROUGH THE HEART OF THE FAERIE KINGDOM... TO VANQUISH THE EVIL QUEEN FOREVER.





# SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual.



Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play. Do not insert or remove peripherals once the power is turned on.

Sorcery™ uses an autosave feature. Do not switch off the power when the HDD access indicator is flashing.

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

## USING A PlayStation®Move MOTION CONTROLLER

A PlayStation®Move motion controller is required to play Sorcery™. For information on setting up and using a motion controller and safety precautions, please refer to the instruction manual supplied with the peripheral or visit [eu.playstation.com/help-support/manuals](http://eu.playstation.com/help-support/manuals).

Attach the supplied strap to the motion controller and always wear the strap on your wrist during play to help prevent losing your grip on the motion controller.

## USING A PlayStation®Eye CAMERA

A PlayStation®Eye camera is required to play Sorcery™. Set the camera to wide angle view (the blue setting) and place the camera on top of or immediately below your television. The recommended distance between the camera and the motion controller is approximately one to three metres.

NOTE: refer to the PlayStation®Eye camera instruction manual for further details on setting up the camera and refer to the PlayStation®Move motion controller instruction manual for additional details on using the camera and motion controller together.

### IN-GAME CALIBRATION

Before commencing play you will need to calibrate the motion controller and the PlayStation®Eye camera – simply follow the on-screen instructions.

If you need to quickly calibrate the motion controller during play, press and hold the **L2** button and then press the **↓** directional button. The motion controller sphere will flash and then display a purple light when the calibration process is complete.

Alternatively you can calibrate the motion controller by accessing the relevant option in the Pause Menu.

It is important that the motion controller is held steadily during the calibration process.


### USING A PlayStation®Move NAVIGATION CONTROLLER






A navigation controller or a wireless controller is required in addition to a PlayStation®Move motion controller to play Sorcery™. The navigation controller, which is held in the opposite hand to your motion controller, is primarily used to guide Finn around the environment.

For information on setting up and using a navigation controller, refer to the instruction manual supplied with the peripheral.



## USING IN-GAME MENU SCREENS

Move the motion controller up, down, left or right to highlight an option and press the  button to confirm.





A PlayStation®Move navigation controller or a DUALSHOCK®3 wireless controller can also be used to make menu selections. Press , ,  or  to highlight an option and press the  button to confirm.

## DEFAULT CONTROLS

### PlayStation®Move MOTION CONTROLLER

FLICK FORWARDS	PRIMARY COMBAT SPELL
FLICK LEFT OR RIGHT	SECONDARY COMBAT SPELL
MOVE IN ANY DIRECTION (WHEN APPLICABLE)	TELEKINESIS MAGIC
MOVE IN CIRCLES (WHEN APPLICABLE)	UNLOCK/MEND SPELL
SHAKE	ESCAPE ENEMY SPELL/ACTIVATE POTION
TURN UPSIDE DOWN	DRINK POTION

### PlayStation®Move NAVIGATION CONTROLLER

LEFT STICK	MOVE
 <b>L1</b> BUTTON (HOLD) + MOVE MOTION CONTROLLER	LOOK AROUND
 <b>L1</b> BUTTON	CENTRE CAMERA
 <b>CONFIRM</b> BUTTON	INTERACT
 <b>CONFIRM</b> BUTTON + LEFT STICK	DODGE



□ BUTTON

△ BUTTON

⏻ BUTTON

SELECT  
□ BUTTON

USE HEALTH POTION

OPEN INVENTORY MENU

PAUSE

VIEW MAP

NOTE: navigation controller controls also apply to the wireless controller.

## THE GAMESCREEN

1. FINN
2. HEALTH BAR
3. HEALTH POTIONS AVAILABLE
4. MAP
5. MAGIC WAND ENERGY LEVEL
6. SPELL ICON



## MAIN MENU

NEW GAME

Begin a new journey in the magical world of Sorcery™

CONTINUE

Resume your current adventure

LOAD GAME

Load a previously saved game

OPTIONS

Adjust a range of in-game settings and options

CREDITS

View game credits

## SPELL CASTING

Finn has been taught well by his master Dash, but his training is incomplete. You must use the magical knowledge Finn possesses and quickly think of new ways to develop his skills in order to survive.

With your motion controller as your magic wand, any simple gestures and flicks of your wrist can generate even the most powerful spells. Aiming matters, and with a little practice you can hit your targets no matter where they are.

There are six main spells to master: Arcane, Earth, Ice, Fire, Wind and Lightning. Finn only knows of Arcane and Earth spells so far, but you will access different magical abilities during your adventures.

To switch between active spells, hold the **○** button and perform the specific movement displayed by the relevant icon on-screen. Tap the **○** button to select Arcane magic.

Always listen to the advice Erline offers you, she knows a thing or two about magic.

## COMBAT SPELLS



To cast a combat spell, simply flick your motion controller towards an enemy – this is your primary strike.

You can also execute a secondary strike for each spell apart from Earth magic.



Secondary strikes are triggered by flicking your motion controller to the left or right. Using this technique can, for example, result in your Arcane spell curving towards your enemies.

All spells have strengths and weaknesses, and overuse of certain magic can even temporarily drain the power from your wand.

Never be afraid to experiment with different types of magic and use the battleground to your advantage. If you cast an Arcane spell through a wall of fire, the spell transforms into a fearsome flame bolt which will cause extra damage to your enemies.

## COMBINATION SPELLS

When you discover different forms of magic, try chaining spells together to create powerful combos.

For example, if you have gained Ice magic:

Cast three quick Ice spells to freeze your enemy then finish them off with an Arcane spell.

Beware of enemy attacks; Finn can't take too much damage so make sure you find the magic shield. Press the **L2** button to activate the shield – you can't move while the shield is up, but you can also use it to bash nearby enemies by pressing the **X** button.

## HEROIC STRIKE

As Finn's powers grow you will discover the truly formidable Heroic Strike spell.

A yellow bar will then be displayed on-screen during battle; this is your hero meter and it will increase each time you attack your enemies.

When the meter is full, you can perform the Heroic Strike spell.


Press and hold the T button and then move the motion controller in a quick downward stroke. If performed correctly, this spell will inflict damage to every enemy in the area.



# NON-COMBAT SPELLS

Finn can also cast a number of spells to solve puzzles and remove obstacles blocking his way.

## MEND

A Mend spell can repair damaged structures and buildings. Press the  button when prompted and move your motion controller in quick circles until the magical mending process is complete.

## TELEKINESIS

The Telekinesis spell gives you the power to move heavy objects. A special icon will appear on-screen displaying the specific movement to perform with your motion controller.

## UNLOCK

To open locked doors or treasure chests, Finn can use his Unlock spell. Move your motion controller in a small circle when the special icon appears on-screen.

## TRUST YOUR INSTINCTS

Sometimes you'll have to figure out what kind of spell is needed in different situations.

Having difficulty crossing running water? Maybe you should see if an Ice spell can help you out.

Or maybe your Fire spell can light fire pits and burn obstacles blocking your way.

You need to use all of your powers in creative ways to succeed in your mission.

## POTIONS

Every sorcerer must know how to mix magical potions in order to boost their powers.



You will meet a mysterious alchemist with whom you can trade treasures and valuable items; once you have spoken with him, you can research and create your very own potent brews.

Any ingredients that you discover or purchase from the alchemist can be combined in dozens of different ways to produce potions of various strengths.

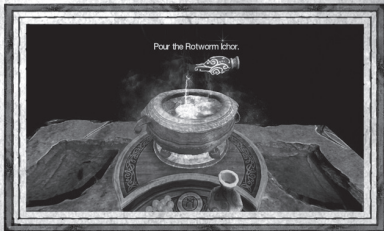
## RESEARCHING POTIONS

Press the **△** button to open the Inventory Menu, and then access the ingredients menu.

Select three items you wish to use – press the **×** button to confirm each choice – then press the **○** button to brew a test batch, which will be stored in the upgrades menu along with any other potions you have researched.

## CREATING POTIONS

Choose a potion you have already researched from the upgrades menu, and then follow the on-screen step by step mixing instructions – you will need to have an empty glass bottle available.



When the potion is complete, shake your motion controller and then turn it upside down and Finn will drink the brew.

Be careful; alchemy is powerful magic and the effects are irreversible – while some potions unlock hidden powers, others can have nasty and unpredictable side effects.

# ENEMIES

The Faerie Kingdom is a dangerous place – foul creatures prowl these lands and few people are foolish enough to cross their path.

Some enemies you encounter are directly under the influence of the Nightmare Queen; others are free of her spell but are still extremely dangerous.

Certain spells are effective against different enemies; you will have to quickly work out which spell to use in each situation. You may encounter enemies who will attack from distance and some who will charge towards you, while others may even be carrying shields.

The bar displayed above each enemy represents its health points; the colour will drain from the bar whenever the enemy receives damage. This bar also indicates when enemies are stunned or are immune to a particular spell.

Some enemies carry extra armour or are extremely powerful; you need to look for weaknesses in their defence.

When you are trapped in the spell of an enemy, you need to shake the motion controller to free yourself.



# EXPLORING THE FAERIE KINGDOM

It would be very easy to get lost in this kingdom, so look out for special markers set down by ancient travellers and keep a close eye on Erline – her natural instincts can often lead you in the right direction.

There are many mystical items to collect in the Faerie Kingdom, including health potions which restore your energy levels. These special potions can be found resting on golden pedestals of light.

To drink a health potion press the **○** button, shake your motion controller and then turn it upside down.

Scattered throughout the kingdom you will also find ancient relics and stonework that glow with a magical aura – cast a spell to break them open as there may be valuable gold hidden inside.

If you discover that your path is blocked by derelict walls or buildings, press the **L2** button to activate the shield and then press the **⊗** button to perform a shield bash – the impact will break through the obstacle.

## INVENTORY MENU

Press the **△** button to open up your Inventory Menu.

You can view your treasures, ingredients you've acquired and any potions you have researched or consumed. A description of each item will be displayed when highlighted.

To switch between screens, press the **L2** button on your navigation controller or the **T** button on your motion controller.



## CHARACTERS



### FINN

The young apprentice has the potential to become a great sorcerer, but a lack of patience and discipline could be his downfall. Always eager to prove his courage and skills, Finn will never back down from a fight.

### DASH

Finn's master is a respected wizard with remarkable powers, but his careful and studious approach to magic often leaves his apprentice bored and frustrated.



### ERLINE

Dash's mischievous talking cat loves to tease Finn about his apparent lack of magical ability. However, she has an in-depth knowledge of magic and the Faerie Kingdom, and is always keen to help the young apprentice.





### THE NIGHTMARE QUEEN


Fearing defeat in the war with the humans, Lady Everfair reluctantly made a pact with Nightmare and was granted tremendous powers. Her race defeated the humans, but the evil influence of Nightmare left the Faerie Kingdom twisted and corrupt.

### LORD FEY

Lady Everfair's husband is lost in a magical sleep in the Slumbering Palace. He may be a prisoner in his own body, but Lord Fey is the only man who can stop the Nightmare Queen.



## PAUSE MENU

Press the  button to access the Pause Menu. You can then choose to resume your current game, load a previously saved game, calibrate your motion controller, adjust a range of options and quit your current game.

POWERED BY



UNREAL  
TECHNOLOGY

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