

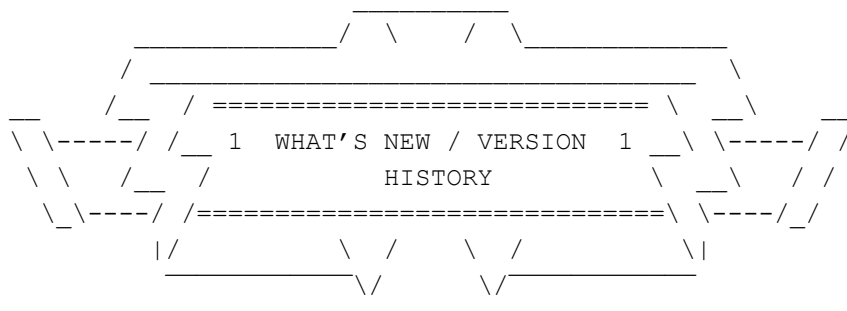






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\* = Incomplete  
 ^ = Coming Soon



Version 0.1 : First Version, Reused alot of accsii formattings from Labmaster's well-known Harry Potter and the Chambers of Secrets for Gameboy Color FAQ/Walkthrough as Jaroma-ru said that POA used the same gaming engine but better Graphics and loads of other stuffs.

Version 0.2 : Second Version, Started the walkthru and done most of first part of the game "Before Hogwarts". The rest of faqs still not done yet.

Version 0.22: Re-done a lot of introduction and tidied up in places.

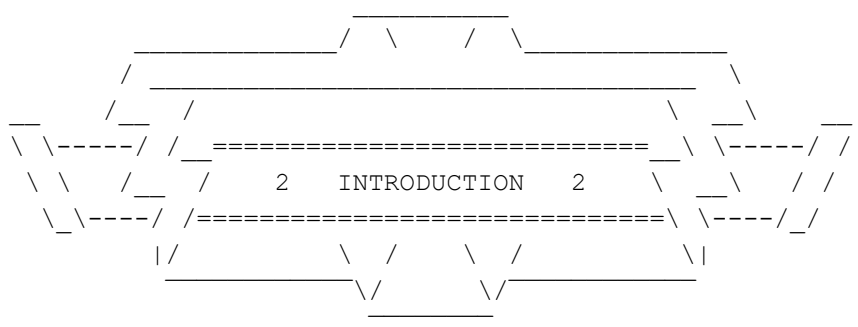
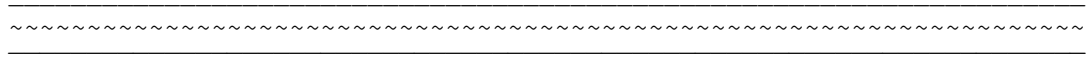
Version 0.3 : Added bulk of Folio Bruti info and some other corrections. Also added F&G SHoplists done by David Hagan. David if you read this, your contribution is excellent! I will add the Equipments in next version.

Version 0.35: Sorry, I am very lazy this week for this guide, Will done more WT later when I will get off my laziness...

Version 0.36: Added a review (yes, that's it. I [Labmaster] has gotten very busy... I have a feeling this WT may not be finished in the near future :( )

---=To do=---

Loads of stuffs to do.



This is the third of a series by EA Games based on the Harry Potter series of books by JK Rowling. The release has coincided with the release of the movies and the games on the other platforms. This FAQ is meant to be as complete and concise as possible, with locations of all known items and secrets. Due to the difficulty of this, it is highly probable that things have been left out. If you know something that isn't listed, or would like to request something, please contact either of us by email at lab\_master@email.com and jaromaru@romhackers.net

=== About this Guide ===

What will you find in this guide? Well, first of all, it includes the most complete Walkthrough available on the internet. This states the location for almost all the items available and tells you where to get those rare Famous Witch and Wizard Cards! Secondly, this is one of the only places you will find all the best Cheat Codes for this guide. This is because they've been hacked by either Labmaster or Jaroma-ru. Thirdly, it contains the most concise item lists, card lists, combo lists and enemy lists available. We have lists for almost everything! And lastly, you will find all those extras like tips, chest contents, mini game guides and game help, plus much, much more! That will hopefully explain the size of this document, as it contains A LOT of extra info.

===Differences between Prisoner of Azakaan (GBA) and COS (GBC===  
Coming Soon

===About the Author - Labmaster===

If you are reading this then you have too much time on your hands. Anyway, I'm a 15.7 year old and live in New Zealand. That's near Australia for those of you who aren't familiar with South-Western-Pacific Geography. My main passion is code hacking, though I've got a couple of side projects going on at the moment - one of which is working on a NDS emulator. I also enjoy mucking about with computer modelling and graphics, and 'sports' (I think that's what they're called). Ah yes, I write these things known as 'Walkthroughs' as well...

===About the Author - Jaroma-ru===

And if you are wondering about me, I am Jaroma-ru, formerly known as

LORD ARDHAMON, if you are wondering who am I back in the COS GBC days Well, In this Prisoner of Azakan FAQ/Walkthrough, Labmaster and I have agreed to work together, for the first time because he is very busy with mostly cheating and emulation related stuffs so I will do most of the stuffs - Labmaster still gotta do the Walkthrough by himself as I am way far ahead of him (as of June 5th).

I am 17 from Tropical Australia, that is east of New Zealand...if you forgot where is Australia ;p. My interests are mostly Digimon, Pokemon, Dragonball Z, romhacking, Lord Of the Rings, Golden Sun, Computers and of course, Harry Potter.

---=Apologies=---

We would like to apologise for:

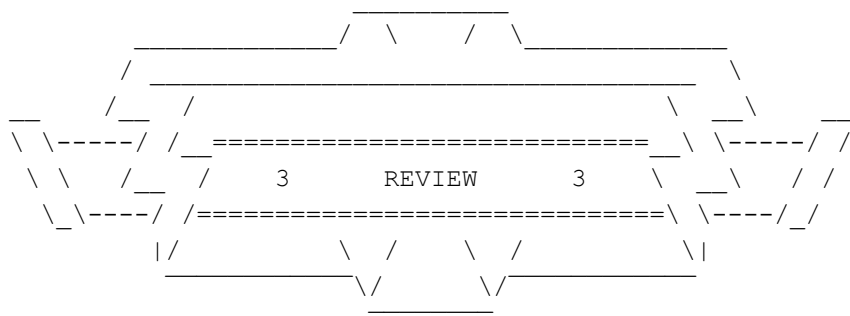
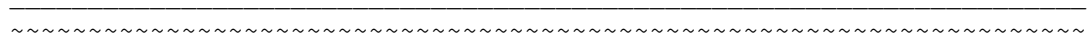
- Mis-information (unintentionally of course) given here. Especially when people contribute tips etc, I don't have time to check up on all of them
- Other mistakes
- Dull attempts at humour in the walkthrough commentary
- Our poor artistic talents
- The graphical incapacibilities of text files
- The fact that we are lazy and have ripped a lot of stuff from Lab's COS guide.
- Anything we have forgotten to apologise for

DUMB STATS FOR THIS VERSION (courtesy of Microsoft Word) :

NOTE: These are hard and fast facts, often minor changes are made without us bothering to update this section.

Pages (if you want to print it out!):

Words: :  
Characters (not including spaces) :  
Characters (including spaces) :  
Lines :



Review Contributed by CoolDude999

I wanted this game for a long time-and then I got it. It is one of the best games I have got! As soon as I started playing I couldn't stop!

Graphics - 10/10

The graphics are very good. They do a lot around the castle-stars, doors, little bits of detail-and a lot in the grounds. Basically all 3-D which makes the game even better. Excellent graphics in general.

Music & Sound - 6/10

There is some new music but it mostly the old tunes. It could be better because it is on GBA. The batttling music is new so it is OK but when you arein the field it is the same (almost). There is an average amount of sound effects. They are all very good but there could have been more.

Gameplay - 10/10

You can never get tired of this game! It may have a lot of things like The Chamnber of Secrets but it is still fun. Since you need to get all the cards, fill in the Foli Bruti and get to level 99 you can keep playing it.

Replay - 10/10

The Mini-Games are good and the game is just meant to be played over and over again. Like I said there is a lot do so that makes it even more fun to play again.

Overall - 9/10

This game is excellent so think about getting it. Probaly the best game I have ever bought!

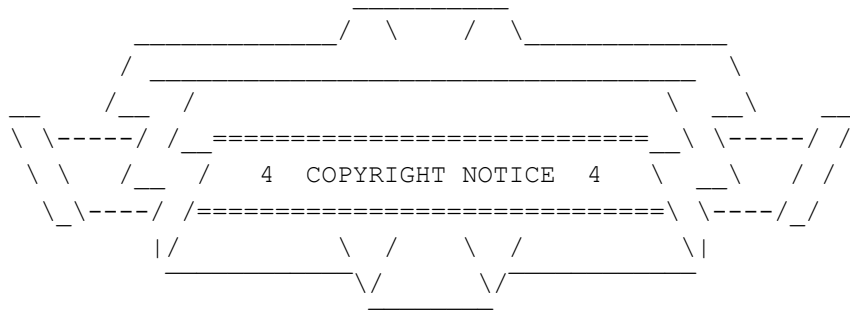
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<Start Legal Mumbo Jumbo>

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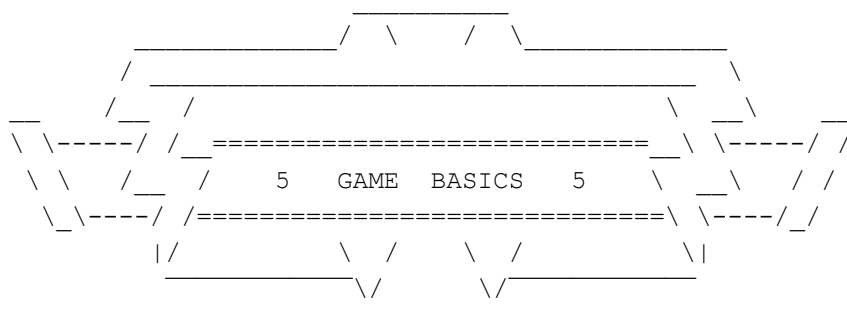
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<End Legal Mumbo Jumbo>

CONSIDER THIS YOUR WARNING. IF YOU RIP OFF ANY OF THIS DOCUMENT, INCLUDING THE LISTS AND CRAP ASCII ART ONE OF US (WHOEVER'S FEELING MOST ANGRY) WILL HUNT YOU DOWN AND RIP YOU. (metaphorically speaking)

j/k... but don't do it anyway ~\_-

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===Story===

Geez, who needs to know the story... Go see the movie and read the books! Okay - short version: There's this dude called Harry Potter, he's a wizard, he's got some friends, they have an adventure... 'nuff said.

===Controls===

- Control Pad: Movement
- Start: Show Menu
- Select: Options
- A: Primary key (Talk, inspect, confirm etc.)
- B: Secondary key (Back, cancel etc.) Also used for spells
- L: Switch characters and spells
- R: Switch characters and spells

===Minigames===



As you unlock Minigames, they become available to play from the Start menu (the menu after the logos, etc). It will display instructions and also any High Scores. There are 3 levels of difficulty - Easy, Medium and Hard - which don't require any explanation. For details on these see the Minigames Section below.

---Getting Help---

For information on this, press START to get to the menu and select 'help'. It's definitely worth reading this. Information about the Folios are available here as well.

---Menus---

When you press <START> in game you'll bring up the Menu.

- Status / Equip

- Characters

Shows your stats and allows you to equip items to the selected character

- Items

- All

Shows all items

- Potions

Shows Potions

- Miscellaneous

Shows Miscellaneous Items

- Folios

- Folio Universitas

Displays your Folio Magi (FWAWCs you have collected) Also you can view the card combos

- Folio Bruti

Displays your Folio Bruti (Monsters you have seen and Information collected with Informous)

- Save Game

Saves the current game in the slot you selected when you started.

- Connectivity

- Trade Cards

Trades FWAWCs with another GBA

- Owl Care Kit

Connect your GBA with GCN to get special stuff!

- Help

- About the Folios

Displays help about the Folios

- About Collectors Cards

Displays help about Collectors cards

- About Items

Displays help about the Items

- About Mini-Games

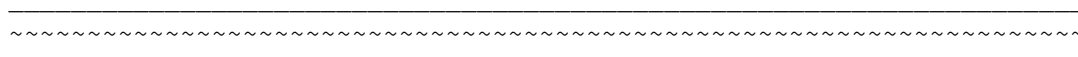
Displays help about Mini-Games

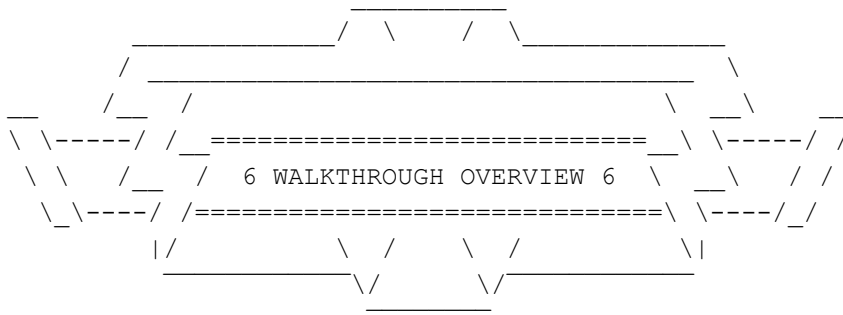
- Magical Encounters

Displays help about Magical Encounters

- Special Moves Glossary

Displays help about Special Moves Glossary





===Abbreviations used in this Walkthrough===

- APP: Anti-Paralysis Potion
- ATCP: Antidote to Common Poison
- CCC: Card Collector's Club
- FWAWC: Famous Witch and Wizard Card
- GPUP: Grand Pepper Up Potion
- GWP: Grand Wiggerweld Potion
- PUP: Pepper Up Potion
- WP: Wiggerweld Potion

===Directions===

Directions in the Walkthrough are pretty straightforward - up being up, down being down, etc.. Relative directions such as 'top' refer to the part of the map as you are looking at it when you play.

If you get lost, press <START> to get to the menu, then go back into the game. You'll see a bar at the bottom giving you your current location.

===Arrangement===

The walkthrough is arranged by quests, with the name of the quest at the top. You can see what is the current quest by pressing START. If the quest is very short, e.g. 'Go to your dorm' and you get stopped as soon as you leave the class, these aren't mentioned. Furthermore, the game is divided into several major sections, denoted by:



===Dying===

Dying isn't a very nice word, it's more like you're being knocked out. If you are unfortunate enough to have your entire party on 0 SP, i.e. you've been knocked out, you will be taken to a hospital of some sort in your area, e.g. the Hospital Wing. However, if you 'die' battling a special boss or while completing a special quest, you may be taken to a previous point, e.g. if you lose to Giant Rat you're taken back to beginning of the cellar.

If one member of your party is on 0 SP but you have at least one other person above that, that/those member(s) will start with 1 SP every battle until he is healed.



(start cutscene)

FUDGE: Here, Harry. Take these collector's cards. They might help you during a magical encounter.

HARRY: Thank you, Minister.

NARRATOR: You've received the Dunbar Ogelethorpe, Devin Whitehorn, and Cyprian Youdle collector's cards.

NARRATOR: You've received some collector's cards! Collect all the cards to unlock secrets and items in the Wizard Card Collectors' Club in Classroom 5B.

NARRATOR: Collecting certain groups of cards will allow Harry to use Card Combos during magical encounters. To view your card collection, choose Folios and then Folio Universitas.

You now walk into your own room and you head up to your own bed and noticed a package from Hagird.

HARRY: There's a package on my bed...

HARRY: There's a card... It's from Hagird! He remembered my birthday!

HARRY: It's a book! 'The Monster Book of Monsters'.

HARRY: Uh oh...

NARRATOR: You are about to enter a magical encounter. Each character and creature takes a turn to perform an action, however, they can only perform one action per turn. Your characters have Stamina Points and Magic Points. Stamina (SP) indicate how healthy your character is and Magic Points (MP) allow a character to cast spells. Each spell use a different number of points. Click on the Help icon in the Magical Encounter Menu for more information.

You now got into your first magical encounter for this game. Its a biting book. Its only take one Incendio and one Flipendo to take down this biting book. With this defeat, you have earned 8EXP, 8 sickles and a School Robe.

NARRATOR: You have a new Item. To equip it, press START and then select Status/Equip. Select a character, move the cursor over the boxes surrounding that character, and press the A Button to change items.

HARRY: Thank goodness for that! I think I'll turn in for the night.

The clock moving around its hands.

(end cutscene)

QUEST: Greet the Weasleys

+++++

Now, you just got up from a good night sleep... It's time for you to get out of your own room...but wait, there's a chest in your room. Open it up and you will get a collector's card. Oh yeah!, its Albus Dumbledore!

Now leave your room. Head east if you want to get another collector's card, it's Queen Maeve. Now go back down the stairs, then head up north from the stairs. You will see Molly and Arthur Weasley walking pass and stop by to talk with you.

(start cutscene)

MOLLY: Harry! How are you?

HARRY: Fine, thanks, Mrs. Weasley.

ARTHUR: Hello, Harry.

The Weasley Parents and you(Harry) walk to the east and you will encounter your number one sidekick, it's Ron Weasley!

RON: Hi, Harry! So, you managed to make it through the summer?

HARRY: Just about, Ron. Have you heard from Hermione lately?

RON: I just saw her in Diagon Alley. She was talking about buying a cat...

HARRY: Speaking of pets, how's your rat, Scabbers?

RON: He's been a bit off-color ever since I brought him back from Egypt.

HARRY: Why don't you give him a dose of Rat Tonic?

RON: I don't have any Rat Tonic left.

HARRY: Maybe the innkeeper, Tom, has some. Tell you what, I'll go and ask him.

(end cutscene)

QUEST: Find the Rat Tonic

+++++

There's a chest next to Ron, open it up and you will get another collector's card - Helga Hufflepuff. Now head west and have a chat with Tom, the innkeeper.

(start cutscene)

HARRY: Excuse me, Tom, I don't suppose you have any Rat Tonic?

TOM: Indeed I do, Mr. Potter. If you don't mind finding your own way, there's a bottle down in the cellar. It's dark down there, so you might need to use Lumos to find your way.

HARRY: I'm sure I can find the Rat Tonic for Ron...

(end cutscene)

Now head north-west into the hallway. Follow the hallway into the staircase.

(start cutscene)

HARRY: This must be the way down to the cellar.

(end cutscene)

Go down the stairs and you now in the cellar.

(start cutscene)

HARRY: It's really dusty down here.

HARRY: Where is that bottle hiding?

(end cutscene)

Walk eas a it

(start cutscene)

NARRATOR: Press the L or R Button to change spells. Press the B Button to cast the spell. Try using Lumos near the gap.

(end cutscene)

Now, you have to walk and stand closer to the middle of the gap. Use Lumos and you will see a green light platform. Cross it.

(start cutscene)

NARRATOR: You've just gained your first level! You will now have more Stamina Points, Magic Points and defensive capabilities to help you in magical encounters. You can look at your statistics by pressing START (which brings up the Main Menu) and then selecting Status/Equip.

(end cutscene)

Keep walking east again...

(start cutscene)

HARRY: If I cast Flipendo, I'll be able to push and break certain things...

(end cutscene)

You have to use Flipendo on the two barrels. Walk past it (You gained a level up for breaking the barrels on first attempt.) Keep going until you see some blue squares. What does it mean? It's unrevealed monsters. When you bump into one, a monster will be revealed after you used the Informus. Fight your way through the monsters. If you notice a hallway to the north, there's a chest contains the Grand Wiggenweld Potion. Get it and keep heading east.

Keep heading east, down then west until you got a cutscene...

(start cutscene)

HARRY: This place could do with a spring clean...

(end cutscene)

You still need to keep heading west until you see some flight of grey stairs. In order for you to get to other side, you need to use Flipendo on the block to the left when you go down the bottom stairs. (You will be levelled up for doing it). Now climb back up and cross the block to the other side and keep going until you got a cutscene.

(start cutscene)

HARRY: Tom really needs to tidy up down here.

(end cutscene)

You can still try to avoid the monsters to find your way to the north. You will see a chest on the way. Open up this chest and you will receive yet ANOTHER collector's card...Joscelined Wadcock.

Now get up the stairs...

(start cutscene)

HARRY: This place is really dark, I'd better cast Lumos so I don't fall over.

(end cutscene)

You are about to enter your very first pitch black room... You have to cast Lumos and find the door. Get through the door. Remember if Lumos have gone off, just recast Lumos again. When you got out of this pitch black room. Head up north a bit, behind these boxes and crates, there's a chest contains the Antidote to Common Poisons.

You are about to face the first Boss fight... You have to heal yourself with the Wiggenweld Potions as well as save the game. Head east and yet another cutscene...

(start cutscene)

HARRY: There's the Rat Tonic!

HARRY: Oh! It's had too much Rat Tonic! I'd better get the rest of the Tonic and get out!

(end cutscene)

Oh no! you cant run...you have to finish off this gaint rat.

I recommend you to use the following spells that will have no problems: Incendio spells three times.

When the gaint rat got defeated, its now the time for you to collect the Rat Tonic and get out of the cellar.

(start cutscene)

NARRATOR: Rat Tonic has been added to your Inventory

(end cutscene)

QUEST: Deliver the Rat Tonic to Ron

+++++

Now head south-east a bit and use Flipendo to move the block out of the way and go back to the main floor and find Ron.

On your way, you got interupted due to a cutscene...YET AGAIN!

(start cutscene)

ARTHUR: ...makes no sense not to tell him, Molly. Harry's got a right to know.

MOLLY: Arthur, the truth would terrify him! And Harry will be safe at Hogwarts.

ARTHUR: We thought Azkaban prison was safe. If Black can break out of Azkaban, he can break into Hogwarts. He's deranged, Molly, and he thinks murdering Harry will bring You-Know-Who back to power.

You walk down to the Weasley partens and apologizing them

HARRY: I couldn't help hearing sorry...

ARTHUR: That's not the way I'd have chosen for you to find out.

HARRY: No - honestly, it's OK. At least I now know what's going on.

ARTHUR: Harry, you must be very scared.

HARRY: I'm not. Really. Sirius Black can't be worse than Voldemort, can he?

ARTHUR: Listen, I want you to give me your word - swear to me that you won't go looking for Black.

(end cutscene)

Now the parents walk off. It's about time to catch up with Ron.

(start cutscene)

RON: There you are, Harry! Did you manage to get any Rat Tonic?

HARRY: Yes, There you go.

RON: Thanks. This will make you feel better, Scabbers.

RON: What's wrong, Harry? You look upset.

HARRY: I overheard your parents talking about Sirius Black. He wants to kill me...

RON: Promise me you won't go looking for trouble, Harry.

HARRY: I don't go looking for trouble, Ron. Trouble usually finds me...

NARRATOR: Rat Tonic has been removed from your Inventory.

You, Ron and Scabbers head left until you saw Hermione with her new ginger cat.

HARRY: Hermione - we were wondering when you'd show up!

HERMIONE: It's really good to see you bothh again. I'd like to meet my new cat, Crookshanks.

RON: You bought that monster?

HERMIONE: He's gorgeous, isn't he?

SCABBERS: Squeak! Squeeeeeeak!

RON: That beast of yours is scaring Scabbers! Keep it away from him!

CROOKSHANKS: Meoww!

The scene of Crookshanks starting to chase Scabbers into the cellar.

RON: Scabbers! Come back!

HERMIONE: Crookshanks! Come back! Oh, it's no use!

RON: We need to rescue Scabbers!

HERMIONE: I'll go. Crookshanks is my responsibility.

RON: I'll go. He's my rat.

HARRY: I'll help you find them.

NARRATOR: Now you must choose who you want in your party. Ron or Hermione will join until you complete a given task. Each character has additional spells. that can be accessed with the L and R Buttons. You can also equip additional party members and access their statistics by pressing START (which brings up the Main Menu)

(end cutscene)

Now you have to chose which one.

If you see an option like this later in the game, each column will tells you how to past the stage. Remember, they do the different ways because they got different spells.

| Choice 1: Harry and Hermione                                                                                                                                                                                                                                                                                    | Choice 2: Harry and Ron                                                                                                                                                                                                                                                                                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Go to the Cellar and find Crookshanks.                                                                                                                                                                                                                                                                          | Go to the cellar and find Scabbers.                                                                                                                                                                                                                                                                             |
| If you chose this option, you need to down the cellar. When you were in the cellar, walk east a bit. You will see a cutscene of Scabbers being chased by Crookshanks. Use Lumos to cross the invisible platform. Head right a bit more and get into the door. Head right from the door to the brooken stairs... | If you chose this option, you need to down the cellar. When you were in the cellar, walk east a bit. You will see a cutscene of Scabbers being chased by Crookshanks. Use Lumos to cross the invisible platform. Head right a bit more and get into the door. Head right from the door to the locked blue door. |
| (start cutscene)                                                                                                                                                                                                                                                                                                | (start cutscene)                                                                                                                                                                                                                                                                                                |
| HARRY: These stairs are broken!                                                                                                                                                                                                                                                                                 | HARRY: This door's locked!                                                                                                                                                                                                                                                                                      |
| HERMIONE: I can fix them with the Reparo Spell                                                                                                                                                                                                                                                                  | RON: I can use the Alohomora Spell to unlock it.                                                                                                                                                                                                                                                                |
| (end cutscene)                                                                                                                                                                                                                                                                                                  | (end cutscene)                                                                                                                                                                                                                                                                                                  |
| Now, you have to use Reparo on the stairs. Head down the fixed stairs.                                                                                                                                                                                                                                          | Now, get closer to the door and use Alohomora spell. Go through the door                                                                                                                                                                                                                                        |



|                                                                                                                                                                                                                                                |                                                                                                                                                                                                                     |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| (start cutscene)                                                                                                                                                                                                                               | (start cutscene)                                                                                                                                                                                                    |
| HERMIONE: Crookshanks! Oh, where<br>are you?                                                                                                                                                                                                   | RON: They must have gone down<br>  here.                                                                                                                                                                            |
| (end cutscene)                                                                                                                                                                                                                                 | HARRY: Be careful, Ron. It's<br>  dangerous down there.                                                                                                                                                             |
| Keep following the passage...                                                                                                                                                                                                                  | (end cutscene)                                                                                                                                                                                                      |
| (start cutscene)                                                                                                                                                                                                                               | Head to the left...                                                                                                                                                                                                 |
| HERMIONE: Crookshanks is going<br>to need a bath if he's<br>been running around down<br>here.                                                                                                                                                  | (start cutscene)<br>  Scabbers!<br>  (end cutscene)                                                                                                                                                                 |
| (end cutscene)                                                                                                                                                                                                                                 |                                                                                                                                                                                                                     |
| Now, keep walking up to the stairs<br>You will notice a gap so use Lumos<br>to get across it. Head to the<br>left and you will see Ron<br>moving the block up for you to<br>go across.                                                         | If you head north a bit, you will<br>  see a chest contains the<br>  Hungarian Horntail Dragon<br>  collector's card. Now head left<br>  to the pitch-black area. You<br>  need to use Lumos to find your<br>  way. |
| (start cutscene)                                                                                                                                                                                                                               |                                                                                                                                                                                                                     |
| HERMIONE: Thanks!                                                                                                                                                                                                                              | Follow the green path in the dark<br>  area. When you see the block, use<br>  Flipendo all the way to the wall.                                                                                                     |
| (end cutscene)                                                                                                                                                                                                                                 | (start cutscene)                                                                                                                                                                                                    |
| Head left...                                                                                                                                                                                                                                   | HERMIONE: Thanks!                                                                                                                                                                                                   |
| (start cutscene)                                                                                                                                                                                                                               | (end cutscene)                                                                                                                                                                                                      |
| HERMIONE: Where could they be?                                                                                                                                                                                                                 |                                                                                                                                                                                                                     |
| (end cutscene)                                                                                                                                                                                                                                 | You see Hermione walk along it,<br>  still trying to find her naughty<br>  cat. Head left and follow the<br>  path to to the desk. Scabbers<br>  is there.                                                          |
| Keep walking along...                                                                                                                                                                                                                          | (start cutscene)                                                                                                                                                                                                    |
| (start cutscene)                                                                                                                                                                                                                               | (end cutscene)                                                                                                                                                                                                      |
| HERMIONE: Come out, Crookshanks!                                                                                                                                                                                                               | (start cutscene)                                                                                                                                                                                                    |
| (end cutscene)                                                                                                                                                                                                                                 | RON: Got him! I'ts OK, Scabbers,<br>  you're safe now.                                                                                                                                                              |
| Keep walking, if you head to<br>southeastmost corner of the room,<br>there's a chest. Open it up and<br>you will get another collector's<br>card - Malodora Grymm. Now head<br>up north and you have finally<br>found the naughty Crookshanks! | (end cutscene)<br>  Next to the desk, there's a chest!<br>  Open it and you will get<br>  Hebridean Black Dragon collector's<br>  card. Now go up the stairs and<br>  use Alohomora. Head up.                       |
| (start cutscene)                                                                                                                                                                                                                               |                                                                                                                                                                                                                     |
| HERMIONE: Got you, you naughty<br>cat!                                                                                                                                                                                                         | You wait there...Hermione walks<br>  up (is the reason why Hermione                                                                                                                                                 |
| HARRY: We'd better go and find Ron                                                                                                                                                                                                             | took too long on slapping her<br>  naughty cat? Heh). It's time for<br>  another cutscene.                                                                                                                          |
| (end cutscene)                                                                                                                                                                                                                                 |                                                                                                                                                                                                                     |
| Go left, use Reparo on the stairs<br>and go up - you now have a talk<br>Ron...                                                                                                                                                                 | -----<br> <br>                                                                                                                                                                                                      |
| -----                                                                                                                                                                                                                                          |                                                                                                                                                                                                                     |
| (start cutscene)                                                                                                                                                                                                                               |                                                                                                                                                                                                                     |
| HERMIONE: I found Crookshanks. Did you manage to find Scabbers?                                                                                                                                                                                |                                                                                                                                                                                                                     |
| RON: Yes, I did - no thanks to your cat.                                                                                                                                                                                                       |                                                                                                                                                                                                                     |
| HERMIONE: Bad Crookshanks! Don't run away again!                                                                                                                                                                                               |                                                                                                                                                                                                                     |
| (end cutscene)                                                                                                                                                                                                                                 |                                                                                                                                                                                                                     |

All three walk up the stairs. You can now head down to have a talk with the Weasley parents.

(start cutscene)

MOLLY: C'mon you lot! We need to leave for King's Cross Station right away if we want to catch the Hogwarts Express!

(end cutscene)

The clock spinning its hands... You are now aboard the Hogwarts Express.

(start cutscene)

HERMIONE: We'd better hurry up and find seats.

(end cutscene)

QUEST: Find the seats on the Hogwarts Express

+++++

Just walk along the corridor until you see one person sleeping in the room. You have to hit the A Button to open the door.

(start cutscene)

HARRY: These look like the only empty seats.

RON: Who d'you reckon he is?

HERMIONE: Professor R. J. Lupin. He's the new Defense Against the Dark Arts teacher.

LUPIN: Zzzzzz...

The train stopped...

HARRY: What's going on? Why's the train stopped?

The lot walk down and have a chat with Neville Longbottom.

NEVILLE: Harry, I can't find my toad, Trevor. Can you help me find him?

HERMIONE: Where did you last see him?

NEVILLE: Someone said they saw him near the baggage car - but I don't think we're allowed in there.

HARRY: Don't worry, Neville, We'll find him for you.

NEVILLE: Thanks, Harry. I'll wait here for you.

(end cutscene)

QUEST: Find Neville's toad

+++++

The cutscene with Neville Longbottom have finally over...its time for you to explore the Hogwarts train. Head right to the next room. Keep walking...until the train got a blackout... Keep walking to the next room.

(start cutscene)

HARRY: There he is!

HARRY: Let's get him and get back to...

A dementor walk past the windows and made Harry unconscious.

HARRY: Uhhh...

RON: Harry!

The door shakens

RON: It;s trying to get in! We have to bar the door!  
(end cutscene)

Walk down...

The door broke open reveals a Dementor.

(start cutscene)

HERMIONE: Oh no! It's broken through!

Lupin finally awokes and walk toward to the Dementors.

LUPIN: None of us is hiding Siris Black under our cloaks! Go!

The Dementor walks off.

HERMIONE: What was that thing? And what's the matter with Harry?

LUPIN: That was a Dementor. One of the Dementors of Azakaban. For  
some reason, its presence caused Harry to collapse.

RON: Can't we do something?

LUPIN: Mr. Weasley, I'd like you to go and find some Chocolate so  
that we can revive Harry.

HERMIONE: What I can do to help, Professor?

LUPIN: I'd like you to go and find the conductor and get the train  
going again.

(end cutscene)

Now you have to choose who you want to play as? Ron or Hermione?

-----+-----  
Choice 1: Hermione | Choice 2: Ron  
-----+-----

Find the train conductor. | Find chocolate for Harry.  
-----+-----

If you go to next room on right, |GO to the next room and you will  
theres a chest contains the |see the chest, contains the  
Norwegian Ridgeback |Norwegian Ridgeback Dragon  
Dragon collector card. There's |collector's card. Now head left  
another chest in the next room |and fight that green snake.

from the right contains the |  
Pepperup Potion. Now go back to |When you have defeated the green  
where Lupin and Harry is - head |snake, head to the next room.

left through two carriages until |  
you see the train conductor. |Walk a bit...  
|

(start cutscene) | (start cutscene)

HERMIONE: Excuse me... |RON: Here is it! The buffet car!

CONDUCTOR: Yes, miss? | (end cutscene)

HERMIONE: Erm... Professor Lupin |  
was wondering if you |Now, talk to the salesperson.  
might get the train | (start cutscene)

moving again - if that's |RON: A bar of chocolate, please.  
possible? |SALESPERSON: There you are, my

CONDUCTOR: Of course, it's | dear. That'll be one  
possible. Tell | Sickle.

Professor Lupin, we'll |RON: Thanks  
be underway very soon | (end cutscene)

HERMIONE: OK. Thank you very much. |  
 CONDUCTOR: Better return to your |Now head back to where Lupin and  
 seat, miss. We'll be |Harry waiting.  
 at Hogsmeade very |  
 shortly. |(start cutscene)  
 (end cutscene) |RON: Here's the chocolate,  
 | Professor!  
 Now head back to where Lupin and |LUPIN: Well done, Mr. Weasley.  
 Harry waiting |NARRATOR: Chocolate has been  
 (start cutscene) | removed from your  
 | Inventory.  
 HERMIONE: Job done, Professor |-----  
 Lupin. |  
 LUPIN: Thank you, Miss Granger. |  
 -----'

RON: Harry, are you all right?  
 HARRY: W-what? What happened? Where's that - that thing? Who  
 screamed?  
 HERMIONE: No one screamed.  
 CONDUCTOR: Hogsmeade, next stop!  
 (end cutscene)

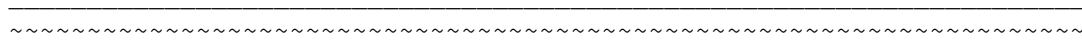


The image of Hogwarts appears

"At long last the Hogwarts Express reached its destination and soon Harry and his friends were safely in the Great Hall. But Harry knew that Sitius Black was looking for him, and the announcement that Professor Dumbledore made later in the Great Hall about the Dementors patrolling the school grounds only added to his fears."

QUEST: Find the Gryffindor common room  
 ++++++

(start cutscene)  
 (end cutscene)  
 (start cutscene)  
 (end cutscene)  
 (start cutscene)  
 (end cutscene)



To be completed...

QUICK LIST

+++++

| -----\<br>  Jinx  <br>/-----/-----\<br> | -----\<br>  Defense/Protection  <br>/-----/-----\<br> |
|-----------------------------------------|-------------------------------------------------------|
| 1. Fulbert the Fearful                  | 1. Wendelin the Weird                                 |
| 2. Beatrix Bloxam                       | 2. Honoria Nutcombe                                   |
| 3. Merwyn the Malicious                 | 3. Jocunda Sykes                                      |
| 4. Hungarian Horntail Dgn               | 4. Justus Pilliwickle                                 |
| 5. Hebridean Black Dragon               | 5. Adalbert Waffling                                  |
| 6. Norwegian Ridgeback Dg               | 6. Edgar Stroulger                                    |
| 7. Xavier Rastrick                      | 7. Malodora Grymm                                     |
| 8. Dymphna Furmage                      | 8. Leticia Somnolens                                  |
| 9. Yardley Platt                        | 9. Gordelia Misericordia                              |
| 10. Morgan le Fay                       | 10. Carlotta Pinkstone                                |
|                                         |                                                       |
| -----/                                  | -----/                                                |

| -----\<br>  General  <br>/-----/-----\<br> | -----\<br>  Hogwarts/Instruction  <br>/-----/-----\<br> |
|--------------------------------------------|---------------------------------------------------------|
| 1. Unicorn                                 | 1. Sir Herbert Varney                                   |
| 2. Manticore                               | 2. Amarillo Lestcoat                                    |
| 3. Phoenix                                 | 3. Lady Carmilla Sangina                                |
| 4. Burdock Muldoon                         | 4. Albus Dumbledore                                     |
| 5. Gondoline Oliphant                      | 5. Queen Maeve                                          |
| 6. Almerick Sawbridge                      | 6. Helga Hufflepuff                                     |
| 7. Montague Knightley                      | 7. Bridget Wenlock                                      |
| 8. Glanmore Peakes                         | 8. Miranda Goshawk                                      |
| 9. Artemisia Lufkin                        | 9. Rowena Ravenclaw                                     |
| 10. Merlin                                 | 10. Godric Gryffindor                                   |
|                                            |                                                         |
| -----/                                     | -----/                                                  |

| -----\<br>  Quidditch  <br>/-----/-----\<br> | -----\<br>  Special  <br>/-----/-----\<br> |
|----------------------------------------------|--------------------------------------------|
| 1. Roland Kegg                               | 1. Harry Potter                            |
| 2. Gwenog Jones                              |                                            |
| 3. Joscelind Wadcock                         | -----/                                     |
| 4. Dunbar Ogelethorpe                        |                                            |
| 5. Devlin Whitehorn                          |                                            |
| 6. Cyprian Youdle                            |                                            |
| 7. Leopoldina Smethwyck                      |                                            |
| 8. Felix Sumerbee                            |                                            |
| 9. Roderick Plumpton                         |                                            |
| 10. Bowman Wright                            |                                            |
|                                              |                                            |
| -----/                                       | -----/                                     |

IN-DEPTH GUIDE

+++++

Jinx Card #1: Fulbert the Fearful

Part of which Card Combo: Horklump Spores

Location:

Description: 1014 - 1097. Famous for being so cowardly he never ventured out of his house. Died when a Defensive Charm backfired and the roof fall in.

Jinx Card #2: Beatrix Bloxam

Part of which Card Combo: Horklump Spores

Location:

Description: 1795 - 1810. Author of the Toadstool Tales, a series of children's books since banned because they have been found to cause nausea and vomiting.

Jinx Card #3: Merwyn the Maliicious

Part of which Card Combo: Horklump Spores

Location:

Description: Medieval, dates unknown. Credited with the invention of many unpleasant jinxes and hexes.

Jinx Card #4: Hungarian Horntail Dragon

Part of which Card Combo: Tempest Jinx

Location:

Description: Supposedly the most deangerous of all dragon breeds, the Hungarian Horntail can breath fire up to fifty feet.

Jinx Card #5: Hebridean Black Dragon

Part of which Card Combo: Tempest Jinx

Location:

Description: Britain's other native dragon is more aggressive than its Welsh counterpart and feeds mostly on deer, though it has been known to carry off large dogs.

Jinx Card #6: Norwegian Ridgeback Dragon

Part of which Card Combo: Tempest Jinx

Location:

Description: The Ridgeback is nowadays one of the rarest dragon breeds and has been known to attack most kinds of large mammel.

Jinx Card #7: Xavier Rastrick

Part of which Card Combo: Cracker Jinx

Location:

Description: Flamboyant wizard entertainer who vanished unexpectedly while tapdancing to a crowd of three hundred in Painswick and was never seen again.

Jinx Card #8: Dymphna Furmage

Part of which Card Combo: Cracker Jinx

Location:

Description: 1612 - 1698. Famously abducted by pixies while on holiday in Cornwall and lived in mortal dread of them therefater. Failed to persuade the Ministry of Magic to have all pixies humanely destroyed.

Jinx Card #9: Yardley Platt

Part of which Card Combo: Cracker Jinx

Location:

Description: 1446 - 1557. Serial goblin-killer.

Jinx Card #10: Morgan le Fay

Part of which Card Combo: N/A

Location:

Description: Medieval, dates unknown. King Arthur's half sister.  
Dark sorceress. Enemy of Merlin.

Defense/Protection Card #1: Wendelin the Weird

Part of which Card Combo: Poison Antidote

Location:

Description: Medieval, dates unknown. Alleged to have enjoyed being  
burnt at the stake so much that she allowed herself to be captured  
fourteen times in various disguises.

Defense/Protection Card #2: Honoria Nutcombe

Part of which Card Combo: Poison Antidote

Location:

Description: 1665 - 1743. Founded the Society for the Reformation of  
Hags.

Defense/Protection Card #3: Jocunda Sykes

Part of which Card Combo: Poison Antidote

Location:

Description: 1915 - present. Famous for flying across the Atlantic  
on a broomstick - the first person to do so.

Defense/Protection Card #4: Justus Pilliwinkle

Part of which Card Combo: Remove Jinx

Location:

Description: 1862 - 1953. Celebrated Head of Department of Magical  
Law Enforcement.

Defense/Protection Card #5:

Part of which Card Combo: Remove Jinx

Location:

Description: 1899 - 1981. Famous magical theoretician.

Defense/Protection Card #6: Edgar Stroulger

Part of which Card Combo: Remove Jinx

Location:

Description: 1703 - 1798. Inventor of the Sneakoscope.

Defense/Protection Card #7: Malodora Grymm

Part of which Card Combo: Poison Immunity

Location:

Description: Medieval, dates unknown. Using a beautification potion  
to conceal her true hag form, she married a king and used a charmed  
mirror to reinforce her self-image. Became jealous of the most  
beautiful girl in the land and fed her a poisoned apple.

Defense/Protection Card #8: Leticia Somnolens

Part of which Card Combo: Poison Immunity

Location:

Description: Medieval, dates unknown. This spiteful hag was jealous  
of the king's daughter and caused her to prick her finger on a  
spindle tainted with a Draught of the Living Death. A young wizard  
who had smeared his lips with Wiggeweld Potion kissed the princess  
and brought her out of her trance.

Defense/Protection Card #9: Cordelia Misericordia

Part of which Card Combo: Poison Immunity

Location:

Description: 1298 - 1401. Hag representative at 14th century summit

of Wizards' Council.

Defense/Protection Card #10: Carlotta Pinkstone

Part of which Card Combo: N/A

Location:

Description: 1922 - present. Famous campaigner for Lifting the International Confederation of Wizard's Statue of Secrecy and telling Muggles that wizards still exist. Ms. Piinkstone has been imprisoned several times for her blatant and deliberate use of magic in public places.

General Card #1: Unicorn

Part of which Card Combo: Revive

Location:

Description: The unicorn is a shy creature and generally avoid human contact. It is more likely to let a witch come near it than a wizard and casting magic spells might frighten it off. Its blood has highly magical properties.

General Card #2: Manticore

Part of which Card Combo: Revive

Location:

Description: A rare, dangerous beast, the manticore has been known to sing softly as it eats its prey. Its sting will kill instantaneously.

General Card #3: Phoenix

Part of which Card Combo: Revive

Location:

Description: A gentle creature, the phoenix lives to an immense age because it can regenerate each time it burst into flames. Phoenix song is magical and its tears have healing properties.

General Card #4: Burdoct Muldoon

Part of which Card Combo: Griding All

Location:

Description: 1429 - 1490. Chief of Wizard's Council 1448 - 50.

General Card #5: Gondoline Oliphant

Part of which Card Combo: Griding All

Location:

Description: 1720 - 1799. Famous for studies of like and habits of trolls. Clubbed to death in the cotswolds while sketching.

General Card #6: Almerick Sawbridge

Part of which Card Combo: Griding All

Location:

Description: 1602 - 1699. Famous for conquering the river troll that was terrorizing those trying to cross the Wye River. River Troll in question believed to be one of the largest ever to exist in Britain with a weight of one ton.

General Card #7: Montague Knightley

Part of which Card Combo: Reparifors

Location:

Description: 1505 - 1588. Wizard Chess Champion.

General Card #8: Glanmore Peakes

Part of which Card Combo: Reparifors

Location:



Description: 1677 - 1761. Famous slayer of the Sea Serpent of Cromer.

General Card #9: Artemisia Lufkin

Part of which Card Combo: Reparifors

Location:

Description: 1754 - 1825. First witch to become Minister for Magic.

General Card #10: Merlin

Part of which Card Combo: N/A

Location:

Description: Medieval, date unknown. Most famous wizard of all time. Sometimes known as the Prince of Enchanters. Part of the Court of King Arthur.

Hogwarts/Instruction Card #1: Sir Herbert Varney

Part of which Card Combo: Replenish HP

Location:

Description: 1776 - 1977. Flamboyant American Vampire. Author of "A Vampire's Monologue - intended to bore the reader into a stupor making him/her easier prey for vampires.

Hogwarts/Instruction Card #2: Amarillo Lestcoat

Part of which Card Combo: Replenish HP

Location:

Description: 1858 - 1889. Short-lived (by undead standards) Victorian vampire who preyed upon women in London during the 1880s. Was subsequently captured and killed by a special squad from the Department for the Regulation and Control of Magical Creatures.

Hogwarts/Instruction Card #3: Lady Carmilla Sanguina

Part of which Card Combo: Replenish HP

Location:

Description: 1561 - 1757. Bathed in the blood of her victims to retain her youthful beauty.

Hogwarts/Instruction Card #4: Albus Dumbledore

Part of which Card Combo: Replenish SP

Location:

Description: Currently headmaster of Hogwarts.

Hogwarts/Instruction Card #5: Queen Maeve

Part of which Card Combo: Replenish SP

Location:

Description: Legendary witch who trained young sorcerers in Ireland prior to the establishment of Hogwarts School of Witchcraft and Wizardry.

Hogwarts/Instruction Card #6: Helga Hufflepuff

Part of which Card Combo: Replenish SP

Location:

Description: Medieval wizard, dates unknown. Co-founder of Hogwarts. Gave her name to one of the four Hogwarts houses.

Hogwarts/Instruction Card #7: Bridget Wenlock

Part of which Card Combo: Extra EXP

Location:

Description: 1202 - 1285. Famous Arithmancer. First to establish the magical properties of the number seven.

Hogwarts/Instruction Card #8: Miranda Goshawk

Part of which Card Combo: Extra EXP

Location:

Description: 1921 - present. Famous spellbook writer.

Hogwarts/Instruction Card #9: Rowena Ravenclaw

Part of which Card Combo: Extra EXP

Location:

Description: Medieval wizard, dates unknown. Co-founder of Hogwarts. Gave her name to one of the four Hogwarts houses.

Hogwarts/Instruction Card #10: Godric Gryffindor

Part of which Card Combo: N/A

Location:

Description: Medieval wizard, dates unknown. Co-founder of Hogwarts. Gave his name to one of the four Hogwarts houses.

Quidditch Card #1: Roland Kegg

Part of which Card Combo: Bludgers

Location:

Description: 1903 - present. President of English Gobstones Team.

Quidditch Card #2: Gwenog Jones

Part of which Card Combo: Bludgers

Location:

Description: 1968 - present. Captain and Beater of only all-female national Quidditch team, the Holyhead Harpies.

Quidditch Card #3: Jpscelined Wadcock

Part of which Card Combo: Bludgers

Location:

Description: 1911 - present. Chaser for Puddlemore United Quidditch Team. Record for highest number of goals during British season this century (against Ballycastly Bats, 1931)

Quidditch Card #4: Dunbar Oglethorpe

Part of which Card Combo: Snitch

Location:

Description: 1968 - present. Chief of Q.U.A.B.B.L.E. (Quidditch Union for the Administration and Betterment of the British League and its Endeavors).

Quidditch Card #5: Devlin Whitehorn

Part of which Card Combo: Snitch

Location:

Description: 1945 - present. Founder of the Nimbus racing broom company

Quidditch Card #6: Cyprian Youdle

Part of which Card Combo: Snitch

Location:

Description: 1312 - 1357. Only Quidditch referee ever to die during a match. The originator of the curse was never caught but believed to have been a member of the crowd.

Quidditch Card #7: Leopoldina Smethwyck

Part of which Card Combo: Sonorous Charm

Location:

Description: 1829 - 1910. First British witch to referee a Quidditch match.

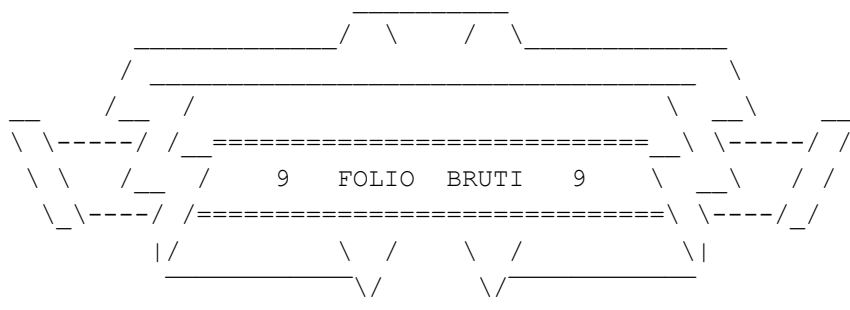
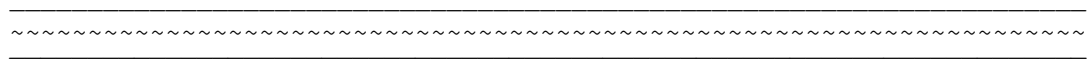
Quidditch Card #8: Felix Sumerbee  
Part of which Card Combo: Sonorous Charm  
Location:  
Description: 1447 - 1508. Inventor of Cheering Charms.

Quidditch Card #9: Roderick Plumpton  
Part of which Card Combo: Sonorous Charm  
Location:  
Description: 1889 - 1987. Seeker for England Quidditch Teams. Holds British record for fastest capture of Snitch during same three and a half seconds.

Quidditch Card #10: Bowman Wright  
Part of which Card Combo: N/A  
Location:  
Description: 1492 - 1560. Famous for developing the Golden Snitch.

Special Card #1: Harry Potter  
Part of which Card Combo: Ultimate MP  
Location: Defeat the final boss - Malfoy  
Description: The Boy Who Lived.

Card Combo Information  
++++  
Coming Soon



(Incomplete)

Ruby Fire Crab  
Description: Native of Fiji. Has a heavily jeweled shell.  
Vulnerable to: Petrificus Totalus, Spongify, Glacius  
Resistant to: Incendio, Diffindo  
Location:

Emerald Fire Crab  
Description: Native of Fiji. Has a heavily jeweled shell.  
Vulnerable to: Petrificus Totalus, Spongify, Glacius  
Resistant to: Incendio, Diffindo  
Location:

Sapphire Fire Crab  
Description: Native of Fiji. Has a heavily jeweled shell.  
Vulnerable to: Petrificus Totalus, Spongify, Glacius  
Resistant to: Incendio, Diffindo

Location:

Cornish Pixie

Description: Pixies delight in tricks and practical jokes. They'll cause havoc at every opportunity.

Vulnerable to: Flipendo, Verdimillious, Incendio, Petrificus Totalus, Spongify, Glacius

Resistant to: Wingardium Leviosa, Diffindo

Location:

Rat

Description: A rodent common to houses and barns.

Vulnerable to: Verdimillious, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Albino Rat

Description: A white rodent with red eyes. Commonly lives in dark, dank places

Vulnerable to: Verdimillious, Petrificus Totalus, Spongify

Resistant to: spo

Location:

Plague Rat

Description: A rodent with a poisonous bite.

Vulnerable to: Verdimillious, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Clabbert

Description: Tree-dwelling creature that looks like a cross between a monkey and a frog. The pustule on its forehead turns Scarlet when it senses danger.

Vulnerable to: Incendio, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Suit of Armor (Footman)

Description: Suit of armor generally possessed by a ghoul, ghost or specter.

Vulnerable to: Incendio, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Suit of Armor (Cavalier)

Description: Suit of armor generally possessed by a ghoul, ghost or specter.

Vulnerable to: Incendio, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Suit of Armor (Paladin)

Description: Suit of armor generally possessed by a ghoul, ghost or specter.

Vulnerable to: Incendio, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Suit of Armor (Squire)

Description: Suit of armor generally possessed by a ghoul, ghost or

specter.

Vulnerable to: Incendio, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Suit of Armor (Swordsman)

Description: Suit of armor generally possessed by a ghoul, ghost or specter.

Vulnerable to: Incendio, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Suit of Armor (Crusader)

Description: Suit of armor generally possessed by a ghoul, ghost or specter.

Vulnerable to: Incendio, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Suit of Armor (Knight)

Description: Suit of armor generally possessed by a ghoul, ghost or specter.

Vulnerable to: Incendio, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Funnelweb Spider

Description: A large, aggressive, ugly looking spider with enormous fangs.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Brown Recluse Spider

Description: A small but particularly venomous spider.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Large Spider

Description: This arachnid is generally found in treetops, weaving webs to catch birds and monkeys.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Redback Spider

Description: Common house spider.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Giant Spider

Description: This arachnid is generally found in treetops, weaving webs to catch birds and monkeys.

Vulnerable to: Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Cocoon Spider

Description: Known for its ability to encase a grown human in webbing in under 30 seconds.

Vulnerable to: Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Whitetail Spider

Description: A large spider with a very poisonous bite.

Vulnerable to: Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Flobberworm

Description: A thick brown worm that produces great amounts of mucus.

Vulnerable to: Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Snail

Description: A large gastropod.

Vulnerable to: Verdimillious, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Large Orange Snail

Description: A large gastropod.

Vulnerable to: Verdimillious, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Flailtail Snail

Description: A large gastropod.

Vulnerable to: Verdimillious, Petrificus Totalus, Spongify

Resistant to: Diffindo

Location:

Bat

Description: A flying mammal with keen hearing and sense of smell.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Wingardium Leviosa

Location:

Fruit Bat

Description: A flying mammal with keen hearing and sense of smell, but generally poor eyesight.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Wingardium Leviosa

Location:

Mortis Bat

Description: A flying mammal with keen hearing and sense of smell.  
Nasty when woken during the day.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Wingardium Leviosa

Location:

Dragonfly

Description: Fast winged insect, often found near ponds and streams.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Wingardium Leviosa

Location:

Imperial Dragonfly

Description: Originally from the Far East, this dragonfly is found in streams all over the world.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Wingardium Leviosa

Location:

Horklump

Description: Resembles a fleshy, pinkish mushroom. Its preferred food is earthworms, which it digs for with its tentacles.

Vulnerable to: Flipendo, Petrificus Totalus, Wingardium Leviosa, Spongify, Glacius

Resistant to: Diffindo

Location:

Snake

Description: A reptile with a poisonous bite.

Vulnerable to: Incendio, Petrificus Totalus, Wingardium

Leviosa, Spongify, Glacius

Resistant to: Diffindo

Location:

Spitting Snake

Description: A reptile with a poisonous bite.

Vulnerable to: Incendio, Petrificus Totalus, Wingardium

Leviosa, Spongify, Glacius

Resistant to: Diffindo

Location:

Wasp

Description: Large and dangerous insect that can repeatedly deliver a nasty sting.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify, Glacius

Resistant to: Wingardium Leviosa

Location:

Tarantula Hawk Wasp

Description: Large and dangerous insect with a poisonous sting.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify, Glacius

Resistant to: Wingardium Leviosa

Location:

Bowtruckle

Description: European tree spirit generally made of bark and twigs.

Vulnerable to: Verdillious, Incendio, Petrificus Totalus, Wingardium Leviosa, Spongify, Diffindo

Resistant to: Flipendo

Location:

Oaken Bowtruckle

Description: European oak tree spirit. The bane of many tree cutters.

Vulnerable to: Verdillious, Incendio, Petrificus Totalus, Wingardium Leviosa, Spongify, Diffindo

Resistant to: Flipendo

Location:

Doxy

Description: Small fairy-like creature with sharp venomous teeth.

Vulnerable to: Flipendo, Petrificus Totalus, Spongify

Resistant to: Wingardium Leviosa

Location:

Doxy Queen

Description: Small fairy-like creature with sharp venomous teeth.

Vulnerable to: Flipendo, Petrificus Totalus, Wingardium Leviosa,  
Spongify

Resistant to: Diffindo

Location:

Hinkypunk

Description: A little one-legged creature that looks as though it is  
made of smoke. It carries a ilght with which it lures  
travellers into bogs.

Vulnerable to: Verdimillious, Incendio, Petrificus Totalus, Wingardium  
Leviosa, Spongify, Glacius

Resistant to: Diffindo

Location:

Gytrash

Description: A fast and dangerous dog-like creature.

Vulnerable to: Verdimillious, Petrificus Totalus, Spongify, Glacius

Resistant to: Diffindo

Location:

GrindyLOW

Description: A GrindyLOW is a pale green creature which lives in the  
weed beds on the bottom of lakes in Britain.

Vulnerable to: Verdimillious, Petrificus Totalus, Wingardium Leviosa,  
Spongify, Glacius

Resistant to: Diffindo

Location:

Red Cap

Description: Small, dwarf-like creature. Red Caps love bloodshed; they  
bludgeon those lost in dungeons or battlefields.

Vulnerable to: Verdimillious, Incendio, Petrificus Totalus, Wingardium  
Leviosa, Spongify

Resistant to: Diffindo

Location:

Armored Red Cap

Description: Small, dwarf-like creature. Red Caps love bloodshed; they  
bludgeon those lost in dungeons or battlefields.

Vulnerable to: Verdimillious, Incendio, Petrificus Totalus, Wingardium  
Leviosa, Spongify

Resistant to: Diffindo

Location:

Salamander

Description: Small fire-dwelling lizard which can emit great heat.

Vulnerable to: Petrificus Totalus, Wingardium Leviosa, Spongify,  
Glacius

Resistant to: Diffindo, Incendio

Location:

Amazonian Salamander

Description: Small fire-dwelling lizard which can emit great heat.



Vulnerable to: Petrificus Totalus, Wingardium Leviosa, Spongify, Glacius

Resistant to: Diffindo, Incendio

Location:

Peruvian Salamander

Description: Small fire-dwelling lizard which can emit great heat.

Vulnerable to: Petrificus Totalus, Wingardium Leviosa, Spongify, Glacius

Resistant to: Diffindo, Incendio

Location:

Charmed Skeleton

Description: A re-animated human skeleton. Watch out for its ability to paralyze!

Vulnerable to: Verdimillious, Incendio, Petrificus Totalus, Wingardium Leviosa, Spongify

Resistant to: Diffindo

Location:

Jinxed Skeleton

Description: A re-animated human skeleton. Watch out for its ability to paralyze!

Vulnerable to: Verdimillious, Incendio, Petrificus Totalus, Wingardium Leviosa, Spongify

Resistant to: Diffindo

Location:

Tree Frog

Description: Aggressive and territorial frog, most often found in forests and swamps.

Vulnerable to: Verdimillious, Petrificus Totalus, Wingardium Leviosa, Spongify, Glacius

Resistant to: Diffindo

Location:

Wide-mouth Frog

Description: A toad of northern England, this amphibian has a pudgy appearance and blemishes on its skin.

Vulnerable to: Verdimillious, Petrificus Totalus, Wingardium Leviosa, Spongify, Glacius

Resistant to: Diffindo

Location:

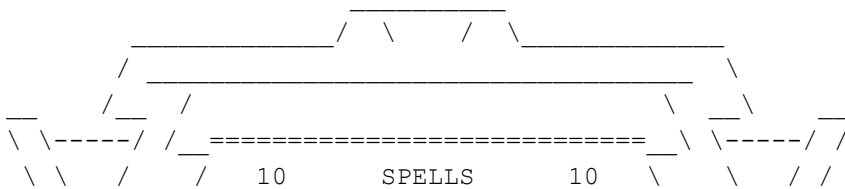
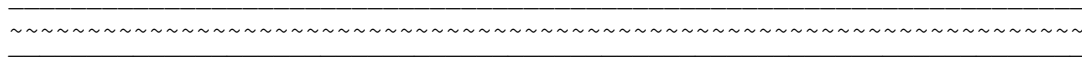
Bullfrog

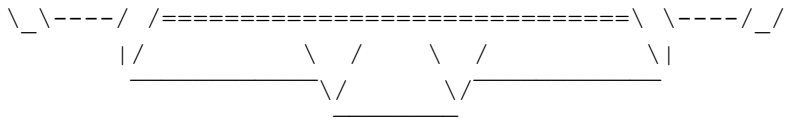
Description: A large frog with a deep croak.

Vulnerable to: Verdimillious, Petrificus Totalus, Wingardium Leviosa, Spongify, Glacius

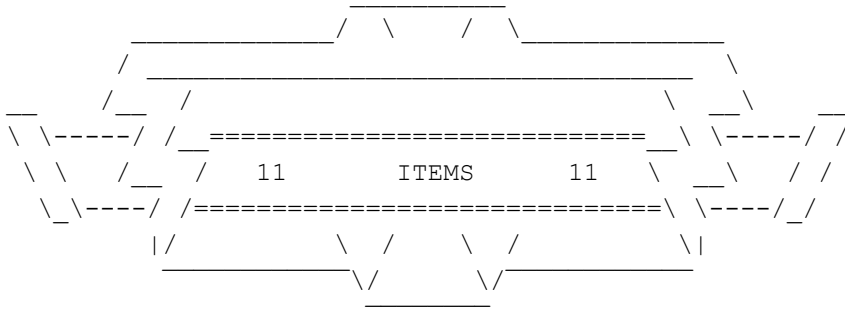
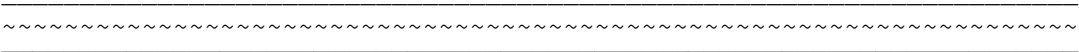
Resistant to: Diffindo

Location:

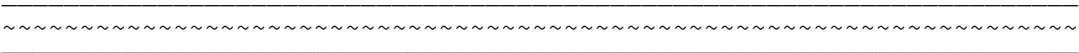




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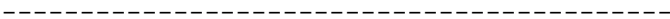


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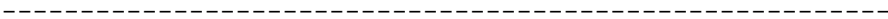
This section were done by LogikalEntropy - Thanks!

Prize awarded for completing Jinx category



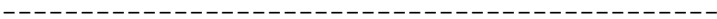
Tea Leaf Divination Minigame

Prize awarded for completing Defense/Protection category



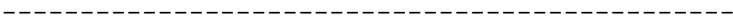
Romanian Longhorn Dragon-hide Cloak  
Chinese Fireball Dragon-hide Cloak  
Swedish Shortsnout Dragon-hide Cloak

Prize awarded for completing General category



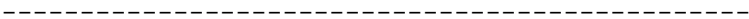
Spellotape

Prize awarded for completing Hogwarts category

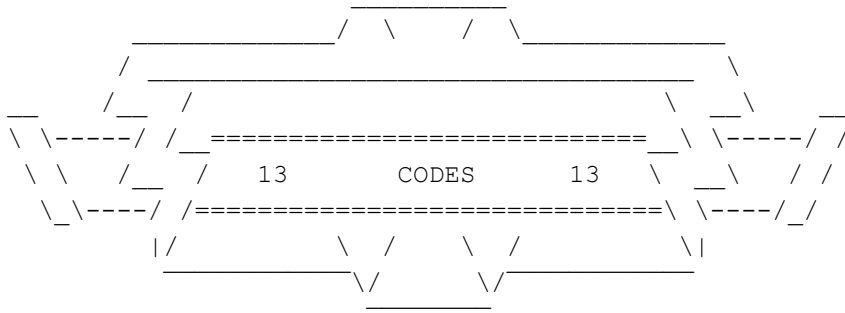


Each character in party gains two levels

Prize awarded for completing Quidditch category



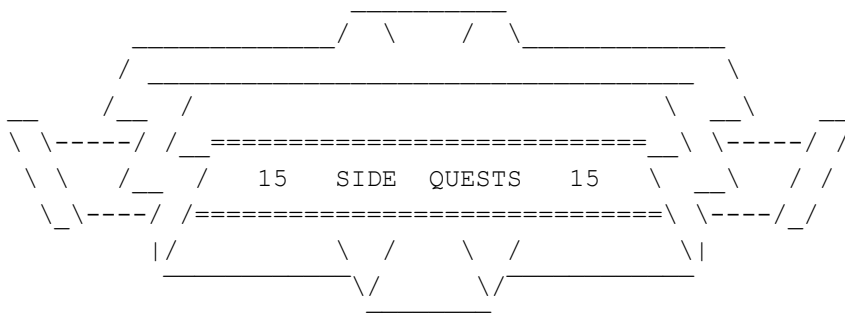
Each character in party gains one level.  
You receive a golden snitch. (fits in charm slot)



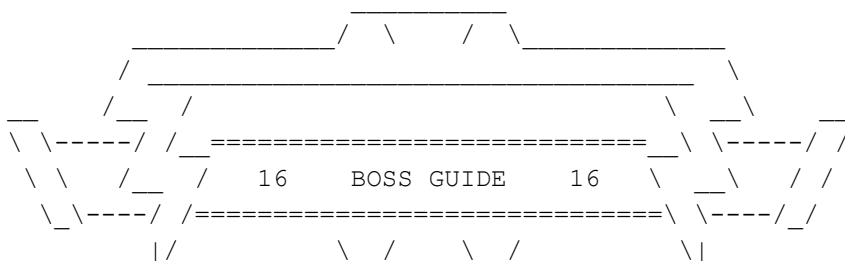
(Coming Soon - Hacked them, just haven't had time to format... see board)



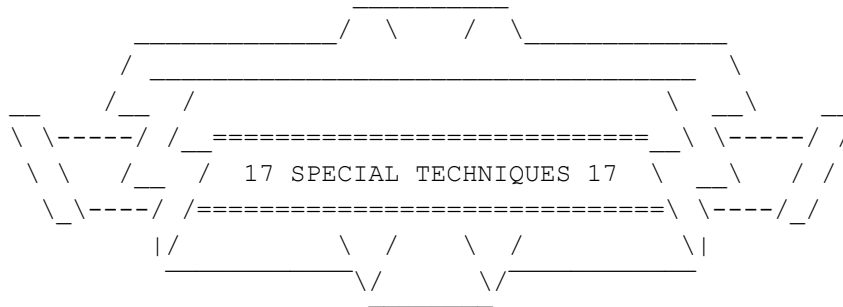
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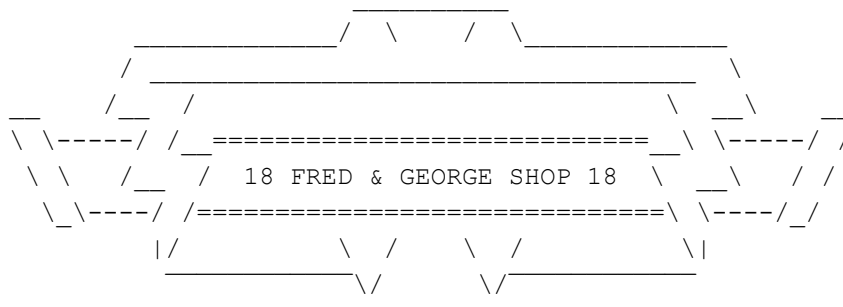
(Coming Soon)



(Coming Soon)



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Fred and George shop is found on the far right hand side on the 7th floor. If you dont know where, just keep heading east from the Gryffindor Common Room.

This section were done by David Hagan - thanks!

Miscellaneous

| +++++                      | Buy | Sell |
|----------------------------|-----|------|
| Chocolate Frogs            | 5   | -    |
| Wiggenweld Potion          | 30  | 20   |
| Grand Wiggenweld Potion    | 60  | 30   |
| Pepperup Potion            | 40  | 20   |
| Grand Pepperup Potion      | 80  | 40   |
| Antidote to Common Poisons | 30  | 20   |
| Anti-Paralysis Potion      | 20  | 10   |

Belts

| +++++                               | Buy | Sell |
|-------------------------------------|-----|------|
| Ordinary Belt                       | 20  | 10   |
| Leather Belt                        | 30  | 15   |
| Rope                                | 120 | 100  |
| Swedish Shortsnout Dragon-hide Belt | 245 | 225  |
| Common Welsh Dragon-hide Belt       | 445 | 320  |
| Romanian Longhorn Dragon-hide Belt  | 630 | 445  |
| Chinese Fireball Dragon-hide Belt   | 775 | 550  |
| Hungarian Horntail Dragon-hide Belt | 850 | 600  |

## Charms

| ++++++                 | Buy  | Sell |
|------------------------|------|------|
| Pocket Watch           | 245  | 175  |
| Quidditch Wrist Guards | 275  | 195  |
| Eagle Feather Quill    | 500  | 360  |
| Crystal Ball           | 635  | 450  |
| Dragon Liver           | 900  | 630  |
| Rabbit Fur Gloves      | 925  | 700  |
| Spellotape             | 1150 | 800  |
| Golden Snitch          | 1230 | 830  |
| Bracelet               | -    | 8    |
| Head Band              | -    | 320  |
| Beads                  | -    | 30   |

## Gloves

| ++++++                                | Buy | Sell |
|---------------------------------------|-----|------|
| Mittens                               | 30  | 15   |
| Leather Gloves                        | 105 | 50   |
| Quidditch Gloves                      | 140 | 100  |
| Potions Gloves                        | 200 | 140  |
| Swedish Shortsnout Dragon-hide Gloves | 250 | 170  |
| Common Welsh Green Dragon-hide Gloves | 310 | 270  |
| Romanian Longhorn Dragon-hide Gloves  | 390 | 310  |
| Chinese Fireball Dragon-hide Gloves   | 500 | 380  |
| Hungarian Horntail Dragon-hide Gloves | 550 | 440  |

## Boots

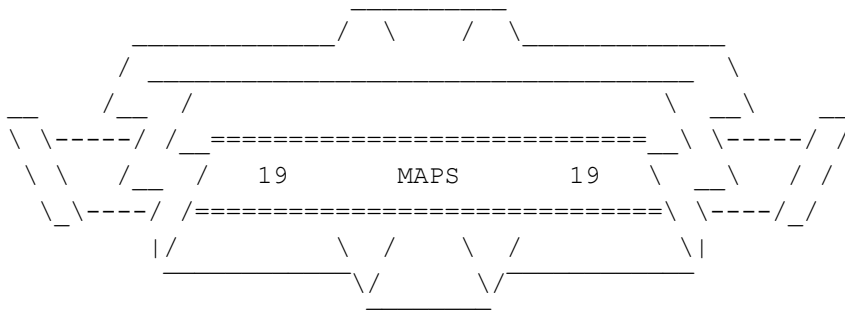
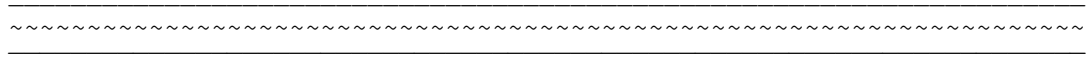
| +++++                                | Buy  | Sell |
|--------------------------------------|------|------|
| Sneakers                             | 30   | 15   |
| Leather Boots                        | 135  | 90   |
| Galoshes                             | 225  | 150  |
| Quidditch Boots                      | 320  | 210  |
| Swedish Shortsnout Dragon-hide Boots | 470  | 310  |
| Common Welsh Dragon-hide Boots       | 775  | 500  |
| Romanian Longhorn Dragon-hide Boots  | 1000 | 630  |
| Chinese Fireball Dragon-hide Boots   | 1225 | 830  |
| Hungarian Horntail Dragon-hide Boots | 1350 | 860  |

## Hats

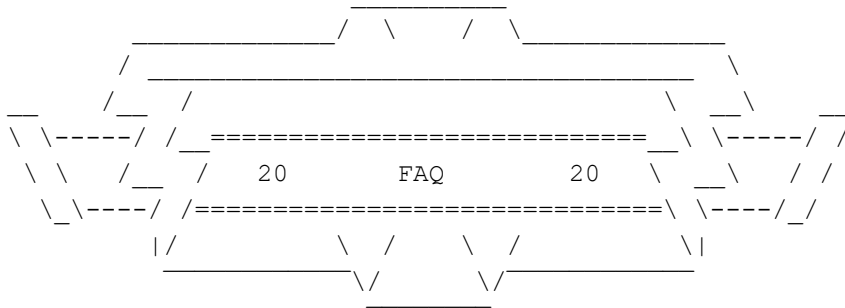
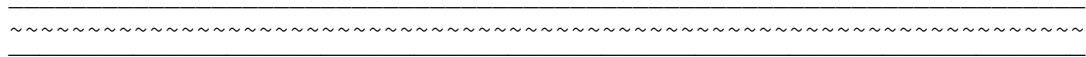
| ++++                               | Buy  | Sell |
|------------------------------------|------|------|
| Cap                                | 25   | 12   |
| Black Pointed Hat                  | 110  | 60   |
| Rear Admiral's Hat                 | 160  | 110  |
| Quidditch Helmet                   | 225  | 150  |
| Swedish Shortsnout Dragon-hide Cap | 315  | 220  |
| Common Welsh Dragon-hide Cap       | 450  | 310  |
| Romanian Longhorn Dragon-hide Cap  | 600  | 420  |
| Chinese Fireball Dragon-hide Cap   | 780  | 540  |
| Hungarian Horntail Dragon-hide Cap | 1100 | 770  |

## Cloaks

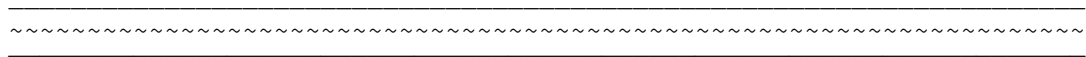
| ++++++                               | Buy  | Sell |
|--------------------------------------|------|------|
| School Robe                          | 80   | 40   |
| Quidditch Robe                       | 190  | 130  |
| Winter Cloak                         | 255  | 180  |
| Potions Robe                         | 320  | 220  |
| Swedish Shortsnout Dragon-hide Cloak | 450  | 310  |
| Common Welsh Dragon-hide Cloak       | 780  | 540  |
| Romanian Longhorn Dragon-hide Cloak  | 1000 | 700  |
| Chinese Fireball Dragon-hide Cloak   | 1230 | 830  |



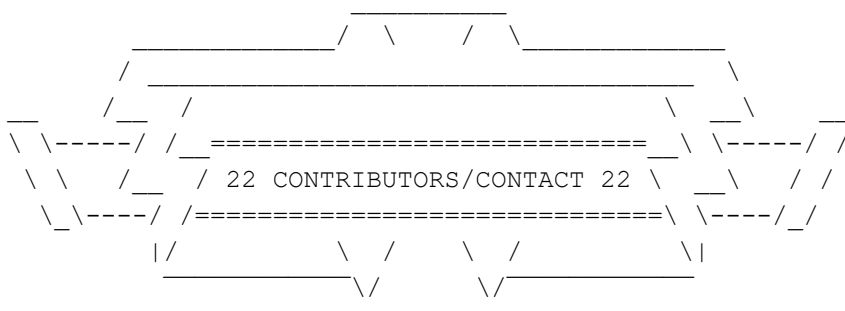
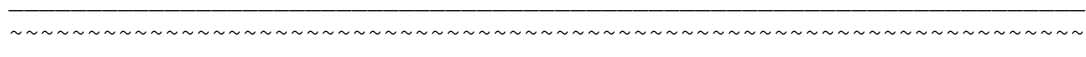
(Coming Soon)



(Coming Soon)



(Coming Soon)



Not a lot of contributors yet, however thanks to David Hagan who's sent us in his contribution of F&G Shop Lists and the Equipment related stuffs and CoolDude999 for his review. Thanks!!!

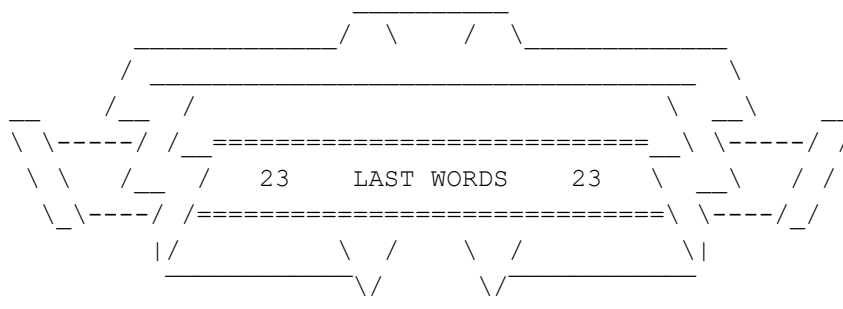
---=Contact Info=---

Jaromaru  
Email: jaromaru@romhackers.net  
AIM: Jaromaru (please dont annoy me or ELSE)  
MSN: jaromaru@romhackers.net (please dont annoy me or ELSE)

Labmaster  
AIM: LabmasterNZ  
MSN: lab\_master@hotmail.com

Please email specific game related questions to Jaromaru, as Labmaster has a bit of catching up to do in that department (will field general comments/suggestions and hacking/list-related messages).

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As you can see ^^ the guide is still very much a W.I.P. - standby for some deep and inciteful last words coming soon....

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