# Harry Potter and the Chamber of Secrets FAQ/Walkthrough 

by Hendo8990

## This walkthrough was originally written for Harry Potter and the Chamber of Secrets on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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Harry_Potter_CoS_NGC.txt
ANSI Format
File Size: 75.0 kb
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Line Count: 1,723 lines
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FOR GAMECUBE (TM) TRADEMARK OF NINTENDO 2001-2003
WRITTEN BY DaN HeNDO (SEE BELOW IN 1A)
This is my first FAQ, also my first for the GameCube,(TM)so please write
to me if there's anything that you think could be improved.
Can/May also be used for PS2 and XBOX.
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Note: Due to box quota restraints, I cannot accept emails over 20 kb , and I
would like to emphasise that $I$ wish NOT to recieve Spam. I do not want in any case whatsoever some crap about computers and screensavers and downloads. I cannot accept advertisements, either - because of a large virus that can affect emails over 100 kb . I will delete them the moment I see them. I can tell GameFaqs about the problem, since most of the people that have sent me large emails are GameFaqs members. Please don't send me ANY emails over 20 kb .

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-Things to do each day -only add if $I$ finish the game for the 5 th time- ;)
-Map Section (hope to make more maps)
-PAL/NTSC Differences
-FAQ Section
-Bugs/Glitches
-Lost and Found Items
To find out if they are new I will mark them as: e.g. Boss Guide *_NEW_*
I will only remove the tag when $I$ finish the next version.

If you are stuck on something, and you are in a hurry, press Ctrl +F to bring
up the Find Screen. Mac Users: Use whatever buttons to bring up the Find
screen.
If you wanted to find out about a specific boss, press BG
and the number of the boss. BG1 would bring up the Washing Machine.
For an item: Press $I^{*}$ (* denotes a number) (I1-I8)
For a map: Press $M^{*}$ (* denotes a number)
Or...just look for it in the main body of the guide.

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GENERAL INFORMATION |
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1a: LEGAL MUMBO-JUMBO AND DISCLAIMERS:

THIS GUIDE WAS CREATED BY DANIEL 'HENDO' HENDERSON Copyright, 2002-2003.
FOR ANYBODY WHO USES MY GUIDE ON THEIR WEBSITE WITHOUT MY PERMISSION WILL FACE
LEGAL ACTION!
I'm not joking, really! (I'll set the Basilisk on them)
For anybody who is stuck on this guide, or has a question for me, please email me at Dan_Hendo_89@msn.com
Don't try sending me spam, either! IF you do, I'll filter your e-mail. *Spelling may be slightly different, because this is an Australian version, not an American version. However, you can use this guide on both the PAL and NTSC versions of Harry Potter and the Chamber of Secrets.
*E-mail me if you know of any differences between the PAL and the NTSC
versions. Title it PAL/NTSC Versions. By the way, use a Hotmail or MSN
address, otherwise it won't work.
*Only two websites so far are allowed to use this FAQ.
They are: www.cheatcc.com
www. gamefaqs.com
www. cheatplanet.com
NOT WWW.MEGAGAMES.COM
MegaGames has a reputation for ripping off people, by using their guides to make money, and often, many FAQ writers don't realise that this may be happening to them...
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1b: VERSION INFO:
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Version 1.0 |

Created: 2:39 PM | 31/12/2002 (in Australia \& other countries) AEST* | 12/31/2002 (in USA)
(*Australian Eastern Standard Time)
Includes: 100\% of the game, a few other things - basically everything in this FAQ (so far)

```
Version 1.1 |
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```

Created: 7:14 PM | 03/01/2003
AEST | 01/03/2003

Includes: $100 \%$ of the game. Submitted to GAMEFAQs the next day

```
Version 1.2 |
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Created: 12:28 PM | 05/01/2003
AEST | 01/05/2003
Includes: 100\% of the game. Contains spells,
enemies, and a boss guide, and a wizard card guide

```
Version 1.3 |
Created: 2:05 PM | 10/01/2003
    AEST | 01/10/2003
```

Includes: An updated Wizard Card Guide

```
Version 1.4 |
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Created: 12:15 PM | 23/01/2003
    AEST | 01/23/2003
```

Includes: A new format, extended copyright notice, quick walkthrough
May be the last version. Please send me any emails if I have missed anything.
1c: CONTROLLERS


```
R BUTTON |Hold to go into |
| |lst person view; |
| |navigate the |
| |Rememberall's menus|
O---○-------О--------------------
| ANALOGUE |Use to move Harry |
| STICK | (der!) |
O-------○-------------------------
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1d: REQUIREMENTS
A GameCube console; 1 controller; a memory card(4 blocks)...and this guide!!!

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Quick Walkthrough

This section is useful for people who can't be bothered reading thru the whole walkthrough, but want the objectives.

The Burrow

- Break the jar
- Knock gnomes off rafters
- Defeat washing machine
- Degnome garden
- End day

Borgin \& Burkes

- Hide in cupboard
- Retrieve Lumos Spellbook
- Go through Secret Passage
- Defeat Imp
- Get owl treat
- Call Hedwig
- Escape to Diagon Alley via attic

Diagon Alley

- Meet Mrs Weasley outside Gringotts
- Go to Flourish and Blotts
- Find Ginny's lost items
- Go to the Leaky Cauldron
- Go to the Magical Menagerie
- Go to Gambol and Japes
- Go to Mullpepper's
- Buy Potion Vial
- Talk to Lockhart in Flourish and Blotts
- Meet Ron in Courtyard

Whomping Willow

- Go down the Whomping Willow
- Defeat imps in the next area
- Defeat Gytrashes
- Defeat imps in next area
- Go up to the Wiggenweld Potion and leave area
- Defeat the Whomping Willow

Hogwarts

- Find Gryffindor
- Go to Fred and George's shop
- End day

Flying Class

- Go to Flying class
- End day

Herbology Greenhouse 3

- Go down to library
- Sneak past prefects in Library Annexe
- Get Marauding with Monsters
- Sneak back out
- Go down to Herbology Greenhouse 3
- Get Diffindo
- Go back to Gryffindor
- Rescue Neville from tapestry
- End day

Defence Against the Dark Arts

- Go to third floor
- Go to classroom 3c
- Go into Expelliarmus Challenge
- Retrieve the Expelliarmus spellbook
- Defeat Malfoy in a duel

Quidditch Practice

- Get a B or above to get the Nimbus 2000
- End day

The Restricted Section

- Get to the portrait hole without getting caught
- Retrieve Hogwarts: A History
- Defeat the Mad Bookcase
- Get Skurge
- Unlock the four-barred door
- Defeat Goyle in a duel
- Escape from the Restricted Section
- End day

Transfiguration

- Go to Transfiguration
- Go to the Avifors Challenge
- Retrieve the Avifors Spellbook
- Go to Quidditch

Quidditch Match I

- Defeat Hufflepuff
- End day

2nd Floor Bathroom

- Meet Hermione there
- Go to Slytherin

Slytherin Dungeon

- Find Malfoy
- Talk to Malfoy
- Escape from the dungeon
- Go back to Floor 2
- End day

Charms

- Get into Incendio Challenge
- Retrieve the Incendio Spellbook
- Go to Quidditch

Quidditch Match II

- Defeat Ravenclaw
- End day

Forbidden Forest

- Find Hagrid's Hut
- Get Brass Key
- Find the entrance
- Find Aragog
- Defeat Aragog
- End day

Quidditch Match III

- Defeat Slytherin
- End day

Chamber of Secrets

- Go to bathroom on Floor 2
- Find the entrance to the Chamber of Secrets
- Talk to Tom Riddle
- Defeat the Basilisk
- Rescue Ginny

Great Hall

- Go into the Great Hall
- Points Ceremony


## All finished!

General Walkthrough

This section contains a detailed outlook of the game - telling you where to go next. This is a fairly linear game, but it allows you a bit of freedom to do whatever you want.
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2.WALKTHROUGH PART 1

2a.THE BURROW
The game starts in the Burrow. Watch the cut scene and when you regain control of Harry, walk over to the magical meter and shoot Flipendo (X) into it. Fred will tell you that you only know basic lst year magic, but when you learn 2 nd year magic, you can power up your spells. Shoot the jar on the barrel with Flipendo, and Fred, George and Ron will tell you to meet them in the barn. Look around for a bit before entering the barn. Fred will tell you that there are gnomes in the rafters and he wants you to get rid of them. Use the $L$ button to aim at them, cast Flipendo, and it will knock them off the rafters. Search the barn thouroughly to find a few wizard cards and some goodies. Then exit the barn.
When you exit the barn, Fred tells you about their washing machine, and you have to battle it for some duelling practice.
Since you can only hurt it when its door is open, time your spell so that it doesn't shoot out any items when the door is open. When you hit it
successfully, it will flash red and attempt to run you over. Get out of the way - fast and repeat the sequence. Finally, after a couple of hits, it will run away.
Fred tells you to meet him in the garden for the de-gnoming. There is a
simple trick to get as many points as you can, so get Flipendoing! Cast
Flipendo on the gnome, pick it up, andrun up to the fence. Power up your spin
by holding down $A$. Let go only when the arrow is in the green zone. Hit the targets or break the record to get a Wizard Card. The record is 200 points. I got 325 once, though. It's quite easy, really. When you finish, the Rememberall will appear in the bottom corner of the screen. Press $A$ to end the day.
2b.BORGIN AND BURKES
After you get lost using the Floo Powder, you will appear in Borgin and Burkes. Hide in the nearby cabinet to make Draco and Lucius Malfoy appear. He seems to be carrying a large spellbook. Guess what you have to do? Get it! When Borgin disappears, tiptoe towards the book, or the hand next to it will send out a shockwave, and you'll be hurt. Grab the bookand you will learn Lumos, now tiptoe back to the cupboard. The back wall will slide down and reveal a secret passage.
Go through the secret passage. Make sure Lumos is equipped, because you really need Lumosto get through. When you reach the dead-end, cast Lumos and it will show an outline of adoorway. Push it and you're in another passage. Ignore the chest for now. Keep on going tosee an imp on top of a large cabinet. Flipendo the vases on the cabinet, then Flipendo theimp to push him off the cabinet. If you got hurt, go back to that chest and grab the Pumpkin Pastry from it. Climb over the cabinet to emerge in a room with two imps, one in a cage, and an empty cage. You have to put the remaining imp in the empty cage to get up to the next level. Climb up and head to your right to find another chest with Owl Treats in it. Head back to the cage, but this time, keep on going to the left to find a stand. Call your owl, Hedwig, and feed her. She will fly over to a hole in the attic and drop a ladder, so you can climb up into the attic. Cast Lumos to find the holes in the floor. Avoid them...or else you'll drop down back to the first floor. When Lumos runs out, cast it again to get across the rafters to a crawl space. Crawl through it and open the door nearby. You're nearly out! Run down the stairs, wall sneak past the boxes, and keep on running down to a barred door. Pull back the box and press the switch. Wall sneak past the boxes again and go to the formerly barred door. Run into it, grab the Wizard card from the chest and pressthe second switch to open the door to Diagon Alley. Wall sneak past the boxes...again and exit to Diagon Alley.

## 2c.DIAGON ALLEY

Walk up the stairs, past Borgin and Burkes, up to Gringotts Bank(closed) and Mrs Weasley and Ginny will walk up to you and a cut-scene will occur. Go to Flourish and Blotts and talk to Ginny again, and Mrs Weasley will give you a Sickle to buy the Standard Book of Spells - Grade 2. Buying this book will enable you to power up your spells. Exit, and talk to Ginny again about the three things that she lost: Spellotape, Brass Scales and the Quill. You can go to the three open shops in any order, but for the sake of organisation, let's start with the Leaky Cauldron, then Gambol and Japes, and then the Magical Menagerie. Head to the Leaky Cauldron, which is through the Archway to your left. Save at the Save Scroll. Head to your right to enter the Leaky Cauldron. 2d.THE LEAKY CAULDRON
Enter the Leaky Cauldron. Walk a little way in, and head to your right to find the Spellotape. Seems too easy right now...Blast the barrels to get a few sickles. Walk over to the Spellotape, and you'll fall through the trapdoor. Now, that makes things a lot harder, doesn't it? Press the switch next to the barred door to open it, and to close the trapdoor. Exit the small room and you'll emerge in a large room with two Fire Crabs. They obviously have a gastric problem because they have flames shooting out of their arse! A well aimed Flipendo will flip these little critters over and you can pass with little incident. Walk through the gap in the fence and there are barrels rolling towards you. Adjust the C-Stick to place the camera behind you. Walk down the short corridor, avoiding the barrels. Turn around and go for the door. By the way, there's some more goodies in the corner near the door. Enter the door and watch out for the wide ledge, because as soon as you walk on it, it will collaspe. Notice a narrow ledge? Press up against the wall and wall sneak across to the other side. Push the box down to the bottom part and push
it against the wall on the other side. Climb up above the crate, and walk up the stairs. You'll emerge in a dark area. Cast Lumos to reveal a secret panel. Ta-da! You're back in the Leaky Cauldron! Walk back to where you found the spellotape, and grab it. Walk back out to Diagon Alley. Next stop:Gambol and Japes.
2e.GAMBOL AND JAPES
Wow. This would have to be the easiest item to get. It's simple - walk down the stairs and, enter the door next to the counter. Power up Flipendo, cast it at the Magical Measurer. When it hits the top, the crawlspace will open up. Walk to the fireplace, but blast away the barrels to get a couple of Sickles, THEN get the Quill. Exit the shop and head to the Magical Menagerie.

## 2f.THE MAGICAL MENAGERIE

OK...Take a deep breath...The owner of the store tells you that the store is closed. Ignore him and go in anyway. He will make you play a sort of mini game, where you have to press the switch and escape through the door without him seeing you. That's the prescribed method. This is what I do - run like hell to the switch, press it, allow myself to get caught, restart at the beginning, and run to the door, which was already unlocked, and ran down to the fireplace and picked up the Brass Scales. Then I ran to the other side of the bookshelf and exited the Magical Menagerie. Head to Flourish and Blotts.

## 2g.FLOURISH AND BLOTTS

Before you head there, though, head to Mullpepper's Apopcthecary to get a Potion Vial. Fill it up in the Wiggenwald cauldron, (you'll need it later, unless you're really good) and exit the shop and head to Flourish and Blotts. Talk to Ginny to give her stuff back. Mrs Weasley will ask you if you want to head inside. Go in, anyway and talk to Lockhart. Lockhart keeps you in so long that Ron rushes in and tells you that you've missed the train. Ron askes you to meet him in the courtyard outside the Leaky Cauldron. Meet him there and a cutscene will occur of Harry and Ron getting into the flying car and flying to Hogwarts.
 3.WALKTHROUGH PART 2

3a.WHOMPING WILLOW
When you land rather roughly on top of the Whomping Willow, Ron will fall down on top of a
branch above an eyeball. The objective: Rescue Ron.
Make your way down the tree, but watch out for the branches that occasionally come out and hit you. Jump across the gaps until you reach the bottom, or rather, cross a bridge to get to a large ledge. Make your way down the ledge until you reach solid ground. Walk across the open space, keeping an eye out for branches appearing and lashing out, until you reach a sloping ledge. A well aimed Flipendo should get rid of them for a while, leaving you a bit of room to move. Watch out for the first big branch, otherwise you'll get hurt. That's why I told you you'll need the Wiggenwald potion in the vial. When you reach the narrow ledge, get rid of the Puffapod, and wall sneak across the narrow ledge, until you reach the other side. You'll find a bunch of Puffapods. Cast Flipendo on one of them and it will cause a chain reaction, causing all of them to blow up. The ledge will descend to four Puffapods near a hole. Blow all of them up and crawl through the hole.
3b. WHOMPING WILLOW IMPS
When you emerge in the second part, a tree will fall and block the hole. You will see a few imps, so Flipendo them until the red bar down in the bottom of the screen disappears. Climb up the hill until you reach a perch. Call Hedwig, and she will give you a bit of information about the Gytrashes, which are large dog spirits that roam the Forbidden Forest. Walk down the hill to enter a large foggy area. Lumos needs to be equipped, since it is the only spell that can get rid of the Gytrashes. Wait for them to appear, and cast Lumos to create a circle of light which will eventually destroy the Gytrashes. When they
are all gone, an area will appear with a Save Scroll and a chest. Walk into it, and a log will fall, blocking the entrance to the area. Climb on top of the log and you'll emerge in a large area, with a hole...just look for it! Enter it to emerge in Whomping Wiggenwald, named for the cauldron found near the entrance to the boss.
3c.WHOMPING WIGGENWALD
When you enter, a whole bunch of imps will ambush you. Get rid of them first, then make your way up to the second level, near the cauldron. Fill the vial up, if you fainted previously, then blow up the Puffapod to gain access to the first major boss in the game - the Whomping Willow.
3d.WHOMPING WILLOW (BOSS BATTLE)
When you enter the boss's lair, find a safe place away from the branches that hit the ground and create shockwaves. Avoid the shockwaves and wait until one of the branches makes a light appear in its hand. Shoot it with Flipendo to damage it - don't worry about using the $L$ button, it homes in on the target automatically - and the branch holding Ron will move up and you can hit the eye to damage it. When you successfully hit it, the left arm grabs the car and bangs it on the ground. The right arm may chuck a couple of rocks at you, so avoid them. Then when the light appears for the second time, repeat the sequence, and do it one more time, and you've defeated the Whomping Willow. Ron will get down from the branch and run towards the door behind you. When you exit the door, Snape will show up and tell you off.

4.WALKTHROUGH PART 3

4a.FINDING THE WAY TO GRYFFINDOR
When you finally gain control of Harry, enter the Entrance Hall and walk up the stairs, turn to your right to emerge in the Grand Staircase. Keep on walking up the stairs until you reach the second floor, where you'll talk to Nearly Headless Nick. When you finish talking to him, keep on going until you reach the seventh floor, where Gryffindor Tower is located. Walk through the door and go down the hall until you see Ron and the Fat Lady. The Fat Lady refuses to let you in until Hermione comes and talks to you and Ron. You find the password, Wattlebird, out from Hermione, and the Fat Lady lets you in. Welcome to Gryffindor Tower!
4b. FRED AND GEORGE
Ron will call you over to an ordinary looking door and tell you about Fred and George's shop. He tells you the password to their portrait, (Flibbertigibbet) and also warns you about Percy, who punishes anyone if they interrupt his studies. This is exactly the same as the 'minigame' in the Magical Menagerie, only much easier. I noticed a glitch, and that was I reached the portrait at the exact same time as Percy cast Locomotor Mortis. I got through in time, though. When you enter the portrait, Fred and George greet you and that's one of your objectives filled.
4c.ENDING THE DAY
When the Rememberall appears, press $Z$ and the Things To Do menu should appear. Notice that the icon representing the A button has a little note next to it saying End Day. Press A and the Rememberall should disappear. The Rememberall also appears when you create a new task.

5.WALKTHROUGH PART 4


## 5a.FLYING CLASS

The objective here is simple: Practice flying. Madam Hooch will call you forward and tell you that you have to configure the controls for the broom. After that, you have to practice flying through the rings. When you successfully complete the practice, Madam Hooch will tell you that you have to fly through the rings in a time limit. To make it harder, she has put new
enchantments on the rings, causing some to move and some to shrink. Try to get above 30 rings to get an $A$ or an A+. Get above 35 - you get a Distinction. It's quite easy to get. After the practice, end the day.
5b.RESCUING NEVILLE
You wake up in the middle of the night. Walk down the stairs to meet Hermione, where she takes you to that tapestry up near the front of the Common Room, and she tells you that you need Diffindo to cut away the tapestry to free Neville. The trouble is, it's in Herbology Greenhouse 3, and it is guarded by a bunch of Horklumps, which you don't know how to get rid of.
5c.LIBRARY ANNEXE - MARAUDING WITH MONSTERS
This is easy enough - Walk out of the Gryffindor Common Room, down into the Grand Staircase, walk down the stairs until you reach the second floor. Watch out for the books that fly out at you, or...run like hell into the Library Annexe. There are two prefects lurking around here. Head to the left when the first prefect turns his head. Then run across to the second set of desks and head into the big doors in the middle of the room.

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○---○---○===0-==0----
| | === - Door
○ :::: :::: ○ -> - Direction of the prefects
| <- 2 | : - Bookshelves
```

When you enter the actual library, head straight ahead to the stand between the stairs at the back of the room to pick up Marauding with Monsters.
5d.HERBOLOGY GREENHOUSE 3
Get the hell out of the library and head down to the Herbology Greenhouses via the Entrance Hall. When you're outside, head down the middle path to appear outside the Greenhouses. Enter the area. When you are done, head to your right, follow the maze of corridors, until you reach the biggest of the lot, towards the back. Welcome to Greenhouse 3. Cast Flipendo on the Horklumps to make them shrink, pull them up to clear the entrance to Greenhouse 3.
Enter the greenhouse. Take the left path if you can't be bothered pulling up more Horklumps. Get rid of the Puffapods, and walk up to the podium containing the Diffindo spellbook. Take it and watch some roots appear. Cast Diffindo on them so you can get past without getting hurt by them hitting you. When you've passed them safely, fill up your Wiggenwald again and head back to the castle. When you arrive in the Gryffindor common room...
5e.FREEING NEVILLE
When you walk down to the tapestry, cast Diffindo on the tapestry to free Neville and reveal a secret room. Explore the secret room and when the Rememberall appears, end the day.

WALKThrough Part 5

6a.DEFENCE AGAINST THE DARK ARTS
Ron will tell you that the first class that you have is Defence against the Dark Arts on the third floor. Head down there, when you reach the double doorway, head to your right, and then go straight ahead across the corridor. Go inside and enter. Walk across the circular room to actually be in the classroom. Lockhart will tell you about the Expelliarmus spell, and he askes you to go get the spell book. This is easy enough, anyway, so get started!
6b.THE EXPELLIARMUS CHALLENGE
When you go through the Portrait Hole, you run down the stairs, and go through the door, then you run down another set of stairs, but a barrier slams behind you and you are trapped. Flipendo the switch to your right to make some spiked
balls come out. When the light around one of the spiked balls turn red, allow it to attack you, but get out of the way. When it lands - notice that the light is gone. Cast Flipendo before it rejoins the formation. You'll have to do it six to seven times to get rid of them all. Climb up on the platform to get to the next level. Follow the ledge until you reach a tapestry. Cast Diffindo on it to reveal a doorway. When you go through the door, you'll emerge in a large room with four spiked balls hanging from the ceiling, and a ledge around the room to a door. Follow the ledge until you reach a barrier. Cast Diffindo on the nearest spiked ball, and the barrier will drop down, revealing an imp. Keep on going, ignore the imp, until you reach the next barrier and do the same. Keep on going, bringing down the barriers until you reach the door. You'll emerge in a room with two spinning blades. Cut the ropes to slow them down and wait until they've slowed down enough for you to pass safely. Cross the first one just after the blade has passed, and do the same for the other one. After you pass them, go for the door, before the blade knocks you off into the chasm below. You'll actually go outside in the ruins. There are two fire crabs patrolling the path to the other side. Knock them over with Flipendo, and you can pass without any problem. When you reach the wall on the other side. Climb up on the wall to attempt to avoid the fire-breathing statues. Wait until they breathe fire, then cast Flipendo to flip them over to pass safely. Do this a few more times until you reach the door. Go through. Inside, is a small room with a spiked ball hanging from the ceiling. Cut it and go back down. You'll emerge in the room that you were in in the beginning. Go through the newly-revealed door, and you'll find the spell-book down below. Go down and grab it. Equip Expelliarmus, since you are about to go into a boss battle. When the gargoyle appears, wait for it to conjure up a fireball, then as it is about to hit, tap (B), (X), (Y) to activate Expelliarmus and bounce it back to the gargoyle to damage it. After three or four hits, it will disappear and you can leave. Go back to the room that you were in earlier, and the barriers will open. Now you can go back to Defence Against the Dark Arts.
6c.MALFOY (BOSS BATTLE) +++DUEL+++
This is the first of two duels that you'll have with Slytherin. There are two ways to do it:
$1 \backslash$ You make the first move by shooting 2 Flipendo spells in rapid succession. He will be able to block the first one, but if you time it right, he won't be able to block the second one, and cause him to fall down.
$2 \backslash$ Allow him to make the first move, and as soon as he casts Flipendo, cast Flipendo back at him, but you will have to cast Expelliarmus almost instantly. It's your choice, though.
First to 5 points wins.
6d. QUIDDITCH PRACTICE
When the Defence against the Dark Arts class finishes, Ron will tell you that you have tob meet Oliver Wood on the Quidditch pitch. Go there and talk to him. He will tell you that you have to practice. It's quite easy, really. You basically have to catch the Snitch, while avoiding the Bludgers and people. The main aim is to catch the Snitch in a certain time to be able to get the Nimbus 2000. The only way to do it is to get under 4 minutes to get a B. You HAVE to get a B or above to get the broomstick, allowing you to free flight around Hogwarts. B is under 4 minutes, A is under 3 minutes, Distinction is under 2 minutes (Or something like that). I got 1.04 in catching the Snitch, first time. If I can do it, you can! End the day.

7.WALKTHROUGH PART 6

7a.THE LIBRARY ANNEXE - THE RESTRICTED SECTION
When you wake up, Hermione will ask you to get Hogwarts: A History. Sounds easy enough, doesn't it? Well...it's in the Restricted Section... which makes it a
lot harder. AND it's guarded by a lot of prefects. This is easily the biggest
'dungeon' in the game, with 2 bosses, a spell, a lot of backtracking, and a couple of obstacles; ie. ghosts. Make your way down to the Library, avoid the flying books, walk past the prefects, or...sneak, go into the next room (ignore the large door, go into the smaller one on the right) and this is one of the larger 'wall sneak on the shelves or get caught' rooms. Make your way to the last shelf or so, then run the rest of the way to the portrait. If you didn't get caught the previous night, you won't lose any points at all. Open the portrait to emerge in the Restricted Section.
7b.ENTERING THE RESTRICTED SECTION
When you enter, bookcases will slam behind you and there is no way of escape... or is there? Look up with $R$ and investigate the room above you. Seems hard? You have to make your way up to the top safely. To make it worse, there are a number of obstacles to pass. Climb up the ladder to a ledge. The bottom two shelves of each floor are the ones to worry about, since some of the books can hit you and knock you off. Wall sneak across to the other side, climb the ladder, wall sneak again, climb another ladder, wall sneak to another ledge. You will have to do this a few times before you reach the top. Go through the door again. Feel relieved to be on terra firma? Wait...the Hogwarts: A History book is somewhere on the top of the shelves. Notice a owl's perch? Go to the other side where you can see ectoplasm(green gooey stuff)on the door. Nearby is a chest containing Owl Treats. Get the owl treats and head back to Hedwig. Call her and feed her for her to drop a ladder near the chest. Climb the ladder. Notice that some of the bookcases are almost flush against the wall? Meaning...You have to wall sneak across! Jump across to the other side, watching the ectoplasm, then open the treasure chests if you need health. Then wall sneak across the wide gap, and cast Diffindo on the tapestry to gain access onto the balcony. Diffindo the second tapestry to create another point of access to the bookshelves on the other side. Grab some more health from the treasure chests if you need it; then wall sneak again to the other side, then jump across the gap to pick up Hogwarts: A History. One of the doors will open mysteriously. Go through that door. When you enter the room, you'll see a bookcase, a bunch of square and circular bookcases leading to a spellbook. Enter the room itself and you'll find yourself face to face with the Mad Bookcase.

## 7c.MAD BOOKCASE (BOSS BATTLE)

The Mad Bookcase guards the Skurge Spellbook and the only way to get up to the ledge. The Mad Bookcase is relatively easy, just cast Flipendo at it until it falls over. It is one of those scenarios where rapid firing can actually do more damage to an enemy that charging up. From time to time, the bookcase will shoot out books, just sidestep or duck to avoid them. Follow the guide, and you'll be fine. There was one case, though, where I didn't cause any damage to it, and it suddenly fell over. I had no problem with that, anyway. After defeating the bookcase, climb up to the top of the first one, blast away the flying bookcase, jump to the next one, avoiding the ghosts, and keep on going until you reach the spellbook. You have Skurge, a Scouring Charm.
7d.SKURGE 'SKURGEING AWAY!'
Cast Skurge on the ectoplasm blocking the door, then climb up to the next floor. Enter the door, to go back into the circular room. Cast Skurge on the ectoplasm to make it disappear. You'll emerge in a circluar room with a barred door, four doors covered with ectoplasm. I have a map here, for the sake of organisation, let's label them.

D= Door
1,2,3,4= Switches
4
***
$3 * * * * * * * d 2$
*********
2******* 1
***
d1

This is only a simple map. I hope it is sufficient.
(As close to a circle $I$ can)

Door 1 contains a shelf and a lot of flying books. Dodge them or cast Flipendo on them to
get rid of them. Go behind the bookcase to activate the first switch.


Door 2 contains...nothing! Go straight across the room to activate the second switch.


Door 3 contains five tapestries. Cast Diffindo on tapestries 1 and 2 to get to the switch. Activate it, and go to the last door.


Door 2 contains a ghost patrolling the area, and two ectoplasm walls(*). Get rid of them using skurge, and press the final switch. When you press the final switch, the door is unbarred and Goyle appears. Obviously...it's another duel.


7e.GOYLE (BOSS BATTLE) +++DUEL+++
This is another duel. It's similar to the duel with Malfoy, only that Goyle is faster at blocking spells. It's the same as before. When he is defeated, go through the barred door, and this is the last room before entering the Library Annexe. Go down the corridor to the next room.
7f. HEADING BACK TO GRYFFINDOR TOWER
Drag the box to one of the platforms and climb up it. Cast skurge on it to make it
disappear. Cast Flipendo on the switch that appears. One of the bars covering the door will disappear. Push/Pull the box to the other side and cast skurge to the ectoplasm and cast Flipendo at the switch. Both bars are gone, so go through the now open door. Go down the short corridor to a portrait hole. Go through it to emerge back in the Library Annexe. Exit the Annexe to Gryffindor Tower. Enter Gryffindor Tower and talk to Hermione to give her the book. End the day.

8.WALKTHROUGH PART 7


## 8a. TRANSFIGURATION

When you wake up the next day, Ron will tell you that you have Transfiguration next. Meet him on the first floor, next to Classroom 1B, which is
Transfiguration. Go in and Professor McGonagall will tell you about the Avifors charm. She will then cast Avifors on the statue, and ask you to retrieve the

Avifors spellbook. Go into the hole and get ready for a bit of fun...
8b.THE AVIFORS CHALLENGE
When you enter, the door slams shut behind you and you are trapped. Jump down to one of the ledges, then jump down into the middle section at the bottom. Notice the sewer pipe is barred. Backtrack to the entrance and head left or right to an ectoplasm covered door.


Whichever one you choose has a switch in it that removes one of the barred doors in the sewer pipe. After you activate the switch, go to the other ectoplasm covered door and blast it away with Skurge, but watch out for the ghosts. Go in and activate the switch. Now go into the now-opened sewer pipe. Follow the sewer pipe until you reach a door. Go through the door. You are in a large room with a hollow block in the middle. Go to your right and you can see an ectoplasm covered door. Cast Skurge, but watch out for the three ghosts that appear and try to run you over. Go inside the hollow block. Harry will say, 'It's dark, maybe I should cast Lumos.' Cast Lumos, and you can see a secret passageway. Push the block out, and climb on top of it. Watch out for the same ghosts as before. Turn around and do a running jump to a small platform in the middle of the wall. Turn right and jump across to the second platform. Keep on going until you reach a gap too wide to jump across. Push up against the wall, wall sneak across the narrow ledge. Keep on going, and when you reach the second wall sneak gap, do the same, until you reach the Skurge door. Skurge it and keep on going. Go into the door and open it. When you go through the door, jump down to the ledge around the room, cross to the other side and cross the bridge to get the Avifors spellbook. Cast Avifors on the two eggs nearby and watch as they land on the switches. There is one more Avifors egg outside a Portrait Hole. Get rid of it using Avifors, (duh!) and crawl through it. Go up the hallway and turn right. You'll slide back down to the room in the beginning. Now...turn to your left or your right, jump over the gap, cast Avifors on the egg, and if there's another egg on the other side, cast Avifors again on it. Then wall-sneak across to the other side, and cast Flipendo on the switch. A bridge will drop down. Go and jump down to the stairs, and do the same thing as before, but on the opposite side. Cast Flipendo on the switch, and the remaining bridge will drop down. Watch as an iron grate closes up the gap in the middle. Hop down and the gargoyle will spring to life. Looks like another duel...Use the same strategy as before and you should have no problem defeating it. When it disappears, an egg will appear. Cast Avifors on it to cause it to fly down on the switch down below, opening the formerly barred door. Go up to the wall-sneak ledges and make your way across to the bridge on the other side. Go through the door to go back to Transfiguration.
When you go back, Oliver Wood will tell you that you have a very important match against Hufflepuff. Meet him down on the Quidditch Pitch.
8c. QUIDDITCH MATCH I - GRYFFINDOR VS. HUFFLEPUFF
Ready for your first Quidditch match. Since you are the Seeker, your job is to follow the Snitch and catch it. A number of things to mention:
1.You can't go beyond a certain boundary following the rings, so stay close to the rings.
2.Try to avoid people and Bludgers. Most of the people on the opposing team will deliberately try to hit you. But...they're easy to avoid.
3.NEVER use a boost when weaving between the stands, or you'll crash into them. 4. Jut be careful when you use a boost, that you don't overshoot the Snitch. 5. You will need to use a boost 2 or 3 times to catch the Snitch. 6.The Snitch ALWAYS follows a similar path in the Quidditch matches, so try to memorise the patterns, so you know when to use a boost. After you win, end the day.

9.WALKTHROUGH PART 8

9a.THE POLYJUICE POTION
When you wake up, Ron will tell you that Hermione wants to meet you in the girl's toilets on the second floor. From the Gryffindor common room, head down the stairs until you reach the second floor. Go into the foyer, and open the first door to your left. This is Moaning Mrytle's bathroom. Hermione will talk to you about the Polyjuice Potion. She tells you that you have to interrogate Malfoy in his common room. (Well, at least she doesn't want me to go to the library) When you drink the Potion, you will change into Goyle.
When you exit the bathroom, go down to the Entrance Hall. When you are on the stairs, look at where the Bloody Baron is coming from. When he is out of the doorway, go down the stairs into the Slytherin Common Room.
9b.MALFOY
Don't worry about getting caught, since you're a Slytherin. The Polyjuice Potion lasts indefinitely, meaning that it won't run out until you meet Malfoy. So...take the chance to do a bit of exploring. I believe that you can find a whole bunch of Wizard Cards down here, so pick them up, unless you want to risk getting caught as Harry Potter. Down the back of the room, Malfoy is waiting for Goyle/you. Malfoy wants to talk to you about the Heir of Slytherin. As he finishes talking, you start to turn back to normal.
9c.ESCAPING FROM THE DUNGEON
When you turn back to Harry, start by waiting until the first prefect turns to the bookcase on the far right of the screen, wait until the second one, against the wall, passes, and you have a clear passage to the door. Mind you, there may be a prefect lurking out of sight down at the far end. Run like hell across to the doorway before he turns. You're safely out. Now, head back to the bathroom. 9d.BACK TO THE BATHROOM
When you get out again, head straight up to Moaning Myrtle's bathroom. Ron is there with Hermione and Harry tells them about what Malfoy said, and that he wasn't the Heir of Slytherin, but he said that he would help the Heir.
After the cut-scene, end the day.

10.WALKTHROUGH PART 9

10a.CHARMS CLASS

When you wake up, Ron will tell you that you have Charms next. Go down to the second floor, to the Incendio Challenge Chambers. When you go in, Professor Flitwick will tell you about the Incendio spell, or Bluebell Flames. When he is finished, he will reveal a crawlspace in the wall. Beyond that is the Incendio Challenge. Go into it.
10b.THE INCENDIO CHALLENGE
When you enter, flames will block the door. You will be using Expelliarmus often, so have it equipped.



Down below is a gargoyle. Be careful when you jump, though, because you may lose health when you land. When you're in front of the gargoyle, it will come to life.Once again, employ the same strategy as before, but watch out for the fast reaction time. You'll defeat it in no time.

It reveals a door behind, so go through it to go into a cross-shaped room with a Fire Crab in the middle. Jump down into the area without a Fire Crab. Jeez... these gargoyles are a real pain in the ass. Anyway, this particular one has an incredibly fast reaction time, but to counter that, as he chucks the fireball at you, use Expelliarmus, but don't tap it back, but hold it for a second, and then shoot it back at him. It should slow his reaction down enough for you to cast Expelliarmus. When you get rid of him, cast Avifors on the egg, go through the gate, knock down the Fire Crab, climb up the ledge, go diagonally across to the other gargoyle. It's the same as before.
Now...get up on the ledge and go through the newly-opened door into the Spell Chamber. Hop down onto the ledge, but watch out for the fire-breathing statue. Cast Flipendo on it, then pass. Get the spellbook, and head through the other door. Follow the short corridor, and slide back down to the main room. Go to either one of the monoliths and cast Incendio on the switch nearby. Go down the newly-revealed passage, get rid of the fire crab by casting Flipendo on it, then casting Incendio, which causes them to blow up.
Press the switch to relocate the flame blocking the switch up the top. When you come out, cast Incendio, then Flipendo on both of the statues to cause them to lift the platforms. Go up the stairs, jump on the platforms to the other side, press the switch to weaken the flame blocking the doorway. Go down to the other monolith and do the same. You'll have to press two switches to pull this off. Do that, and make your way across the platforms to the remaining switch. Push it and you can exit the Incendio Challenge.
10c.QUIDDITCH MATCH II - GRYFFINDOR VS. RAVENCLAW
Catch the Snitch. This time, however, it's harder. After you win/lose, end the day.
10d.HAGRID'S HUT
When you go to bed, Ron shows you Riddle's Diary. Riddle shows you that it was Hagrid that opened the Chamber of Secrets.
You go down to Hagrid's hut, and a cut-scene starts, showing Hagrid throwing a large brass key near Harry, which opens up the Forbidden Forest.
10e.FOLLOW THE SPIDERS
Follow the path, Flipendoing all the spiders as you go, or use Incendio for the added fun factor. The yellow spiders try to tackle you, but the red ones spit venom at you. It will take at least 2 Flipendos for them to disappear. Follow the trail until you reach a tunnel. Burn away the two spiderwebs at each end, to pass through. Keep on going until you reach a third spiderweb. Burn it away. Keep on going until you see a large spiderweb over a hole in the floor. Burn it away and drop down to Aragog.
10 f.ARAGOG
When you drop down, a gigantic spider by the name of Aragog talks to you about the Chamber of Secrets. But, when Aragog refuses to give you any information about the monster in the Chamber of Secrets, he says that you are fresh meat. How offensive!I finished the Aragog part and here it is: (from where you talk to Aragog) Go down the path to your left. Ignore the steps that go down to your right, but follow the path that goes up. Follow the path until you reach a web. Burn it away, and go up the steps until you reach another web. Destroy it and go past it. Follow the lower path until you get to a dead-end. Jump to your right to another ledge, then jump to the third ledge with the stairs on it. Jump across to another ledge, and follow the path until you reach a hollow with three or four red spiders. Go to your right to find a tunnel. Go through it, and follow the path until you reach a spiral. Go up it and you'll become level
with Aragog. Burn the web to your right, pass the support, until you reach a narrow ledge. Wall sneak across it until you reach the other side. Follow the cliff until you reach a web. Burn it away with Incendio and pass. Grab the Wizard Card from the nearby chest and go on a bit further to find the last web. Burn it away and it will collaspe, and you will fall into the chasm below. Meet Aragog.
10g.ARAGOG (BOSS BATTLE)
When you land rather roughly on the bottom, Aragog will appear. This is a hard battle, so be prepared. For some, it might be easy. Aragog has a bunch of spiders surrounding him, and from time to time, he'll throw them on you. When he rears up to attack with a shockwave, a light may appear. Hit him with Incendio before he lands, and he will lose health. Then he will try to run you over, so move, but he hits the wall instead. Then repeat the sequence of steps to finally defeat him, and get a new Potion Vial. Ron will appear in the flying car, and Aragog appears again and attempts to slam the car. But you got out in time... When you get back to Hogwarts, end the day.
 11.WALKTHROUGH PART 10

11a.QUIDDITCH MATCH III - GRYFFINDOR VS. SLYTHERIN
The same as before, only much harder. After you win/lose, end the day
11b. MOANING MYRTLE
When you wake up, Ron will tell you to meet him in Moaning Myrtle's bathroom. Harry asks Myrtle how she died, and while asking her, Harry finds out by accident where the Chamber of Secrets is...over there. The cut-scene will continue with Harry going down there.

11c.THE CHAMBER OF SECRETS
When you gain control of Harry, save at the Save Scroll before going any further. Go up to the snake door and open it. A cut-scene will occur with you, Ginny, and Tom Riddle. His diary is at his feet. When it finishes, Tom will call the Basilisk.
11d.THE BASILISK (FINAL BOSS)
When Tom calls the Basilisk, pick up Godric Gryffindor's sword. The Basilisk will appear from Salazar Slytherin's mouth, and shoot venom at you. AVOID THIS VENOM AT ALL COSTS! It will do it two times, and will stop with a light in its mouth. Use the sword, in conjunction with the $L$ button to create lots of damage. When your Gamecube controller rumbles a lot, and the beam of light is very bright, you know it is working. Move forward slightly if it fades, and when the health bar goes down, it will slam its head on the ground, and cause your sword to clatter away and rocks fall down.
Keep on repeating this sequence until it dies, and Tom Riddle is no more. When you are back in the Entrance Hall, go into the Great Hall to have the House Ceremony. If you got enough points, you'll win the house cup. I got 490 points last time. :) Anyway...

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12. ITEMS

There are two rows in the Normal Items screen. It is accessed by pressing $Z$.
You can equip most of the items in your inventory by pressing either (X), (Y) or
(B). Anyway...here they are. The top row is reserved for spells.
L-R BOTTOM ROW
Name: Bertie Bott's Every Flavour Beans (I1)
Equippable: No
Use: Use as currency around Hogwarts.
Name: Merit Badge (I2)
Equippable: No
Use: Shows how many house points you have.
Name: Non-Explodable Luminous Balloons (I3)
Equippable: Yes
Use: To distract prefects in tight situations.
Name: Stink Pellets (I4)

Equippable: Yes
Use: To distract prefects in tight situations, but not as effective as Non-Explodable Luminous Balloons.

Name: Sickles (I5)
Equippable: No
Use: Use as currency in Diagon Alley

Name: Eeylops Premium Owl Treats (I6)
Equippable: No
Use: To persuade owls to do favours for you.

Name: Nimbus 2000 (I7)
Equippable: Yes
Use: For free flight around Hogwarts

Name: Potion Vials (x3) (I8)
Equippable: No
Use: To fill up with Wiggenwald potion

## Name: Horklump

Spell required: Yes. Flipendo
Description: A large yellow-orange boulder with purple spots on it Self Defence: It will bring out large purple spikes to defend itself. How to get rid of them: Cast Flipendo on them, and they will shrink, allowing you to pull them up.

## Name:Puffapod

Spell required: Yes. Flipendo
Description: A plant that looks similar to a Horklump, but without the spots. Self Defence: Sends out spores that can/may cause dizziness.
How to get rid of them: Cast Flipendo to blow them up, or pick them up; but beware, their spores cause dizziness.

Name: Gytrash
Spell required: Yes. Lumos
Description: A large dog-like spirit that roams the edge of the Forbidden
Forest.
Self Defence: It will try to run you over.
How to get rid of them: Cast Lumos on them until they disappear.

Name:Fire Crab
Spell required: Yes. Flipendo, and Incendio
Description: A large multicoloured turtle
Self Defence: It will shoot flames out of its ass at you if you get too close. How to get rid of them: Cast Flipendo on it, then cast Incendio on it while it is stunned. It will then explode, so keep your distance.

## Name: Gnome

Spell required: Yes. Flipendo
Description: It has a head like a boulder, and it is found in most gardens. Self Defence: It will try to ram you.
How to get rid of them: Cast Flipendo on it to stun it, then grab it and throw it.

Name:Imp/Pixie
Spell required: Yes. Flipendo
Description: They look like smaller versions of Dobby the house-elf.
Self Defence: They will try to ram you.
How to get rid of them: You can't! But...they can be stunned using Flipendo


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14.SPELLS
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## 1.Flipendo

'Knockback Jinx'
The incantation for the Knockback Jinx is Flipendo. Flipendo can be used to knock back weaker opponents and objects and can also be employed to activate certain magically charmed switches that are out of Harry's reach. Use the (L) button to target Flipendo.
Location: None (default)
2.Lumos
'Wand Lighting Charm'
Lumos is the incantation for a useful light-giving spell. If correctly incanted, the end of the caster's wand temporarily illuminates and casts a revealing light over the general area. In this way, unseen, secret entrances may be discovered in the gloomier parts of Diagon Alley and beyond.
Location: Borgin \& Burkes, Diagon Alley
3. Diffindo
'Severing Charm'
The Diffindo severing has a variety of uses. When cast upon certain tapestries or wall hangings, hidden entrances may be exposed. Its use as a pruning tool in Herbology should not be overlooked, either.
Location: Herbology Greenhouse 3, Night 1
4.Expelliarmus
'Disarming Charm'
Expelliarmus allows the skilled wizard duellist to rebound an opponent's spell back to harass the original caster and perhaps leave him or her vunerable to further attack. As you'll find, this particular incantation is the key to sucessful Wizard Duelling.
Location: Expelliarmus Challenge, Defence against the Dark Arts, Day 2

## 5. Skurge

'Scouring Charm'
If you encounter a sticky, green substance similar to troll bogies blocking the doorways of Hogwarts, it could very well be ectoplasm. It's a deposit left in areas where ghost congregate. Experience has shown the most effective way to expunge this unpleasant substance is with the Skurge scouring charm.
Location: The Restricted Section, Night 2

## 6.Avifors

'Transfiguration Spell'
Transfiguration is a particularly tricky type of magic at which to excel. The transfiguration spell most second years will use is the Avifors incantation. Cast sucessfully, it will transform small inaminate objects into birds. This can be both rewarding and useful to the diligent wizard-in-training.
Location: Avifors Challenge, Transfiguration, Day 3
7.Incendio
'Fire-Making Charm'
Known variously as the Bluebell Flames or Cold Fire, the fiery incantation, Incendio can be used for many purposes, from creating a distraction to burning through an obstruction.
Location: Incendio Challenge, Charms, Day 4
8.Alohomora
'Unlocking Spell'
Mechanical locks can almost be effective as enhanted barriers in keeping the way closed to prying eyes and light-fingers - unless a witch or wizard knows Alohomora charm, or course. Cast this spell on certain mecanically locked items to open them, instantly.
Location: Fred and George's Shop, Gryffindor Common Room. Bought for 100 Beans
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BG1: Washing Machine
Location: The Burrow
How to kill: You can only damage it when the door is open. When the door opens, cast Flipendo at it to cause damage. After three or four hits, it will run away.

BG2: Whomping Willow
Location: Whomping Willow
How to kill: When you enter the boss's lair, find a safe place away from the branches that hit the ground and create shockwaves. Avoid the shockwaves and wait until one of the branches makes a light appear in its hand. Shoot it with Flipendo to damage it - don't worry about using the L button, it homes in on the target automatically - and the branch holding Ron will move up and you can hit the eye to damage it. When you successfully hit it, the left arm grabs the car and bangs it on the ground. The right arm may chuck a couple of rocks at you, so avoid them. Then when the light appears for the second time, repeat the sequence, and do it one more time, and you've defeated the Whomping Willow. Ron will get down from the branch and run towards the door behind you.

BG3: Gargoyle
Location: Expelliarmus Challenge, Avifors Challenge, Incendio Challenge (x3) How to kill: Equip Expelliarmus, since you are about to go into a boss battle. When the gargoyle appears, wait for it to conjure up a fireball, then as it is about to hit, tap (B), (X), (Y) to activate Expelliarmus and bounce it back to the gargoyle to damage it. After three or four hits, it will disappear and you can leave.

BG4: Malfoy (Duel)
Location: Defence Against the Dark Arts
How to kill: This is the first of two duels that you'll have with Slytherin. There are two ways to do it:
$1 \backslash$ You make the first move by shooting 2 Flipendo spells in rapid succession. He will be able to block the first one, but if you time it right, he won't be able to block the second one, and cause him to fall down.
$2 \backslash A l l o w ~ h i m ~ t o ~ m a k e ~ t h e ~ f i r s t ~ m o v e, ~ a n d ~ a s ~ s o o n ~ a s ~ h e ~ c a s t s ~ F l i p e n d o, ~ c a s t ~$ Flipendo back at him, but you will have to cast Expelliarmus almost instantly. It's your choice, though.
First to 5 points wins.

BG5: Mad Bookcase
Location: Restricted Section
How to kill: The Mad Bookcase guards the Skurge Spellbook and the only way to get up to the ledge. The Mad Bookcase is relatively easy, just cast Flipendo at it until it falls over. It is one of those scenarios where rapid firing can actually do more damage to an enemy that charging up. From time to time, the bookcase will shoot out books, just sidestep or duck to avoid them. Follow the guide, and you'll be fine. There was one case, though, where I didn't cause any damage to it, and it suddenly fell over. I had no problem with that, anyway. After defeating the bookcase, climb up to the top of the first one, blast away the flying bookcase, jump to the next one, avoiding the ghosts, and keep on going until you reach the spellbook. You have Skurge, a Scouring Charm.

BG6: Goyle (Duel)
Location: Restricted Section
How to kill: This is another duel. It's similar to the duel with Malfoy, only that Goyle is faster at blocking spells. It's the same as before. Follow the guide to Malfoy to defeat him.

BG7: The Basilisk/Tom Riddle
Location: The Chamber of Secrets
How to kill: When Tom calls the Basilisk, pick up Godric Gryffindor's sword. The Basilisk will appear from Salazar Slytherin's mouth, and shoot venom at you. AVOID THIS VENOM AT ALL COSTS! It will do it two times, and will stop with a light in its mouth. Use the sword, in conjunction with the $L$ button to create lots of damage. When your GameCube controller rumbles a lot, and the beam of
light is very bright, you know it is working. Move forward slightly if it fades, and when the health bar goes down, it will slam its head on the ground, and cause your sword to clatter away and rocks fall down.
Keep on repeating this sequence until it dies, and Tom Riddle is no more.

16. WIZARD CARD GUIDE

I will only be giving you the number, the name and the location of the Wizard Cards. Sometimes, a card can have two or three symbols next to it (see below), so plan accordingly. I have NOT got all 101, but I will try.
o---○---○---○---০----○ If a card is found in two locations, you must trade one | LEGEND: | of them to get another card.
o[t]=Treasure Chest o I will also refer to Defence Against the Dark Arts as
| \#@\#=Mini-Game | Dark Arts.

- (^)=Can only be o
| obtained at |
- a certain o
| time in the |
- game $\circ$
| <->=Traded for |
----○---○---○---○---○
(Most of the locations and the remaining cards submitted by qmom)-Thanks, qmom!

Quick Locations:
The Burrow: 1, 3, 8, 59
Diagon Alley: 5, 27, 28, 32, 98
Hogwarts: 2, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, $26,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47$, $48,49,50,51,52,53,54,55,56,57,58,59,60,61,65,67,68,69,70,71$, $72,73,74,75,76,77,78,79,80,81,82,83,84,85,86,87,88,89,90,91$, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101
Forbidden Forest: 4, 6, 7, 63, 64, 65, 66

CARD LOCATIONS:

1. Merlin \#@\#, (^)

Location: The Burrow
2.Cornelius Agrippa <->

Location: Trade Card 59 with student on Floor 1 of Hogwarts
3. Elfrida Clagg [t], (^)

Location: The Burrow
4. Gorgan Stump [t], (^)

Location: Whomping Willow
5. Gulliver Pokeby [t], (^)

Location: Borgin \& Burkes
6. Glanmore Peakes [t], (^)

Location: Whomping Willow
7. Hesper Starkey [t], (^)

Location: Whomping Willow
8. Derwent Shimpling [t], (^)

Location: The Burrow
9. Gunhilda of Gorsemoor [t]
11. Herpo the Foul [t]
Location: Hogwarts, Library
12. Merwyn the Malicious [t]
Location: Hogwarts, Library
13. Andros the Invincible [t]
Location: Hogwarts, Girl's Bathroom Floor 2, Gnome Dunking 1
14. Fulbert the Fearful [t]
Location: Outside Greenhouse Area (day)
15. Paracelsus \#@\#
Location: Gnome toss 1
16. Cliodne \#@\#
Location: Gnome toss 2
17. Morgan Le Fay \#@\#
Location: Gnome toss 3
18. Uric the Oddball \#@\#
Location: Gnome Dunking 1 (see Neville outside)
19. Newt Scamander \#@\#
Location: Gnome toss 4
20. Wendelin The Weird \#@\#
Location: Gnome toss 5
21. Lord Stoddard Withers \#@\#
Location: Gnome Dunking 3
22. Circe \#@\#
Location: Broom Racing 1.1 (see Neville outside)
23. Glenda Chittock <->
Location: Trade Card 27 with student on Floor 1
24. Adalbert Waffling \#@\#
Location: Broom Racing $1.2($ see Neville)
25. Perpetua Fancourt \#@\#
Location: Broom Racing $1.3($ see Neville)
26. Almerich Sawbridge \#@\#
Location: Broom Racing 2.1
27. Mirabella Plunkett \#@\#
Location: Leaky Cauldron, Broom Racing 2.2
28. Tilly Toke (^)
Location: Magical Menagerie
29. Archibald Alderton

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30. Artemisia Lufkin #@#
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Location: Broom Racing 2.3
31. Balfour Blane [t], \#@\#
Location: Gryffindor Common Room, Broom Racing 3.1
32. Bridget Wenlock [t] (^)
Location: Gambol and Japes
33. Beaumont Majoribanks \#@\#
Location: Broom Racing 3.2
34. Donaghan Tremlett \#@\#
Location: Broom Racing 3.3
35. Bowman Wright \#@\#
Location: Broom Racing 4.1
36. Joscelind Wadcock <->
Location: Traded Card 84
37. Cassandra Vablatsky \#@\#
Location: Broom Racing 4.3
38. Chauncey Oldridge \#@\#
Location: Broom Racing 5.1
39. Gwenog Jones \#@\#
Location: Broom Racing 5.2
40. Carlotta Pinkstone \#@\#
Location: Broom Racing 5.3
41. Godric Gryffindor [t]
Location: Girl's Bathroom on Floor 2 (only after you talk to Draco)
42. Crispin Cronk [t]
Location: Charms Class Floor 2
43. Cyprian Youdle [t]
Location: Floor $2 / 3$ Secret Passage, Dungeon
44. Devlin Whitehorn [t]
Location: Charms Class Floor 2
45. Dunbar Oglethorpe
Location: Return Potion Bag to Noticeboard
46. Miranda Goshawk
Location: Return Merit Badge
47. Edgar Strougler
Location: Buy from Fred and George
48. Salazar Slytherin
Location: Return Telescope
49. Elladora Ketteridge
50. Musidora Barkwith

Location: Return Scales
51. Ethelred the Ever-Ready

Location: Return Wizard Hat
52. Felix Summerbee

Location: Return Gloves
53. Greta Catchlove [t]

Location: Chest outside Quidditch Pitch
54. Gaspard Shingleton

Location: Return Gadding with Ghouls
55. Honoria Nutcombe

Location: Return Holidays with Hags
56. Gideon Crumb

Location: Return Lee Jordan's Tarantula
57. Gifford Ollerton [t]

Location: Dark Arts entry room
58. Glover Hipworth

Location: Confiscation Room (???)
59. Gregory the Smarmy [t]

Location: The Burrow, Confiscation Room
60. Laverne de Montmorency

Location: Confiscation Room
61. Havelock Sweeting <->

Location: Trade Card 77 with student on Floor 4
62. Ignatia Wildsmith [t]

Location: Forbidden Forest
63. Hermand Wintringham [t]

Location: Forbidden Forest
64. Jocunda Skyes [t]

Location: Forbidden Forest
65. Gondoline Oliphant [t]

Location: Gryffindor Common Room
66. Flavius Belby [t]

Location: Forbidden Forest
67. Justus Pilliwickle [t]

Location: Main floor of Grand Staircase
68. Kirley Duke [t]

Location: Main Floor of Grand Staircase
69. Bertie Bott
70. Leopoldina Smethwyck [t]

Location: Classroom on Floor 6
71. Queen Maeve [t]

Location: Classroom on Floor 6
72. Helga Hufflepuff

Location: unknown
73. Mopsus [t]

Location: Classroom on Floor 3
74. Montague Knightley [t]

Location: Secret Passage
75. Mungo Bonham <->

Location: Trade Card 13 with stdent on Floor 4
76. Myron Wagtail [t]

Location: GBA Link Room (Entrance Hall)
77. Norvel Twonk [t]

Location: Classroom on Floor 1, Confiscation Room
78. Orsino Thruston <->

Location: Trade Card 98 with student on Floor 4
79. Oswald Beamish [t]

Location: Classroom on Floor 5
80. Beatrix Bloxam

Location: Buy from Fred and George's shop
81. Quong Po <->

Location: Trade Card 43 with student on Floor 7
82. Rowena Ravenclaw [t]

Location: Classroom on Floor 4
83. Roderick Plumpton [t]

Location: Classroom on Floor 6
84. Roland Kegg [t], \#@\#

Location: Classroom on Floor 1, Broom Racing 4.2
85. Blenheim Stalk [t]

Location: Transfiguration Area
86. Dorcas Wellbeloved

Location: Dungeon [t]
87. Thaddeus Thurkell [t]

Location: Classroom on Floor 1
88. Celestina Warbeck [t]

Location: Classroom on Floor 5
89. Alberta Toothill [t]
90. Sacharissa Tugwood [t]

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Location: Charms Class Floor 2
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91. Wilfred Elphick [t]
Location: Dark Arts Class Floor 3
92. Xavier Rastrick [t]
Location: Secret Passage Floor 2
93. Heathcote Barbary [t]
Location: Dark Arts Class Floor 3
94. Merton Graves <->
Location: Trade Card 31 with student on Floor 7
95. Yardley Platt [t]
Location: Dark Arts Class Floor 3
96. Hengist of Woodcroft [t]
Location: Passage next to Transfiguration on Floor 1
97. Alberic Grunnion [t]
Location: Buy from Fred and George
98. Dymphna Furmage [t]
Location: Borgin and Burkes (behind ladder to attic), Floor 3 secret passage
99. Daisy Dodderidge [t]
Location: Classroom on Floor 4
100. Albus Dumbeldore [t]
Location: Floor 7 secret passage
101. Harry Potter
Location: Obtain from Dumbledore on Floor 3 after getting all 100 cards
It IS possible that you may have to buy the Cards in the Confiscation Room from
Fred and George - as there is no $F$ \& $G$ shop in the PS 2 version (not sure...)
Could anyone please email me the locations for the rest of the cards - I forgot
where I collected them.
Note: Someone has told me THAT there is a $F \& G$ shop in the PS2 version.
Thanks, Egeorge1567@aol.com
\#Check Copyright Notice\#
I will give credit to whoever submits the wizard card locations.
102. CREDITS
Thanks to Heather Simpson and qmom for the Wizard Cards.
Use of Nintendo Instruction Manual for spells and items.
GameFaqs. com for use of my guide
J.K Rowling for her creativity
EA for making such a great game
and more...
