

# Harry Potter and the Prisoner of Azkaban FAQ/Walkthrough

by neofreakx2

Updated to v2.62 on Nov 19, 2006

This walkthrough was originally written for Harry Potter and the Prisoner of Azkaban on the GC, but the walkthrough is still applicable to the PC version of the game.

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And the Prisoner of Azkaban

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## Getting through the walkthrough faster

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To get to certain places faster, simply press Ctrl and F down at the same time on your keyboard and type in the section and subsection number. Example: 2.4. will take you to Neville and the Ghoul. Also, if you are not sure of the subsection number, type in the main section number and look at the table of contents for the subsection number. You can also simply scroll down from there.

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## The Guide (And E-mail guidelines too...I can't forget to leave out those)

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NOTE #2: EXPECT TO SEE A GUIDE FOR HARRY POTTER AND THE GOBLET OF FIRE FOR GAMECUBE AROUND THE END OF THE SUMMER WRITTEN BY ME. IF I DON'T GET AROUND TO IT BY THEN (AS THOSE OF YOU WHO ORIGINALLY SAW THE "BY MID FEBRUARY" UPDATE ALREADY KNOW I'VE DONE), DON'T BE TOO SURPRISED. I PERSONALLY DIDN'T ENJOY IT NEARLY AS MUCH AS I ENJOYED THE OTHER THREE, AND EVEN THOUGH I GOT IT AT CHRISTMAS, I STILL HAVEN'T BOTHERED BEATING IT.

NOTE #3: FORGET NOTE #2. I'VE BEEN LAZY AND TOO BUSY WITH SCHOOL, SO YOU'LL EITHER SEE IT AT THE END OF CHRISTMAS BREAK (NOT LIKELY SINCE I'LL BE OUT OF STATE SPENDING TIME WITH MY FAMILY. I HAVEN'T SEEN MY OUT-OF-STATE FAMILY IN THREE YEARS), OR BY THE MIDDLE OF THE SUMMER (I KNOW IT'S A LONG TIME FROM NOW, BUT IT'S AS FAST AS I CAN GET IT DONE). AND ONE MORE THING. I KNOW IT'LL BE SEVERAL MONTHS UNTIL IT COMES OUT, BUT EVERYBODY GET HARRY POTTER AND THE ORDER OF THE PHOENIX! I'M SURE I'LL HAVE A GUIDE FOR THAT WITHIN A FEW MONTHS OF IT'S RELEASE (UNLESS THAT'S NOWHERE NEAR MY BIRTHDAY, THEN I'M NOT SO SURE).

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1. The basics.....	100%
2. Walkthrough.....	100%
3. Bonus games.....	100%
4. Main game extras.....	100%
5. Fred and George's shop.....	100%
6. Folio Bruti.....	100%
7. Folio Universitas (Famous Witches and Wizards cards).....	100%
8. Glitches.....	???
9. Special Credit.....	100%
10. Version History.....	100%

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## 1. The basics

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THIS GUIDE WAS MADE WITH THE ASSUMPTION THAT YOU USED IT FROM BEGINNING TO END. IT MAY GET CONFUSING IN A FEW PLACES IF YOU STARTED USING IT NEAR THE END. IF YOU DON'T UNDERSTAND SOMETHING, PRESS CTRL+F AND TYPE IT IN. GO TO THE ONE CLOSEST TO THE BEGINNING OF THE GUIDE AND YOU SHOULD BE ABLE TO UNDERSTAND WHAT IT IS. ONE REASON IT MAY BE CONFUSING IF YOU START USING IT THE MIDDLE IS BECAUSE I DO START USING ABBREVIATIONS, FOR INSTANCE, SOA, WHICH STANDS FOR SUIT OF ARMOR, AS IN THE ONES THAT HAVE A BEAM COMING OUT OF THE HELMET AND START CLANKING AROUND WHEN YOU STEP IN THE BEAM.

NOTE: AT THE BEGINNING THE GUIDE IS VERY DETAILED. IT WILL NOT BE LIKE THAT A LITTLE WAY IN. I FIGURED BY THEN YOU'D AT LEAST HAVE GOTTEN GOOD ENOUGH TO NOT NEED A STEP-BY-STEP, DOWN TO THE LAST DETAIL EXPLANATION. I'LL STOP THE NOTES WITH THIS BECAUSE I'M SURE YOU'RE ALL GETTING TIRED OF THE ALL-CAPS.

### 1.1. Characters

### 1.2. How to get around Hogwarts

### 1.3. Enemies

### 1.4. Spells

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### 1.1. Characters

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In this game you can now switch between Harry, Hermione, and Ron. You can use any of them almost any time, and MUST use all of them at different points in the game.

#### Harry Potter-

special abilities: He alone can use the Marauder's Map. It is located at the top left hand of the screen. He is shown in green, while anything else is shown in blue. Secret areas are also shown in green. He can also climb ropes and jump across gaps.

spells: He can use Flipendo, Expelliarmus, Carpe Retractum, and Expecto Patronum (the patronus).

#### Ron Weasley-

special abilities: Ron can throw stink pellets and dung bombs. He can also open secret passages and search bookshelves, such as those found in the library. The secret passages can be found while searching bookshelves, and can also be found in certain walls that have a somewhat glossy or watery looking texture. They are sometimes a darker color.

spells: He can use Flipendo, Expelliarmus, and Lumos Duo.

#### Hermione Granger-

special abilities: crawls into grates and under gates that Harry and Ron are holding.

spells: Flipendo, Expelliarmus, Glacius, Reparo, Draconifors, and Snufflifors.

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### 1.2. How to get around Hogwarts

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This is a basic overview of Hogwarts. More will might be added later.

Dungeons- Potions

Ground floor- Entrance Hall

First floor- Transfiguration

Second floor- Charms

Third floor- Defense Against the Dark Arts

Fourth floor- History of Magic and Hospital Wing

Fifth floor- Muggle Studies

Sixth floor- Ancient Runes and Fred and George's store

Seventh floor- Gryffindor Tower

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### 1.3. Enemies

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These are most of the main enemies in the game. I have provided a description along with a way to defeat them.

Book- there are three kinds of books.

The first is a book that seems to have a mouth. You first encounter it on the train. You cast Flipendo at it when it leaves it's mouth open.

The second is a book that shoots fireworks looking spells at you. You need to lock on to it and use an Expelliarmus spell when it shoots a green spell at you.

The third is the most common. It is found all over Hogwarts. You simply cast a Flipendo at it when you've locked on. Hermione can also cast a Snufflifors spell at it. If you choose this option, it will turn into a mouse, run into a hole, and sometimes push an item out of the mouse hole. This is sometimes a rare Famous Witches and Wizards card. Snufflifors can be bought for 50 beans at Fred and George's shop.

Dementor-

powerful creature encountered only three times during the game, excluding the Boggart in the Patronus challenge. They look like a ghost dressed in a black cloak. They cannot be killed, but can be run off using a Patronus. Don't bother locking on because you guide the Patronus toward the dementor.

Doxy- Purplish colored fairy looking creature. Have very poisonous bites that are only curable with an antidote. Lock on and hit it with a Flipendo when it stops moving. You might want to keep wiggeweld with you also.

Pixie- looks like a bluish colored fairy. Encountered several times in the game. Simply lock on and hit it with Flipendo a few times.

Hinkypunk- a smokey looking, one legged creature carrying a lantern. Very hard to see. Lock on and get close with a Lumos Duo while using Ron. Once you see smoke come out of the light or hear it make a strange noise, hit it with Flipendo as much as you can until it has either died and disappeared, or has become invisible again, in which case you start the process over again.

Red Cap- look very similar to goblins. Killed with Flipendo. Later on when they carry shields, I recommend waiting until they turn around.

Troll- Very big and ugly thing. Easily distracted by dung bombs. Encountered while in the North Wing trying to get to the Fat Lady's Corridor after it has been locked.

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### 1.4. Spells

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This shows all spells, if they are used by one particular person, and what they do.

1. Flipendo-

basic spell used for almost anything, especially dueling.

## 2. Expelliarmus-

used to block and deflect attacks. Used mainly in dueling.

## 3. Glacius

(Hermione)-

used to extinguish fires and freeze water and liquid that looks like sewage (Carpe Retractum challenge requires Hermione to use it for this reason).

## 4. Reparo

(Hermione)-

used to repair broken objects such as bridges, boxes, and the toilet in Fred and George's shop.

## 5. Draconifors

(Hermione)-

used to turn dragon statues into real miniature dragons. They stand on their platforms and burn things such as tapestries.

## 6. Snufflifors

(Hermione)-

used to turn small books into mice.

## 7. Carpe Retractum

(Harry)-

both pulls things toward you and pulls you toward other things.

## 8. Expecto Patronum

(Harry)-

used to repel dementors.

## 9. Lumos Duo

(Ron)-

makes a large beam of light. Used to expose Hinkypunks, light the crystals, and repel ghouls.

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## 2. Walkthrough

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### 2.1. The Train

### 2.2. Marauder's Map

### 2.3. First Day of Term

2.4. Neville and the Ghoul

2.5. Buckbeak

2.6. Black Deeds

2.7. Potion Ingredients

2.8. Carpe Retractum

2.9. Expecto Patronum

2.11. Potion Ingredients 2

2.12. Last Day of Term

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2.1. The Train  
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The game starts with a cutscene of Crookshanks running after Scabbers on the train. Harry goes with Ron to look for Scabbers. I would advise you not to look in the other compartments of the train, as they are empty. You go on towards Ron until the door opens. Move forward until you get to another cutscene (expect to see that word a lot. Half of the game is made of cutscenes.). You will come across a book that tries to attack you. Lock on to it by pressing R. Make sure you don't bust open the crate, because it conceals a chocolate frog, which will help heal you if you get hurt. Anyways, cast Flipendo at the book whenever it opens it's "mouth". It should take three hits to kill it. Now that it is dead, hit the crate with a Flipendo and get the chocolate frog. Grab on to the chest blocking the door, and press the L button to signal Ron to come and help lift it. You can joke around and move around a whole lot so Ron will say funny things, or be serious and move it away, drop it, and go into the next door. Another cutscene. You get to duel Crabbe and Goyle now. It should be pretty easy to beat them. After they're gone, you have to beat Malfoy. It takes four hits to beat him. Now you find yourself in the middle of another cutscene. The train suddenly stops, and you see something moving past the window. If you've read everything up to this point, you've probably guessed that it was a dementor. Harry passes out for some reason. I don't know why he does. Ron doesn't. Cue cutscene. Now you get to control Ron. You have to drag Harry back to the car with your compartment. If the dementor gets close to you and starts sucking you away from yourself (doesn't make sense now, but trust me, it will later), start moving the control stick in circles as fast as you possibly can. Once you get away from it, keep moving away from it towards the compartment. When you reach it, there is another cutscene where Lupin casts a Patronus. You wake up and he gives you a chocolate frog.

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2.2. Marauder's Map  
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You start your first bit of time at Hogwarts with a cutscene. Ron asks you to look at your Folio Bruti. It's the book that Lupin gave you on the train. Press Z to open your Quests. This is the only time in the game it will happen, but the Folio Bruti is already selected. Simply press A to view it. It shows a picture of a dementor, and Ron says, "That's wicked! We should really find the rest of those pages." (or something pretty close to that). Press B to exit the Folio Bruti, and then Z to exit your Quest page. Now you go through the door and head toward the common room. Another cutscene. Hermione tells you that you



need the Expelliarmus spell. Harry goes and reads the book. End cutscene. Press Z to go to your inventory. Move the selection box with your control stick over to where there is a picture of a shield. Press Y. Good job! I'd like to congratulate you on equipping your first spell. One main disadvantage of this game compared to the last is that you can only equip two spells at a time since you have to use B to change between characters. Head towards Ron and leave the common room through the opening. You have now left Gryffindor tower. Now you need to cast a Flipendo at Ron using the X button (don't forget to lock on). After a few hits, he tells you that you get to wait for him to cast FLipendo at you, and you get to try using Expelliarmus. To use Expelliarmus, lock on. If you don't, it won't hit him. Next, wait for him to cast Flipendo. Wait until it gets about half way between you and Ron before pressing the Y button. If you hit the incoming spell right, it should have hit Ron. If you aren't very good at it, I would recommend not targeting him so that you can try blocking more until you get good at it, and then targeting. After you hit him a few times, he says you should go see Fred and George. To get there, keep going through the doors ahead of you until you get to the Grand Staircase. Go down to the sixth floor (you're on the seventh). Go through the door ,and... Hope you practiced your Expelliarmus. You've met your first "fireworks" book. Lock on to it, and every time you see green sparks come out of it, get ready to use Expelliarmus to deflect it back at the book. It should take three hits to kill it. Don't you think Peeves is annoying? Cutscene. Move forward and get in front of the chest. Press A to open it. Now you are officially a card collector. Brake open the crate with two hits of a Flipendo. Quickly grab the chocolate frog. Open the door to Glanmore Peakes Corridor. When you get in here, forget about the books and head to the door straight ahead (it may be to your right and straight ahead), and go through the door on the left to the Disused Bathroom. You have now made it to Fred and George's shop. Cutscene. Told you that cutscenes made up half the game, didn't I? Press the B button to change to Ron. He'll say there's something strange about that wall. Instead of going over to it, go up to the bookshelves and press A to search. Remember that there are TWO of them, not one. After that, go and search both sets of robes. Once you've collected all your little goodies, go to the strange wall and press A. Keep moving forward and enter the door.

Actually GETTING the Marauder's Map

I really hope you didn't think this would be easy. What is it with this game and cutscenes!!! It's getting annoying, isn't it? Again, go straight ahead through the door. And by the way, forget about the gate thing that was on the left of you. We'll worry about that later. Now you HAVE to switch to Harry. He's the only one who will make those jumps across the boards. Hermione and Ron won't even try to make jumps like that. It doesn't matter though, because you can't use Hermione yet anyways. Open the chest for your first page of the Folio Bruti. Remember to collect the beans. You use them as currency in Fred and George's shop. Keep jumping across, remembering also to collect the challenge shield for ten extra house points. Push the button on the wall, move slightly to the left of it, and move up against the wall until you turn around and have your back to it. Move to the left, press A to get off the wall, and push the button on the wall. Collect the beans. Get back along the wall and move back to the platform with the first switch. Jump across to the platform on your right to press the third and final button. It's time to get acquainted with pixies, the most common enemy in the game (other than the small books). Jump across the platforms towards Ron. If you want to know how to kill pixies, refer to the enemies list above in section 1.3. Once they've all died, switch back to Ron and go through the door that opened when the pixies came out. Go up to the wall straight ahead and use Ron to open it. Go through the next door. As Harry, go over to the chest to pick it up. As you did on the train, press L to call Ron for help (you can call for help using anyone by the way). You should be able to lift the chest with his help, and then it shows a light coming on. You should

move the chest to the far side of the room from the light source. Put the chest down, and let Harry step on it. Get up on the ledge and go to your left. Open the chest, as it will be your only chance to do so. You cannot come back to this room after leaving it, and if you don't get it, you can't finish your card collection. Move to the right, collecting all of the beans, go behind the mirror that is reflecting light at the wall, and press A to step on it. You can then move the mirror to reflect the light at the crystal globe across the room. Jump down from the platform and onto the floor. Forget about Ron for now and go up the newly formed steps to another platform. Collect the beans and house point bonus, and move towards the door. Once you've gone through the door, you find another puzzle. As Harry, go up to the little machine that the cutscene showed. Hit the target every time a new one comes up until it turns black. Get on the block, and climb the rope. Move across the bridge, either killing or avoiding the pixies (I prefer killing), and climb down the rope at the other end. collect the beans and house points, and move towards the door... HAHA!!! You got seperated from Ron!!! Don't worry. This is supposed to happen. No more puzzles! YAY! Find the trail of bertie bott's beans, and open the chest. Do these books ever quit? Just remember that after you kill it, help is always at hand for every true mischief-maker. Go up the steps to the stand and call Hedwig (press A). Press A again to feed her the owl treat you bothered getting out of the chest like out I told you to, right? Now that you are controlling Hedwig, check out how you are flying. If you'd rather be controlling the up and down differently, press start. Go to options and you should see flight control. Now that you're on your way with Hedwig, go through the opening to find the Marauder's Map up in the sky above the pillar. Collect it and bring it back to Harry. You now have use of the Marauder's Map for the rest of the game. I suggest you take use of it. Go over to the painting with the house points in front of it, and press A to say the password (the Marauder's Map lets you know it, so don't freak out if you didn't find it somewhere). Go down the stairs and avoid being seen by the purple light coming out of the suit of armor. Go to the left of the first one, and then to the left again so you can press the button. Go to the right, then take a left in front of the first suit of armor in front of the stairs. Take another left, and go through the newly opened door on the right. Be very careful not to be seen. Move forward into the light when the first suit of armor (SOA) is looking away. Again, very carefully, try to move towards the chest while it is looking away (the chest to the left of it). For the second SOA, wait for it to look away. When it does, do a wall sneak on the bookshelves like you did on the wall at the beginning of the challenge. Move slowly to the left towards the other side of the SOA. When you get off the wall, move towards the end of this little aisle. Be very careful not to be seen by the SOA. When it looks away, quickly run into the crevice between the two pillars. When it looks to the other side, quickly run out and to the other side of the SOA. Go to your left and into the gap between the two bookshelves to open the two chests. Leave the opening in the bookshelves and head toward the door on the left. Once through, run forward, avoiding both the purple light and the person standing watch. Move to your right, still avoiding the purple light, and move into the small opening between the two benches until the light has moved far enough to where you can move to the wall between the vase and the bench until you can look and make sure you are out of the way of the person who is standing guard. When you are, make a mad dash to the door and open it. Cutscene. Now you get to press Z and check out your task list. Don't worry, you're done for the day. Press A and the day is over.

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### 2.3. First Day of Term

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You start your first full day at Hogwarts with a cutscene. Hermione has funny hair, doesn't she? Okay, back on subject. First of all, move around the room

looking at the chests at the foot of people's beds until you find one marked H.G. Inside you will find a page of the Folio Bruti. Don't bother trying to get into other chests because you can't. H.G. was Hermione's chest (Hermione Granger). Go down to the common room, and then switch to Harry. Go to the boy's dormitory and find a chest labeled H.P. Open it, and switch to Ron. Do the same thing on the chest labeled R.W. Go back down to the common room and take a look at the red bulletin board. It is the lost and found. Read the note, and it should say there is a missing prefect badge last seen somewhere in the entrance hall. Before we go, as Ron, go up to the bookshelf and press A. It will open a secret entrance that takes you to a chest containing a page of the Folio Bruti. Leave Gryffindor tower and enter the Fat Lady's Corridor. Keep moving forward until you get to the Grand Staircase. You will probably notice that you cannot enter Fred and George's shop, but you can also go no further than the third floor. Enter the door on the third floor. It shouldn't be very hard to find your way to the next door. Go through this door too. Now enter the door straight in front of you. Cutscene. This is the Glacius challenge. It will be the first new spell in the entire game that is particular to only one person. In this case it's Hermione. Go down the stairs and keep moving forward until you reach a room full of pixies. Target them with R and cast Flipendo. If one grabs you by the ears, wiggle the control stick like you did with the dementor in the beginning. Once you've killed all of the pixies, move over to the giant cauldron the cutscene showed. Grab on to one of the handles by pressing A next to it, and call your friends to help with L. Move it over the little pressure pad and drop it. Move it a little in any direction until the gates go down. Go up the stairs, but move towards the little opening connecting the two staircases. There you will find a chest with a card in it. Now you can keep moving forward from the point on the stairs. You will find pixies. Trust me, it's much better overall if you kill them rather than avoid them. Once they're all dead, go through the opening. Move to your right and press the wall button. As Harry, go up the three ledges that are beside the mirror that isn't reflecting light. Move the mirror so that it is pointing at the next mirror. Let go and jump across the gap between the two platforms. Get to the next mirror and move it to reflect at the next mirror. Make your way to the final mirror and move it to point at the strange eye above the wall. Go through the new opening. Collect the house points. Get onto the first high platform and kill the pixies. After they're all dead, go down and hit the bullseye things on the machine. Find the smallest platform and move along the trail to higher and higher platforms until you find another machine. Jump to the new platform and across to the big cave looking thing. Hit the cauldron once you're inside. If you're lucky it will give you something to help heal. Keep moving forward until you reach another machine. Hit the target a few times and you can jump down to Ron and Hermione. Now all three of you can go through the opening formed by the last machine. Go through the door and you'll find yourself in what looks like a frozen library. This is where the challenge gets confusing. As Harry, move the box to the left side of the first bookshelf on the same side of the room as the box started. Climb the bookshelves and keep jumping across until you get to a wall. Turn right and open the chest. Now, as Ron, move the box onto one of the three buttons on the ground. After that, move onto one of the buttons yourself. Now, as Hermione, move onto the third and final button. As Harry again, go through the opening. Push the button, go up the stairs, and collect the house points. You do remember how to handle fireworks books, right? If you do, this should be easy. Change to Ron and open the secret wall ahead of you. Cutscene. Kill the blue salamanders by targeting and hitting them with Flipendo. It should take two hits. Keep moving through the passage way until you reach yet another machine. This time you hit it only ONCE. More pixies. If they grab onto you, wiggle the control stick like it's a dementor again. Target and hit them with Flipendo to kill them. Now, as Hermione, crawl under the door the machine let the pixies out of. Keep moving through the passage until you reach a strange puzzle. It looks like this. X is blocked off, E stands for end, and I is the ice block.







right for now. Equip Glacius and go across the bridge. Kill the fire balls by targeting and freezing them. Go across the bridge on the right and do the same thing. Keep moving forward and kill the Red Caps. Freeze the water and climb up it to get to the next ledge. Keep doing this until you get to the top ledge, killing any remaining Red Caps along the way. Go across the bridge and watch the cutscene of the Red Caps cutting the ropes. Keep going until you come across the Reparo spell book. Turn around and head back toward the bridge. Use Reparo on the pieces of the first broken crate you come across. Climb up to the next ledge and use Reparo on the second crate. Push it down onto the next lower platform. Get on the other side and pull it as far as you can. Get back onto the other side and push it the rest of the way to the next ledge so you can climb up. Use Reparo on the broken bridge and run the rest of the way back to Harry and Ron, dropping down off of the ledges. When you get to Harry and Ron, use Reparo on the broken crate under the wall button. Press the button and let Harry and Ron out. Use Reparo on the next broken bridge and freeze the fire balls. Use Ron to kill the Hinkypunks. Continue through the passage until you reach a door. Go through it and you will be in a room with more suits of armor. First, as Hermione, go forward and open the chest. Also get in front of the statue and press A. This is one of the statues from the statue challenge Fred and George gave Hermione. Carefully make your way to the right of the first SOA. Use Reparo on the crate. Change to Harry and climb the crate Hermione repaired to grab the four Wiggenweld Potions. Change back to Hermione and climb up to where Harry is. Drop down off of the other side of the bookshelf. Move to the left side of the bookshelf in front of you, being careful not to get into view of the prefect. As soon as he starts walking away, slowly walk to the door and open it. In this room (it should look familiar), you need to make your way through the corridor, carefully avoiding the SOAs. Go up the stairs until you get to another cutscene. After the cutscene, turn to your left and read the note on the statue (that's number four). Head up the Grand Staircase to Fred and George's shop. In the corridor containing the entrance to the disused bathroom, you will notice pieces of a broken object. Use Reparo on it to get the lock taken off of the chest to the right of it. You can now open the chest. Go inside the shop as Hermione and try to read the Dark Forces book. You now have the first chapter to cast a stronger Flipendo. Head back to the common room. You can now end the day.

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## 2.7. Potion Ingredients

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1. Head to Hagrid's hut and get on Buckbeak. Fly to the right slightly and towards the red light. Land when you get really close and call Ron over. Using Ron, target the little crabs (these are Chizpurples). Use Lumos Duo and slowly move toward the man-eating plants, Venemous Tentaculas. When you get the Chizpurple close enough, stop using Lumos Duo and wait for the plant to eat it. It will spit the carapace back out. Do this with all of the Chizpurples and grab the carapaces.

2. Now, as Hermione, get back on Buckbeak. Fly toward the light on your left. This time, fly into the Billywigs instead of landing. After getting all three, head to the next location.

3. Go to the other side of the castle. Fly around until you find the red light around the greenhouses. Get off of Buckbeak next to the flaming tree. Use Hermione and cast Glacius until all of the tree has been extinguished. You will see three seeds fall to the ground. Grab all three of them. You now have all of the potion ingredients. Go to the potions room for another short cutscene. Head to the Charms classroom on the second floor, where a cutscene will explain your next task.

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## 2.8. Carpe Retractum

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THIS IS BY FAR THE LONGEST AND MOST CONFUSING CHALLENGE IN THE GAME. IF YOU DON'T UNDERSTAND IT OR HAVE A BETTER WAY OF DESCRIBING IT, E-MAIL ME AT JeffreyG2006@sbcglobal.net AND I WILL HELP YOU OR GIVE YOU CREDIT, DEPENDING ON WHICH REASON YOU E-MAILED ME. NEVER INSTANT MESSAGE ME!!! I MEAN NEVER!!!

In the beginning, switch to Hermione and equip Glacius. Kill the torches and move to the next room. To complete this puzzle, do everything in this order.

Freeze one of the handles with Glacius.

Change to Harry.

Grab the handle.

Change back to Hermione.

Freeze another handle.

Change to Ron.

Grab the handle.

Change to Hermione.

Freeze the handle.

Grab the handle.

After you grab the last handle the floor will start dropping. Kill all the Red Caps until the floor stops moving and all of the Red Caps have gone away. Use Harry and Ron to lift the gate. Switch to Hermione and crawl under. In the next room there is a huge lake of water that looks like sewage. Freeze some of it with Glacius and walk across until you get to water. Freeze more with Glacius and repeat the process until you get to the platform on the other side of the room. open the chests and press the wall button. This will release Ron and Harry, but don't bother trying because even if you get to the other side of the lake, you still can't switch to them. Head through the door into the room with the Red Caps and Doxies. Kill all of them. If you are poisoned by a Doxy, use an antidote, or else you will slowly die. Once they are all dead, head through the corridor and into the next room.

THIS IS THE COMPLICATED PUZZLE I WOULD LIKE YOU TO E-MAIL ME ABOUT IF YOU CAN DESCRIBE IT BETTER:

First, freeze one of the fountains. Climb up and look for a switch. Keep climbing to different platforms until you find the switch. Get on the platform that has the mirror and move the mirror to reflect light in the right place. You will then find that a puddle of water has appeared. Freeze the puddle. After that, brake the crates and kill the Doxies. Make sure every crate has been completely destroyed. Push the ice block to one of the broken crates. Push it to the next one and use Reparo on both broken crates. Push the ice block back and onto the switch. Go through the gate and kill the enemies.

Here, use Reparo on the broken lever. Fire Flipendo until it has lowered the platform. Go across and press the switch to gain control of Harry and Ron. Now, as Harry, climb the rope. Do a wall sneak and press the wall button. Harry will now be trapped. Change to Hermione and use Reparo on the broken bridge. Kill all of the enemies. Freeze the water and climb up to the mirror the crystal is shining on. Turn it so that the light reflects on the statue on the opposite side of the room. Drop down and freeze the puddle of water with the crystal setting on top of it. Push it counter-clockwise twice and use Lumos Duo on it as Ron. Push it past the "eye" on the wall and run up the staircase. Change to Ron and kill the Hinkypunks. Move across the platform and press the wall button to free Harry after they are dead. Go across the bridge and you will see another bridge with a golden hook-looking thing on it. Change to Harry and go





room and go through the door on the right. Make your way to the third floor and into the Gunhilda of Gorsemoor Corridor. Change to Harry and get to the giant statue of Gunhilda of Gorsemoor. Open the secret passage and you will find yourself in Hogsmeade. After a duel with Malfoy, switch to Hermione. Use Reparo to fix the dragon statue before using Draconifors on it. After you use Draconifors the tree will go up in flames. You should see fairies everywhere. Use Flipendo to get them falling to the ground before freezing them with Glacius. After they are frozen you can collect their wings. After collecting three, Dementors will appear. These are real Dementors and you cannot technically "kill" them, just run them off. Cast Expecto Patronum at them, making sure to hit the closest one until Ron and Hermione have knocked down the gate. This will take about one minute. Go up the stairs to the left and through the room. Drop down off of the ledge as Harry and leave. Head back to the third floor. When you get there you will notice that the door to the Fat Lady's Corridor has been locked, so head through the door on the left. Change to Ron and search all of the bookshelves until you have five dung bombs. Throw one dung bomb close to the first Troll to distract it while running past. Do this to every Troll until you have made it to the door. You may need to get more dung bombs. Go back to the common room and press Z to end the day while in your inventory.

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### 2.11. Potion Ingredients 2

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1. Move towards Hagrid's hut and on the right you should notice a light from a tree with Doxies around it. Kill all of the Doxies and use Carpe Retractum to carefully pull the eggs off of the tree. If you don't get enough eggs but have knocked them all off of the tree, you must go inside and come back out. If you have to do this you will also have to kill more Doxies.
2. Fly Buckbeak to the courtyard that has the water fountain surrounded by Dragonflies. Use Draconifors on the statue when one starts coming closer to toast it. Collect three thoraxes and get back on Buckbeak.
3. Fly to the boathouse with the light coming down by it. Land and press A as Harry to play the game where you get to catch Flying Seahorses. Use Carpe Retractum to pull three of them back on shore.

Head to potions class where you have a cutscene. Go back into the room and collect the Girding Potions as Hermione. It is very important that you let Hermione collect them. Now leave and head toward Buckbeak. Fly into the courtyard by the giant clock you see when you first leave the building and land. Freeze the puddle and climb up. Use Draconifors on the statue so it will burn the rope holding the box. Get as close to the box as you can to collect it, climb on Buckbeak, and head to the Quidditch Stadium. It is the building outside (obviously) with the four different house flags. It is now much later and you are on the last day of term.

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### 2.12. Last Day of Term

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Head down to Hagrid's hut for a cutscene. Afterwards you will find yourself in a secret passage beneath the Whomping Willow. Change to Hermione and kill all the Red Caps. Use both of the Girding Potions on Harry. It will make killing the Dementors much easier. Enter the room with the Salamanders and kill them. Change to Harry and use Carpe Retractum on the bridge where you will be greeted by more Salamanders. Kill them and head into the next room. Kill the Doxies, move the trunk, and push the switch for another cutscene.

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Boss number 5

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You don't get rid of the Dementors just yet. Drag Sirius up the shore of the lake until you drop him. This is the part that makes Girding Potions come in handy. Keep hitting the Dementors with Expecto Patronum and eventually you will come to a cutscene. Now you are Harry on the other side of the lake. Hold down the button your Patronus is set to until it fires automatically. Press and hold A to make it charge until it stops running as fast. Keep going straight until you have made an opening. Charge through with your patronus and hit the Dementor sucking Sirius's soul out. After hitting five, you will have killed the final boss and will enter the final part of the game.

~~~~~  
Finishing the Game  
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Hop on Buckbeak and fly to the tower where Sirius is being held hostage. Land and you will see Sirius and Buckbeak flying away. You will then be in the Entrance Hall where you can talk to Dumbledore and end the game, or if you want to, continue going around Hogwarts.

.....  
Getting 100%  
.....

Before the game is completed you must first do everything on your task list. If you've paid attention to the game you will have noticed that there is a number at the the bottom of one of the pages on your inventory showing what percent of the game you have completed so far. This is a list of all you have to do to finish and get 100 percent. These are listed on your quest page, but this is a little more specific, telling you what you have to do to get those things done.

1. Complete the game.
2. Complete your Folio Universitas (Famous Witches and Wizards cards).
3. Complete your Folio Bruti.
4. Get all house points. (there are 500)
5. Complete the Lost and Found.
6. Complete the Statue Challenge.
7. Complete the Stink Pellet Challenge.

\*\*\*\*\*  
3. Bonus games  
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This section includes games that you can do almost any time just for fun. Not that they really are fun, but you get what I mean.

Hippogriff Flight Challenge- In this game you get to fly a Hippogriff. Simply fly towards the bats. If you get close enough to the bats, the Hippogriff will eat them. Eat as many as you can out of twenty in 160 seconds (game seconds. I'm not sure if it is a full second.). This is pretty easy, but it may be

fairly difficult if you're playing it for the first time.

Owl Racing- You have to press B in time with the owls wings to go faster. Fly through as many rings as you can before you run out of time or reach the end. You can place between first and fourth. In my opinion this is the hardest one.

Duelling Club- The same thing as duelling in the main game. You have a team of three people against another house's team of three. First team to knock out all of their opponents wins. This is my favorite one, mainly because you can sit there and let your team do it for you.

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4. Main game extras  
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4.1. Lost and Found

4.2. Statue Challenge

4.3. Stink Pellet Challenge

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4.1. Lost and Found  
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This is easy but very time consuming. I would, however, do it, no matter how boring it may be, as it is the only way to get all of the house points. Not to mention the fact that you can get most of it on your way to wherever your quest list tells you to go. And just so you don't figure it out the hard way, the next item doesn't appear until you have turned the one you're looking for in. In other words, you can't get the remembrall until you get the prefect badge.

1. Prefect Badge.....10 points.....Behind Hufflepuff house points in the Entrance Hall.
2. Remembrall.....10 points.....Around the stone circles outside on the grounds.
3. Potion Vial Case.....10 points.....Second floor corridor.
4. Dragonhide Gloves....10 points.....Defense Against the Dark Arts class.
5. Owl Parcel.....10 points.....Outside. Go left then turn right. In the corner.
6. Key.....10 points.....Behind the statue on the first floor.
7. Telescope.....10 points.....In the Flying Seahorse Boathouse. Fly on Buckbeak.
8. Daily Prophet.....10 points.....Hospital Wing.
9. Brass Scales.....10 points.....Charms classroom.

10. Potion Jar.....30 points.....Room on the right side of the  
dungeons.

Congratulations! You've just completed the Lost and Found.

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#### 4.2. Statue Challenge

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This is a list of where all the statues Hermione must find are from seventh floor down. Again, you can't complete the game until you've gotten this finished. I know it's a real pain, but you have to do it.

##### Seventh Floor-

###### 1. Bridget Wenlock-

Seventh floor corridor.

##### Sixth Floor-

###### 2. Glanmore Peakes-

Sixth floor corridor.

##### Fifth Floor-

###### 3. Beaumont Marjoribanks-

Muggle Studies classroom.

##### Fourth Floor-

###### 4. Hengist of Woodcroft-

Near the Hospital Wing.

###### 5. Gondoline Oliphant-

Secret passage between second and fourth floors. Draconifors required.

##### Third Floor-

###### 6. Gunhilda of Gorsemoor-

Gunhilda of Gorsemoor Corridor.

##### First Floor-

###### 7. Gregory the Smarmy-

First floor corridor.

##### Entrance Hall-

###### 8. Jocunda Sykes-

Entrance Hall. Same side of the stairs as the dungeons.

##### Dungeons-

9. Hooky the House Elf-

Room on the right side of the dungeons.

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4.3. Stink Pellet Challenge

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This explains where all of the snake-pots are for the stink pellet challenge.

Dungeons-

1. On the wall on the left.
2. On the wall on the right.
3. On the left wall of the Potions classroom.

Entrance Hall-

4. To the left of Hufflepuff's hourglass.

Grand Staircase-

5. To the right of the entrance when entering.
6. Above the fourth floor door.
7. Between the sixth and seventh floors.

First Floor-

8. In the secret area on the right behind Gregory the Smarmy. (first floor corridor)
9. Climb the bookshelves on the left of the Transfiguration classroom.
10. Walk along the walkway around the room from the same place as number nine.

Second Floor-

11. In the secret area on the right. Use Draconifors.

Third Floor-

12. In the back of the corridor on the right side.
13. On the wall in the Defense Against the Dark Arts classroom past the rails.

Fourth Floor-

14. In the corridor directly ahead when you first enter.
15. In the corridor directly above the entrance to the Hospital Wing.

Fifth Floor-

16. In the hallway on the left after entering through the main door.

Sixth Floor-

- 17. In the East Wing. Go forward, turn right, and move forward again.
- 18. In the disused bathroom. Fred and George showed it to you when you started the challenge.

Seventh Floor-

- 19. In the North Wing. Right before you make the last major right turn. By one of the statues.
- 20. To the right of the portrait of the Fat Lady.

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5. Fred and George's Shop  
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The following are all of the purchasable items and their price.

Harry-

Owl Care Kit.....50 beans      Do NOT buy without the GBA version and GBA/GC cable. If you don't have them, this is completely useless. It lets you breed your own owl if I remember right.

Ron-

Stink Pellets.....20 beans  
Dung Bombs.....20 beans  
Stink Pellet Bag.....100 beans  
Dung Bomb Case.....100 beans

Hermione-

Snufflifors Spell Book..50 beans  
Dark Forces Book.....Complete Statue Challenge

Everyone-

Wiggenweld Potion.....20 beans  
Antidote.....20 beans  
Girding Potion.....50 beans  
Folio Bruti Page.....100 beans  
Rare Collector's Card...100 beans (2 cards, 100 beans a piece)

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6. Folio Bruti  
\*\*\*\*\*

This shows every page, what it says, and where to get it.

#### Dementor-

The guards of Azkaban prison, Dementors are among the foulest creatures that walk this earth.

Given to you by Professor Lupin on the train.

#### Billywig-

Billywigs are particularly difficult to catch. Dried Billywig stings are used as ingrediants in certain potions.

Gotten from chest in the room with bookshelves in the Glacius Challenge.

#### Chizpurfle-

Chizpurfles are parasites that are attracted to magic. Their carapaces are used as ingrediants in certain potions but are particularly difficult to split open.

Chest in the potions classroom.

#### Doxy-

Doxies have double rows of sharp, venomous teeth. An antidote should be taken if bitten.

Chest by the pool of water in the Carpe Retractum Challenge.

#### Dragonfly-

Toasted Dragonfly thoraxes are an essential ingredient in certain potions.

Chest in the secret area behind the bookshelf on the seventh floor.

#### Fairy-

A small and decorative beast of little intelligence. They have a quarrelsome nature and are excessively vain.

Chest in the secret passage between the second and fourth floors.

#### Fire Seed Bush-

Fire seeds are used in certain potions. It is advisable to make sure that the fires on the bushes that bear them are thoroughly extinguished before picking.

Chest in the potions storeroom. (door on the right side in the dungeons)

#### Flying Seahorse-

Flying Seahorses can be caught with Carpe Retractum and are used as an ingredient in certain potions.

Bought in Fred and George's shop.

#### Ghoul-

The Ghoul, although ugly, is not a particularly dangerous creature. It moans and occasionally throws objects around, but is essentially simple-minded and harmless.



Muggle Studies classroom where you are attacked by the instruments in "Neville and the Ghoul".

#### Hinkypunk-

The Hinkypunk is a little one-legged creature and looks as if it is made of smoke. It carries a lantern with which it lures travelers into bogs.

Corridor in Muggle Studies where you fought the Hinkypunks.

#### Hippogriff-

Eye contact should be maintained when approaching a Hippogriff. Bowing shows good intentions. If the Hippogriff returns the greeting, it is safe to draw closer.

Chest up the steps of the boathouse where you got the Flying Seahorses.

#### Pixie-

Pixies delight in practical jokes of all descriptions. They have been known to seize unwary humans by the ears and deposit them at the tops of tall trees and buildings.

Chest in the room after you receive the Marauder's Map.

#### Red Cap-

These dwarf-like creatures live in holes on old battlegrounds or wherever human blood has been spilled. Although easily repelled by charms and hexes, they are still very dangerous.

In the dungeons during "Black Deeds" after you kill the Hinkypunks.

#### Salamander-

The salamander is a fire-dwelling lizard that feeds on flame. Salamanders only live as long as the fire from which they emerge burns.

Chest in the second ice-puzzle room of the Glacius Challenge.

#### Troll-

The Troll is a fearsome creature up to twelve feet tall and weighing over a ton. Known for its equally prodigious strength and stupidity, Trolls are particularly attracted to unpleasant smells.

Chest in the secret area behind the bookshelf on the seventh floor.

#### Venemous Tentacula-

It is recommended that only the very experienced attempt to approach a fully-grown Venemous Tentacula. Their jaws are particularly strong and can easily break apart Chizpurfle carapaces.

Hermione's trunk in the girl's dormitory. (Gryffindor tower)

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7.1. Witches

7.2. Wizards

7.3. Vampires

7.4. Goblins

7.5. Hags

7.6. Giants

7.7. Dragons

7.8. Beasts

7.9. Classical Beasts

7.11 Quidditch

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7.1. Witches  
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Prize-

Hermione's endurance increases

1. Morgan Le Fay- First ice block puzzle room during the Glacius Challenge.
2. Queen Maeve- Dungeons corridor.
3. Ignatia Wildsmith- The passage right after you collect the Glacius spell book.
4. Beatrix Bloxam- Defense Against the Dark Arts classroom.
5. Gunhilda of Gorsemoor- Given automatically when you collect the other four cards.

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7.2. Wizards  
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Prize-

Harry's endurance increases

1. Merlin- Behind the bookshelf in the charms classroom, use Carpe Retractum
2. Glanmore Peakes- By the second switch that releases Harry. (Carpe Retractum challenge)
3. Herpo the Foul- Secret passage between the seventh and fourth

floor.

4. Edgar Stroulger- By the first stair switch in the Carpe Retractum Challenge.
5. Albus Dumbledore- Given automatically when you collect the other four cards.

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### 7.3. Vampires

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Prize-

20 house points

1. Lady Camilla Sanguina- Cast Glacius on the fire in the common room.
2. Amarillo Lescoat- Freeze the fireplace fire on the third floor.
3. Sir Herbert Varney- In the Dungeons.
4. Blodwynn Bludd- Use Lumos on the crystal on the fourth floor and enter the room.
5. Count Vlad Drakul- Given automatically when you collect the other four cards.

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### 7.4. Goblins

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Prize-

20 house points

1. Eargit the Ugly- Buy from Fred and George.
2. Alguff the Awful- On top of the bookshelf in Glanmore Peake's Corridor.
3. Ug the Unreliable- Freeze the puddle in the disused bathroom (use Glacius).
4. Urg the Unclean- Use Reparo on the broken toilet in the disused bathroom.
5. Gringott- Given automatically when you collect the other four cards.

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### 7.5. Hags

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Prize-

Hermione's endurance increases

1. Babayaga- Storeroom in Gunhilda of Gorsemoor Corridor.
2. Malodora Grymm- Turn a book in Glanmore Peake's Corridor into a mouse.
3. Leticia Somnolens- Turn a book into a mouse on the fourth floor.
4. Old Mother Hubbard- Under the gate inside secret wall in disused bathroom.
5. Corddelia Misericordia- Given automatically when you collect the other four cards.

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#### 7.6. Giants

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Prize-

20 house points

1. Bran the Bloodthirsty- Behind a secret wall opposite the disused bathroom.
2. Cyclops- Bought from Fred and George.
3. Morholt- Use Carpe Retractum to get to the balcony on the third floor.
4. Goliath- Sixth floor corridor.
5. Hengist of Upper Barnton- Given automatically when you collect the other four cards.

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#### 7.7. Dragons

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Prize-

Ron's endurance increases

These are all collected by completing the sting pellet challenge. You get one every five pots you knock over. Here they are in order.

1. Common Welsh Green Dragon- 5 pots
2. Herbridean Black Dragon- 10 pots
3. Hungarian Horntail Dragon- 15 pots

4. Romanian Longhorn Dragon- 20 pots

5. Norwegian Ridgeback Dragon- Given automatically when you collect the other four cards.

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7.8. Beasts

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Prize-

20 house points

1. Imp- Secret passage between the second and third floors.
2. Doxy- Passageway between the second and fourth floors.
3. Bowtruckle- Past the storeroom in the Gunhilda of Gorsemoor Corridor.
4. Billywig- North wing.
5. Gnome- Given automatically when you collect the other four.

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7.9. Classical Beasts

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Prize-

Ron's endurance increases

1. Giant Squid- Chest in the third floor corridor.
2. Manticore- Chest labeled R.W. in the boys' dormitory. (can only be opened by Ron)
3. Unicorn- On the stairs near where you kill the dragonflies.
4. Mountain Troll- First room of the Glacius Challenge.
5. Phoenix- Given automatically when you collect the other four cards.

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7.11. Quidditch

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Prize-

Harry's endurance increases

1. Cyprian Youdle- Trunk labeled H.P. in the boys' dormitory. (only Harry can open it)
2. Joscelind Wadcock- Seventh floor corridor.
3. Leopoldina Smethwyck- Study area on second floor.
4. Roderick Plumpton- Second room of the Marauder's Map challenge.
5. Barberus Bragg- Given automatically when you collect the other four cards.

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## 8. Glitches

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1. If you are very lucky (for this glitch), when one of the stairs on the Grand Staircase comes up to let you go to the next floor and then suddenly moves down, you can get on right before it starts moving. If you do. you can walk to the next floor in mid-air.
2. In "Neville and the Ghoul", when you are about to leave, hit all the cases with dung bombs in them. If you and Harry are both close, you will be doing the exact same thing at the exact same time. After doing this a few times, you will also hear Hermione's voice telling you to stop even though Hermione isn't there.
3. Sometimes, in "Neville and the Ghoul", in the part with the Hinkypunks you can force one through the closed gate where you can't kill it.
4. After returning to the common room after "Neville and the Ghoul" you can go to the Great Hall and duel. If you are Hermione and are lucky, Ron will go through the rope on the right side of the arena and you can switch to him and explore. There's nothing there, but it's still fun.
5. On the last day of term, if you go into Gryffindor tower the Fat Lady lets Harry and Hermione into the common room before they say the password. Ron never even says the password.
6. The Ghoul is trapped in the room in Muggle Studies for the rest of the game after "Neville and the Ghoul".
7. When you fly Buckbeak for the first time with Hagrid, everyone is there. When you actually get to bow and start flying, everyone but the three main characters and Hagrid are gone. Everyone is back again after you fly though.
8. After a certain point in the game, the portrait of the fat lady opens in a different direction.
9. If you quickly press the button Lumos Duo is equipped to twice, Ron won't have to cast the spell, the light is already shining.
10. In the Carpe Retractum part, when freezing the handles, sometimes Hermione will suddenly get stuck and will be unable to move until you cast Flipendo at her.

11. In Carpe Retractum, Hermione will sometimes be unable to open the locked door even after killing the Doxies and Red Caps.
12. If you use Lumos Duo on Hagrid, it will make a loud and annoying sound, and he'll say things like "Ow! Stop that!", even though it doesn't have the same effect on anyone else.

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9. Special Credit  
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This is where I thank everyone that helped with or contributed to this guide.

1. LegendaryTrainer- contributed glitch #8

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10. Version History  
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- 1.0- Original version
- 2.0- Reformatted the entire walkthrough
- 2.1- Added a site that can use the guide and updated my legal guidelines about updating
- 2.11- Updated the glitches
- 2.12- Updated e-mail address
- 2.13- Added gameplayworld.com to the sites that can use this guide section
- 2.2- Updated e-mail conditions and several other things
- 2.21- Added supercheats.com to the sites that can use this guide
- 2.3- Went through the guide and changed errors and updated some copyright information
- 2.4- Updated my e-mail address, which for those of you who haven't already figured it out, has become JeffreyG2006@sbcglobal.net
- 2.5- Updated my E-mail guidelines, some legal info, my mistake with my e-mail address in the version noted above this one (It said JeffreyG2005@sbcglobal.net), what you should be expecting in later versions, and added lup.com to the sites using the guide.
- 2.6- Added more glitches to the glitch section.
- 2.61- Even more glitches! Two more have been added to be exact. Of course that also means I added two new names to the credits.
- 2.62- Added note #3 and changed the "Harry Potter" graphic at the top.

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Conclusion  
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It's been fun making this guide, and thanks for the e-mails you've sent me so far. Like I said, be expecting more updates as the summer progresses. I also

wanted to note once again the help I've had from you guys in fixing stuff.  
Thanks again and enjoy using the guide!

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