

Harry Potter and the Chamber of Secrets FAQ/Walkthrough

by Andrew Testa

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- **Harry Potter and the Chamber of Secrets** FAQ/Walkthrough
- PlayStation One Game Version
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Introduction

Harry Potter and the Chamber of Secrets is a 2002 video game published by Electronic Arts. This is the last PlayStation Harry Potter game; all future games in the series were released exclusively on next gen consoles. Speaking of which, each platform has a different version of the game, and the PlayStation One version was developed by Argonaut. It is an Action Adventure/Platform game that follows the plot of the very famous book of the same name, the second in the series. The story chronicles Harry Potter's second year at Hogwarts School of Witchcraft and Wizardry, from his arrival at the Weasley's Burrow, all the way to snake-like final fight. In the Chamber of Secrets, you take the role of Harry as he goes to classes, collects wizard cards, and tries to answer the biggest riddle of them all.

I highly recommend this game for Harry Potter fans. It is a good game to get your Harry Potter fix in, if you're craving more after the books, movies, and fanfiction. The game was even reviewed fairly well, and it does, like its PlayStation predecessor, possess that unique Harry Potter charm. The game is basically a much more polished version of Sorcerer's Stone with a story from Chamber of Secrets.

NOTE: The PSX version of this game is different from the PC, PS2, GC, GB, and GBA versions. This guide will only work for the PSX version!

Game Info

- **Game Name:** Harry Potter and the Chamber of Secrets (US)
- **Alternate Names:** Harry Potter to Himitsu no Heya (JP)
- **Genre:** Action Adventure
- **Platform:** PlayStation One (all versions are different)
- **Release Date:** 14 November 2002
- **Mode:** Single-player only
- **MetaCritic Score:** 74 from 11 reviews
- **GameFAQs User Score:** 3.39/5 from 116 votes
- **Length:** About 6-8 Hours on a first playthrough (no 100%)

Basics

Just like its predecessor, Harry Potter and the Chamber of Secrets is an Action Adventure/Platform game through and through. Most of the time, you'll be exploring areas around Hogwarts while hoppin' from platform to platform and castin' spells at the various creatures that pollute the premise. You can also collect beans and wizard cards, and you may even enjoy going to class for once!

Spells

Flipendo

- Description: You learn this spell at the very beginning of the game. You can use it to move objects and damage enemies. It is your go-to spell.
- Taught: Already known at beginning of game
- Color: Blue

Wingardium Leviosa

- Description: This spell levitates objects. You can then "drop" the object wherever you like. It is mainly used to solve small puzzles.
- Taught: Already known at beginning of game
- Color: Yellow

Incendio

- Description: This spell puts things on fire. Like you had to guess?

Table of Contents

1. Introduction
2. Basics
 1. Spells
 2. Quidditch
3. Walkthrough
 1. The Burrow
 2. Forest Near the Burrow
 3. Slides and Cars
 4. Boss Fight Against A Tree
 5. Finally at Hogwarts
 6. Race to Herbology Class
 7. Herbology Class
 8. Quidditch Training
 9. Dueling Practice
 10. Slugs and Slides
 11. Getting to Defense Against The Dark Arts Class
 12. Defense Against The Dark Arts Class
 13. Deathday Party
 14. Potions Class
 15. Quidditch Match Against Slytherin
 16. Diagon Alley
 17. More Duels: Malfoy and a Snake
 18. Polyjuice Mayhem
 19. Lockhart's Private Lesson
 20. Valentine's Day
 21. Sneaking to Hagrid's House
 22. Follow the Spiders
 23. Getting into the Chamber of Secrets
 24. Chamber of Secrets
4. Mini-Games
 1. Quidditch
 2. Dueling
 3. Catching
 4. De-Gnoming
 5. Sliding
 6. Driving
 7. Flipendo!
5. Bosses
6. Credits, Contact, Copyright
 1. Credits
 2. Contact Information
 3. Legal Disclaimer

- Taught: By Professor Sprout in Herbology Class
- Color: Red

Petrificus Totalus

- Description: This spell stuns your enemy. It is extremely useful, but you will not be using it very much throughout the walkthrough, as it does not work on most bosses.
- Taught: By Gilderoy Lockhart in the first Defense Against the Dark Arts Class

Potion Brewing

- Description: This is not a spell, but it is a lesson from your Potions Class. And if you've read the books, you know that Potions can do anything, like even stopper you from death!
- Taught: By Professor Snape in Potions Class

Verdimillious

- Description: This spell turns darkness into platforms. It is not much of a Defense Against The Dark Arts, unless you are using it to run away from something dark.
- Taught: By Gilderoy Lockhart in the second Defense Against the Dark Arts Class
- Color: Dark

Quidditch

Quidditch is most popular sport for non-Muggles. It is very similar to soccer, but it has three goals instead of one, and the game only ends after the Seeker grabs the Golden Snitch. In the game, you play as Harry Potter, so your only job is to catch the Snitch. Nevertheless, this is the general overview of the sport, as outlined in the game:

- The Quidditch Pitch has three goals at each end.
- The Chasers throw the Quaffle and try to put it through the hoops to score.
- Watch out for the Bludgers. These are charmed balls that can knock you off your broomstick.
- Two Beaters on each team try to keep them away.
- It's the Seeker's job to find and catch the Golden Snitch.
- When the Snitch appears, it released Speed Rings that will help the Seeker fly faster.

The last two points are key: it is the Seekers' job to catch the Snitch, and the Snitch will leave Speed rings behind it. If you're worried about this being too hard, you should note that there will be several mandatory flying lessons before your first match. These lessons encompass all you have to learn to become an effective Seeker.

Walkthrough

The Burrow

After the storybook introduction, we find ourselves at "The Burrow," which is the residence of the red-haired Weasleys. Ron is your instructor today, as he tells you to Flipendo some crates. Do so (press X to cast) and after moving both across the yard, you now have to use them to get on the roof. To do this, climb up on the smaller crate, then simply run forward to jump to the next -- no jump button necessary.

Inside the house, you have your first mini-game: you must catch the pieces of pipe that the Weasley ghoul is throwing. Fear not, however, as you only control the chest during this mini-game, and you can only go left and right with the chest. So, it becomes a very simple game of moving the chest to the left and to the right to catch the pipes. There are only three "lanes," so try to anticipate the following pipe while you are catching the current one.

Mrs. Weasley has another demand (er, request): get the junk out of the yard. Well, it's more like crates, and you simply need to Charged Flipendo them. To cast a Charged Flipendo, hold down on X for a few seconds before letting it go. After destroying all the crates, watch the small cutscene and then walk over to Ginny, who is just down the dirt path.

Ginny actually talks to Harry, and even has a task for him: guide the Puffskein to the bushes. This is simple enough; just attract the creature's attention with a normal Flipendo and walk over to the bushes. It will stop at the bushes and start eating. After a bit, it will burp out some jellybeans; collect them and Ginny will give you a wizards card for your efforts.

Go past the gate and you will meet Arthur Weasley, who wants your help in de-gnoming the gardens. But first, you need to clean out more "junk." To do this, cast Wingardium Leviosa on the crates, levitate them to the far end of the pin, and drop them on the rocks. When you drop them, the crate explodes, which apparently cleans up the junk. Note that you have a timer after you begin the levitation, so guide it and drop it quickly! You are rewarded with the de-gnoming gloves, which is basically being rewarded with more work, but a Dursley-ridden Harry doesn't mind at all. :)

For the de-gnoming portion of our adventure, repeatedly tap square to rotate. When the meter is full, you will see an arrow spinning around Harry. This is the direction the gnome will be thrown, and your "goal" is to hit the stuff in the yard. But making it into the yard will suffice, so don't get upset if you don't hit anything.

After that, you are asked to a friendly Wizard duel by Fred and George. There is even a "Dueling Arena" at the Burrow! You face Fred (but can we really be sure it's not George?) and it's basically a Flipendo duel. That is, the only spell you can use is Flipendo, so it's basically the two of you Flipendo'ing back and forth. The bushes in the center forms the "line."

You should be locked onto Fred at all times, and you should also be constantly moving. If you are moving around, it is hard for Fred's Flipendos to hit. And by the same token, your Flipendos won't hit either if Fred's moving around, but he does stop on occasion, probably to let the great Harry Potter win.

For this duel, you will only want to move side to side while casting charged Flipendos at Fred. It is a best of three, so you will need to win two to win.

After the duel, Fred and George explain Special Jinxes, and the two of you duel again. This duel is exactly the same, but now you can use Special Jinxes. To be able to cast a Special Jinx, you need to have Fred hit the sparkly red crate, and to do this, simply position yourself behind it so Fred hits it with his Flipendo. When that happens, it will drop the Special Jinx; grab it (an ability can be grabbed, apparently) and press circle to cast it at Fred.

Forest Near the Burrow

With this second round of duels complete, we are now tasked with finding Ginny, who is somewhere in the forest near the Burrow. Ron gives you a few pointers (kill stuff with Flipendo, pick up stuff with Wingardium Leviosa), but you are otherwise left without much guidance.

First, go left and destroy the charmed Lawn Mower with a charged Flipendo. After that, follow the linear path to a gate. Through it, you'll find the washing machine, which is probably the real Lord Voldemort in disguise. Jokes aside, this is a mini-boss fight of sorts. Target the washing machine with R1 and fire Charged Flipendos at it. It jumps up and down and moves a little, so be sure you are moving yourself.

After depleting its health bar, cast Wingardium Leviosa on it and drop it next to the green forest wall. Jump up on the washing machine, and up on the forest top. Destroy the lawn mowers, then hop down and cast Wingardium Leviosa on the rock. Drop the rock in the circle that is blowing bubbles and the gate will unlock.

Through this gate, you are again tasked with the same thing: cast Wingardium Leviosa on the rock and drop it on top of the bubble hole. Collect the beans here, then go through the newly-unlocked gate. Here, follow the path to another washing machine. This one heads right toward you and spits out dirt clothes at you, so be sure to backpeddle and strafe to the side when it does this. Flipendo it into oblivion, and use Wingardium Leviosa to drop it on the bubble hole. This unlocks the gate.

In the new area, cast Flipendo on the crates. When you do this on the crate closest to the gate, the gate itself will unlock. And in this area, destroy the Lawn Mowers as you follow the path. You'll go over a stone bridge and then find a bee's nest. Avoid the bees and cast Wingardium Leviosa on the rock on the treetops (green level above). Drop the rock on the bubble holes and continue to the next neck of the woods.

Here, you will find another washing machine, but this one is easier: it's just standing there on the treetops. It will fire down clothes at you, but you are otherwise free to cast Charged Flipendos on it without fear of them missing the 'machine. After destroying it, drop it on the bubble hole. Collect the beans on the treetop area, then head right at the fork. Use Flipendo on the tree and it will drop, creating a makeshift bridge. On the other side of the river, cast Wingardium Leviosa on the plant and drop it on the bubble hole. In the next area, you finally find Ginny. Do as she says: use Flipendo on the Puffskein, and it will drop a special item for you.

Slides and Cars

Afterward the forest, you begin the Floo Powder shenanigans. Basically, this is a slide mini-game, very similar to the slides in Super Mario 64. Your job is to steer the sliding Harry and not fall off the edges of the level, all the while collecting as many beans as you can. You have a timer, but you shouldn't be pressured by time because you have a very ample amount. Instead, follow the beans diligently; along with collecting them, you are also going the "best" path by following the beans.

At the end of the slide, we have a very long cutscene which bridges the story to the car shenanigans. And just like in the books, we're going to enter Hogwarts in style! Not on an old train with everyone else, but a cool, old, charmed car! This part is pretty straightforward: drive the car through the tunnel. The train is actually behind you in the game, so you need to keep the speed up so the train doesn't catch you. And to do this, there are speed boosts throughout the track. These are silver-blue star/circles -- they almost look like a model planet.

For the first part, you simply need to collect the speed boosts while avoiding the obstacles. If you happen to hit an obstacle, just grab the first speed boost that you see, because it will severely improve your speed. The following are some of the obstacles: lights, rocks, crates, and beams.

For the second part, you need to repair the car by picking up the wrenches on the track. You should also pick up speed boosts, just as before. Also, there are more obstacles in the tunnel the second time around, so drive with caution. Finally, go right at the first forks and you will find a Wizards Card.

After arriving at Hogwarts, Harry and Ron find themselves tangled up in a tree of messes...

Boss Fight Against A Tree

BOSS FIGHT: WHOMPING WILLOW

- **Area:** After Driving the Car
- **Difficulty:** Easy
- **Phases:** 3

Strategy: This fight is rather straightforward: cast Flipendo on the Whomping Willow's mouth while avoiding its attacks. Since the tree does not move around (it is planted, after all), Charged Flipendos are more effective than regular Flipendos. You should be locked onto the mouth for the entirety of the fight, and you should also be repeatedly casting Flipendos; don't stop for nothing.

The tree has a few noteworthy attacks. First, it will swipe with its tree branch. To avoid this, simply stay back from the tree; that is, don't get too close! His second attack is a little more trouble: he slaps the ground and does a little AoE. But again, the best way to dodge this attack is to simply stay back out of range of the tree. The last attack is the most difficult to avoid: the tree picks up the car and bashes it to the ground. This makes a little tremor that homes in on you, so you have to strafe to one side to dodge it, and being far back will not work here.

The boss has three phases. In the first phase, he does the swipe and slap attacks. Simply stay back and fire Flipendos at its mouth, for an easy win here. At 66% health, the tree enters its second phase, which is the hardest. It will pick up the car and bash it to the ground, creating an attack that "seeks" you out. You have to strafe to the side to avoid this attack. While you are strafing around, fire Flipendos at the mouth. And finally, the last stretch of this boss is exactly like the first: he swipes and slaps, so just stay away and fire those Charged Flipendos.

Finally at Hogwarts

After the fight against the Whomping Willow, there is a long cutscene, and then we're off to the Gryffindor Common room. Follow Ron up the stairs and into the hall. Dobby pops out of nowhere and charms the knights in the hall; you can simply run past them, for they are slow to wake up.

In the following room, you meet Colin, who is, just like the books, positively enamored by Harry. Follow him into the Main Entrance room, and then run up to the bigger boys right in the center of the room, who are impressed by your thrilling entrance. After that, follow Ron into the Common Rooms -- on the way, he points out Lockhart's office. Lockhart is the new Defense Against The Dark Arts teacher, and a bloody awful one at that.

At the Pink Lady's portrait, the twosome don't know the password so Harry must find Hermione to get it. Go up the stairs behind you and enter the library. Here, you meet Nearly Headless Nick, who is actually part of the story this time. He also points out the enemy here: those darn flying books. Defeat them with a simple Flipendo while making your way to Hermione. After talking to her, head back to the Pink Lady's portrait and talk to the portrait to enter the Common Room.

Inside, you barely have any time to look around before Herbology. Head back out of the Common Rooms, and follow Ron to Herbology, which is actually outside the castle, in one of the greenhouses. Just follow Ron all the way to Herbology; he does a good job of guiding you there, even talking to you when you exit the castle. And, just like in the last Harry Potter, you have a short timed race in the last area before classes...

Race to Herbology Class

The last area before Herbology is a "race" of sorts. You aren't racing against any person in particular, but you do have a time limit, and if you do really well, you can win a reward from Professor Sprout. Go through the Hourglass starting line to begin the race. Jump up on the leaves in front of you; they are platforms, and then jump right, into the next area. Here, jump up the walls, while collecting the beans, and enter the last area. For this part, you need to jump on each of the leaf platforms in the air, and finally to the finish line, which is where Professor Sprout stands. If you make it in under 50 seconds, you receive the Herbology Race Cup, a very prestigious award, indeed.

Herbology Class

Professor Sprout introduces the class, as well as the new grading scheme. To learn spells in this game, you need to follow Professor Sprout's wand as it goes over the buttons. When her wand is hovering over a button, you need to press it. These are "sequences" of sorts, and you need to complete each sequence three times to learn the spell. Timing is everything here. Also, knowing the sequences beforehand, and practicing them with your thumb, will help as well. Here are the sequences:

The first sequence: Circle, Triangle, Square, X. The second sequence: Triangle, Square, X, Circle. The third sequence: Circle, X, Square, X, Circle.

You get a percentage for each sequence; the less you mess up, the better the score you achieve. These scores do not directly translate over; that is, an 85% is not a B. So, do not worry if you get a low score in the first sequences, just make sure that you finish well and get a passing grade so you can continue.

After the button sequences, enter the new room of the greenhouse, collect the beans, and go through the door on the left. In here, run over to Professor Sprout and she'll tell you about Mandrakes. You need to collect them, and they are scattered about the greenhouse. The more you collect, the more House Points you'll receive. Run down the hall of the greenhouse and Hermione pops out to give you some more direction.

Before simply collecting the Mandrakes, you need to save them from the slugs. To save them, cast Incendio on each one before it gets to the Mandrake. When you've killed the sieging slugs, cast Wingardium Leviosa on the mandrake, levitate it a few inches, drop it, then collect it.

Move onto the next Mandrake, which is in an identical area further in the greenhouse. And again, Incendio the slugs, Wingardium Leviosa the mandrake, and pick it up. And just keep repeating this process as you go through the greenhouse. Some slugs are in the halls before, but there are also Chocolate Frogs scattered about, as well as beans. Each Mandrake has a few more attacking slugs, so you have to a little more quick each time.

Collect all the mandrakes -- there are five -- then head back to Professor Sprout. You receive 50 House Points for collecting all of them. And after that, leave the greenhouse via the secret passageway. Outside, two students tell you that you can retry what you've done if you aren't happy with your scores. Otherwise, Wood sends you a message via owl to start your Quidditch Training, so head through the area in front of you. Along the way, you find Neville, who missed Herbology but found a secret passage. Just continue circling the outside of the castle, and soon you reach the castle entrance. On one side of the bridge, you find a Quidditch player outside an entrance. And, you guessed it, this entrance leads to the Quidditch practice area.

Quidditch Training

For this practice, you must simply fly in between the poles on the ground. This is rather simple, and much easier than rings from the last game. An important note: you can see the following pole set before you go through the current one. You should always be looking at the next pole set so you know where to turn after the current one. For the first training lesson, you need to go through 20 poles. Do it quick enough and you get 25 House Points as well as some Golden Wings.

In the second lesson, Wood has you try out two "brooms." Really what's happening here, though, is the game is asking you whether you prefer regular up-down controls or inverted ones. Go through the three rings each time, then tell Wood which broom you like more; this is completely up to you, and whether you play with inverted controls or not when you play video games. Just choose the one that feels the most "right" if you're not used to picking between the two. Note that you can change these controls at any time in the Options menu.

Agree to advanced training, and we're off to Snitch-catching. For this lesson, you must fly through the rings that the snitch leaves behind it. There are ten rings. If you do well, you again receive 25 points and Golden Wings.

For the second advanced lesson, you must go through ten rings again, but you must also actually catch the Snitch now. To catch the Snitch, in the mini-game, hover your hand over the Snitch and press X to catch it. Note that the X button prompt goes up when your hand is over the Snitch, so use that as an indication that your hand is in the correct place. And if you do well enough, you receive 25 points and Golden Wings.

For the final advanced lesson, you need to catch the Snitch again, but this time while facing another seeker. This is exactly the same as before, only there is another person on the screen. Just ignore the other Seeker and go through the 20 rings, then grab the Snitch. And just like the other lessons, if you do this fast enough, you receive 25 points and Golden Wings.

Dueling Practice

This is just like the duel against Fred at the beginning of the game, but you are instead facing Ron this time. The Special Jinxes are in the plants, so get Ron to hit the plant, then collect it, then fire at him. Or just Flipendo him to death for an easy win. The key, just as before, is to be constantly strafing back and forth so he can't hit you. After winning two out of three, Harry casts Expelliarmus (the Disarming Charm spell) and the practice ends.

Slugs and Slides

After the practice, the threesome has a little tiff with Malfoy, then we have to herd a belching Ron. Follow Hermione into the forest, and you will find yourself in another racing mini-game. Collect all of the beans while following Ron through the course. The green-brown ground is slippery, making it harder to change direction. It's kind of like slippery ice. Just make sure Ron doesn't get too far ahead and you will complete the course. There are a few jumps while on the slippery slopes, and also some tight turns near chasms.

Soon, you will reach Hagrid's house. Here, you have another mini-game. This one is identical to the catching the pipes in the house, only you are now catching Ron's slug barf with a dog bowl. The slug barf falls out slow enough that you shouldn't have much trouble collecting all the necessary slugs. Be sure to drop the slug barf into the barrel on the left to collect the points!

Afterward, you're off to the Defense Against The Dark Arts class, instructed by the famous, handsome, and super-skilled Lockhart, the best Wizard ever. (Or is he?) At any rate, follow Hermione to the Upper Castle. There, go up the steps and over to the entrance to Defense Against The Dark Arts Class. Just as before, we have a "race" before we enter the class.

Getting to Defense Against The Dark Arts Class

This is the same premise as getting to Herbology; you need to get through the course before the time runs out. Jump up on the floating table, and go from floating table to floating table to reach the upper level. Note that, at the third table, you need to jump to the right, and onto the fourth table. And for the third table, you will need to grab onto the ledge, as it is too far away to simply jump onto properly.

Jump onto the upper level with the knights. Ignore them and simply run past them to the next area! Here, you will find platforms that circle this tall room. Go up them, then jump on the floating platform in the middle. At the top, jump on the platform near the door, and go inside. Here, run past the knights, and then go to the final area. For this last room, you must jump on the moving platform and then to the finish line. If you beat the school record, you get the 'cup for this class, as well.

Defense Against The Dark Arts Class

You learn Petrificus Totalus in this class, by none other than the world-renowned Gilderoy Lockhart. This mini-game is identical to learning Incendio in Herbology. Here are the sequences:

The first sequence: X, Circle, Triangle, Square. The second sequence: Circle, Triangle, X, Square. The third sequence: Circle, Square, Triangle, Square.

Very stylish! Earn a passable grade, and you can move on with the story. Do note that, just like before, you can come back and try for a better grade if you want.

After learning the spell, it's Pixie time! You must cast Petrificus Totalus to stun the Pixie, and then Wingardium Leviosa to levitate and drop him back in the cage. After dropping one in the cage, go over to Lockhart, who wants you to check on Ron. Up the ramp, collect the beans in this middle area, and then you will reach a room with two Pixies. Use Petrificus Totalus and Wingardium Leviosa to get them inside the cage. The door unlocks after that, and in this next room, slide down while collecting the beans and chocolate frogs.

The next room is just like the previous, but there are three Pixies this time. Just remember to stay away from them, but it might be a little harder in this crowded room. With all three caged, go through the now-unlocked door -- there is another bean/frog slide, and then you meet Lockhart again. You receive 20 House Points for helping Lockhart clean up, and then you're done with the class.

Deathday Party

Outside class, Nearly Headless Nick invites you (well, Ron and Hermione) to his Deathday party, and then we have an update on House Points. If you have received more than 250 points, Gryffindor will be in the lead! After that, talk to Nearly Headless Nick again and follow him to his party. You'll have to go through some long halls, then the Front Hall, then down into the dungeons. Just keep following Nearly Headless Nick all the way to the dungeons. He'll even keep saying "This way, Harry!" to help you get there.

At the dungeons, Peeves messes with you. Destroy the charmed knight to the right, then enter the door called "Slug Pit." Here, cast Incendio on the slugs to unlock the door, then go up from the pit to find Peeves again. Go inside the "Store Room" door, then cast Flipendo on the snails in this room. Do note that, while Peeves is being mean to you, you are racking up the House Points by defeating these creatures.

Take the door to the Lever Room, and pull the namesake of the room. This will ascend a platform in the deathpit, allowing you to cross it now. Head back to the Slug Pit, then enter the opposite door, which is another Lever Room. Pull that lever and another platform springs up. Now head all the way to the beginning of the dungeons and use the two platforms to jump across the deathpit and to the other side. There are beans and a potion in the middle.

At the party itself, after a few cutscenes, there is another mini-game. This time around, Peeves throws food at you and you must cast Flipendo on the food before it hits you. This is for defense; for offense, you must hit Peeves with Flipendo. When his health is fully depleted, Peeves gives Ron back the present.

Potions Class

It's time for Snape's class. Learning how to brew potions is slightly different from spells. Instead of the whole "wand thing," you must simply press the button sequences as they are displayed. It's completely a time thing, and not an accuracy thing like before. Still, you're going to want to press the correct button! Don't just go all spammy on me!

After the class, you talk to Hagrid; Ron and Harry go over all the ingredients they need to get. Hagrid tells you that he'll hand over boomslang skin if you de-gnome the pumpkin patch. This mini-game is exactly like at the Burrows; spin around and throw them into the forest. Try to hit the objects for more points.

And after that, it's Quidditch match time.

Quidditch Match Against Slytherin

It's Harry versus Malfoy to catch the Snitch! Fly close to Malfoy and press Square repeatedly to hit him. You need to get his health down all the way to complete this part. Also, be sure not to hit all the beams and blockades while you are doing the beatdown. After Malfoy's down, you need to simply catch the Snitch. Go through the Speed Rings that it lays down while pursuing it through the under-part of the stadium. When you get close, grab it in the same way as you've done in practice. After grabbing the Snitch, you'll win the match, but you lose something else... your arm.

The next time you have control of Harry, you'll be at Diagon Alley.

Diagon Alley

Hedwig drops a letter from Hermione, who wants you to grab some ingredients for her. And after that, you bump into Malfoy, who jokes about Harry's parentlessness. Go into the Apothecary shop, which is the door behind where Malfoy was standing. In here, you find the shop overran by Pixies. But unlike before, you don't need to Wingardium them or anything. Instead, you must simply cast Flipendo on them in first-person. They jump up and down; the best time to fire is when they are about to fall back down. You need to Flipendo 20 of them in the time limit. For your hard work, the shopkeeper gives you some leeches.

Back outside, enter The Magical Menagerie now. You need to get Lacewing Flies here. They move fast! Flipendo the Christmas Boxes, then collect the green flies that come out. You need to get five within the time limit; you should have no trouble. The shopkeeper lets you keep one for catching them for him.

With both ingredients obtained, talk to Hagrid to go back to Hogwarts.

More Duels: Malfoy and a Snake

After the chat with Hermione and Ron, follow the carpet back to the Common Room. It's quite a few halls, but soon you'll reach the Common Rooms. Here, Ron informs you of the dueling club, and how Slytherin is participating. As you may have guessed, this is a great opportunity to get some hair! Follow Ron to the Great Hall.

The duel against Malfoy is the same as the previous duels, but Malfoy tends to dart around a little quicker. Just fire a Charged Flipendo at him, right when he stops. If you fire it after he's stopped for a second, he'll dart away. Also note that the candles have the Special Jinxes. Win two matches and you'll beat Malfoy in the duel!

But Malfoy's not done yet. He seemingly calls upon the Dark Arts and summons a snake to battle Harry. This is basically the same fight as a duel, but you are fighting a snake instead. Of note is that the snake has a faster attack than a Flipendo; the snake's green spit darts fast toward you. To counteract this, make sure you are moving at all times!

After the fight, we have another storybook cutscene, and then it's...

Polyjuice Mayhem

Haha! It appears you are incapable of jumping across gaps in your current form. The next part is a timed race of sorts; you need to follow the Slytherin boy as he makes his way to the Slytherin Common Rooms. Crabbe/Goyle are much slower have have trouble turning. This is the same thing as the Ron-Slug-Barfing mini-game -- you need to stay as close to the boy as possible. You can look at the bar on the bottom of the screen to see how close you are.

Soon, you reach Malfoy. He spills the beans (but not those beans!) and the two of you return to the girls' bathroom. Myrtle goes postal here, and begins to throw various bathroom objects at you. This is the same as the previous Flipendo castin' mini-games. In first person, shoot at all the items before they hit you. The difference here is that stuff can be thrown at you from the side, and you simply have to wait for the time to run out to complete the mini-game.

Lockhart's Private Lesson

After the mini-game, the twosome return to normal and you receive the diary. After that, you get some owl mail from Lockhart, who wants to give you a "private lesson" for missing his class. Head to the Lower Castle and over to Lockhart's Office. Just follow the carpet if you get lost. His Office has a rather grandiose entrance, with its door frame and all.

You meet Ron at the door before the office. It appears Hermione didn't get the proper hair; that she's in the hospital wing; and that Ron needs private lessons, too. Head through the doors to reach Lockhart in his office. As you can tell, the man definitely has taste in art, what with all the portraits of himself on the wall...

But alas, he is a good teacher, for he will teach you another spell, this time Verdimillious Duo. The sequences are as follows:

The first sequence: Circle, Triangle, X, Circle. The second sequence: Square, Circle, Square, Triangle. The third sequence: X, Triangle, X, Circle.

For the practical use portion, you learn that Verdimillious Duo isn't an offensive spell, but rather a spell that reveals dark magic things. And in this game, that means revealing platforms. For both rooms, cast Verdimillious Duo and jump across the platforms that appear. After the second room, you find Lockhart again, who comments that Valentine's Day is tomorrow. That certainly means a lot of love letter from him. And after that, you get an update on House Cup points. If you have more than 65 points, you are on pace with Slytherin.

Valentine's Day

When you have control again, you are thrust into another mini-game. You have to run forward while evading your attackers (the Valentine's Day card singers). It's simply a matter of holding down, well, down on the joystick. Harry automatically leaps across chasms. The two main things to worry about: beams and beans. For the former, sometimes you don't have the whole hall, but rather a narrow beam. And for the latter, try to get as many beans as possible.

Sneaking to Hagrid's House

After the race, there is another cutscene, and then we have to talk to Hagrid. Only, it's night time now, so we'll need the subterfuge of the Invisibility Cloak. To use it, you need to collect the Invisibility Tokens, which are scattered about each area. Once you have the token, you are only invisible for a short period of time, so do what you need to do while invisible and get out of sight! You must also Wingardium Leviosa plant pots and place them on top of the pressure plates, which will unlock the doors.

Past the first door, collect the beans, then enter the next area. Here, climb up the ledge, then wait for Filch to patrol down toward the door. When he does, jump across the next ledge, which has an Invisibility Token. Grab it, then jump down and over to the pressure plate. Cast Wingardium Leviosa on the plate, then hop up on the ledge and wait for Filch to patrol away from the door. When he does, go through the door to reach the next area.

Here, grab the token, then run run run and go to the hedge to the left of Filch. Climb up it, then jump onto the ledges. Use the ledges to go back, then jump over to the small upper level with the pressure plate. Wingardium Leviosa the pot, then jump down. Grab the token again, then go back to the hedge and the ledges. From the ledges, jump on the tree in the center, then over to the ledge on the other side. Follow this ledge to the door.

In this new area, follow the forest path to a token. Grab it, then run run run to Filch and then to the right. Wingardium Leviosa the plant, drop it on the pressure plate, then continue. Wait for the professor to patrol away, then jump up on the hedge. After that, wait for the professor to patrol near the tree stump. When she does, you can run to the door without being caught.

In the next area, climb up on the hedge and listen to Snape and Filch talk. Wait for the two to disperse to the sides, then jump down, go to the left, and put the pot on the pressure plate. This unlocks the far door, but you still have to get there! Wait until all patrollers are gone, and then make a break for the Invisibility Token. When you have, simply run to the door. Only now you find a pressure with no object to put on top of it. Instead, you need to make a break for the gate. The timer will start when you first step off of the plate. You should have no trouble with time, so long as you start when Filch and Snape are both turned away.

After going through the gate, we finally arrive at Hagrid's House. Only now, it appears they're taking Hagrid off to Azkaban, so you'll be on your own now to solve this riddle.

Follow the Spiders

Hagrid very loudly alludes to "following the spiders" in his concession speech before being forced to go to Azkaban, and Harry follows this lead. Into the forest, Flipendo the snail, cross the bridge, and enter the next area. Here, follow the linear forest to a chasm. Verdimillious the platforms to make them materialize, then cross them. On the other side, you find a deadly spider. Lock onto it and get to Flipendo'ing it to death. Beware of when it gets on its back legs, because it is about to fire projectiles at you. After killing it, Incendio the web and proceed to the next area.

Here, kill two more spiders, then Incendio the web covering the tree hole and go inside. Follow it to the next area; kill the snail and you will reach a waterfall. Read the sign, then position yourself near where the sign points, Verdimillious the platforms, and climb to the levels to the left. Jump from platform to platform to reach a new area. Here, kill the spider then incendio the web. In the follow area, Verdimillious the bridge so you can cross it.

You reach an outside area with a cliff. Kill the snail, then proceed to the next area, which has two bridges. Verdimillious BOTH of them, then use the half of each bridge to cross the chasm. After killing another spider and Incendio'ing another web, you are in an area with a big tree. There are small platforms which jut out of the tree. Jump up them to reach the top. Here, jump across the grass platform and over to the opening that leads to the next area.

In this new area, you encounter big trolls. Wait for it to patrol past, then go straight across at the four-way cross. You now encounter two trolls; wait for them to turn their backs before slipping past them. At the next fork, go right, and then go into a small alcove -- a dead end, but you can hide in here until the troll passes. After that, head into the next area when the coast is clear.

Here, dart in front of you into the dead end in the center. Wait for the troll to move past it, then dart for the long path. This leads to a small area with rocks covering an opening. Flipendo the rocks, then go inside the cave.

Inside the cave, you have a chat with a Giant spider, and then we have another boss fight.

BOSS FIGHT: GIANT SPIDER

- **Area:** In the Forbidden Forest
- **Difficulty:** Medium
- **Phases:** 4

Strategy: This is not a very difficult boss fight. You have to worry about the big spider, but he mostly just sits there. Sometimes he will charge at you, but he will announce this beforehand with a scream. He also throws eggs out, which hatch smaller spiders. These are the guys you have to worry about; they will just walk toward you no matter what. Flipendo them to death when they gang up on you, but otherwise, stick to your goal.

Your goal here is not to shoot at the spider, but the four colored trees around it. You need to destroy each tree; when all four are destroyed, the spider will fall and the boss fight will be over. Each colored tree has its own colored health bar that pops up on the bottom after you hit it.

The best strategy is to simply strafe in one direction while Flipendo'ing the trees. Don't worry about focusing on one at a time; just Flipendo whatever is in front of you. After destroying all four colored trees, the spider falls. Jump down, grab the beans, and go through the opening to find the life-saving car.

Getting into the Chamber of Secrets

After the cutscenes, it's off to Lockhart's office. Unfortunately, the door is locked! Head into the opposite door, which is the Defense Against the Dark Arts Classroom. Here, wait for the whirlwinds to make an opening, then run inside. Keep going through the spaces in the whirlwinds, and you'll reach the next room. You have to do the same thing again, and then you enter a hallway with knights. Ignore them, and at the fork go right. You finally reach Lockhart's office.

Lockhart reluctantly agrees to follow you to the girls' bathroom. Here, Moaning Myrtle supplies the answer to the riddle that's been perplexing us the whole time. After a lot of talking, we have another sliding mini-game. This is just like in the beginning, after the Floo Powder mishap. Just stay in the middle and try not to fall off. This is timed, but it's not very hard. There are even little walls on most sides so you don't fall off.

You then have a fight against Lockhart. Yes, this wasn't really in the books, but it is very satisfying, nonetheless. The fight plays out exactly like a dueling match; strafe from side to side to avoid Lockhart's attacks, while you Flipendo him to death. He doesn't have much room to move back and forth, so you can use Charged Flipendos without worry of missing too much.

Chamber of Secrets

After the fight, head through the door to reach the Chamber of Secrets! Use the cauldron to make a potion that will restore your health, then proceed to the next room. Here, kill the snails that appear, then go through the door on the other side of the room. Head down the corridor, Flipendo the two rats, and continue in the next area. This is a very large room, with platforms and doors on the ground floor, and a big door on the level above. Go through the first door on the left -- titled "Lost Tunnel."

Through the Lost Tunnel door, Flipendo the snail, destroy the web, and go down the hole. Climb up the levels, then Flipendo the two rats on the path. At the seemingly dead end, cast Verdillious on the wall to reveal a secret passage. In this room, cross the bridge while avoiding the fireballs and step on the pressure plate to raise a platform. We're one step closer now!

Head to the second door on the left now, the "Dark Hall." Jump down and you have to face another mini-boss -- this time, a big knight. Just backpeddle while strafing around the room, all the while Flipendo'ing the knight to death. After the fight, Flipendo the rock until the scene, then drop down the hole. Here, Verdillious the wall to reveal a secret passage. Through it, drop down to the level below. Flipendo the knight, then step on the pressure plate, and finally use the platform to go up to a ledge. Flipendo the knight, then follow the ledge to an even higher level with another knight. After destroying it, Verdillious the center of this room to reveal two platforms. Cross them, then Verdillious the wall on the other side to reveal an opening.

In this new room, kill the knight, then use the platforms on the sides of the room to climb up, destroying the knights along the way. At the top, destroy the bigger knights, then go through the door. Here, you will find a cauldron to make a health potion, and I recommend doing so if you have even a little health gone. After that, go into the Forgotten Cave door.

Kill the slug, then Wingardium Leviosa the rocks. Keep dropping them on the bubble hole in the center of the room to destroy the grate. After three times, the grate falls allowing you to go down as well. Down here, you find that the area is guarded by trolls. Just like the forest, you have to get through this area by staying out of sight of the trolls. Afterward, step on the pressure plate to raise a platform.

With all platforms in the center room raised, jump on each one and proceed into the large door on the upper level. Here, you find Ginny and Tom, and learn what's really been going on around here. In the end, Tom Riddle summons a basilisk to fight you!

BOSS FIGHT: BASILISK

- **Area:** Chamber of Secrets
- **Difficulty:** Medium/Hard
- **Phases:** 2

Strategy: In the first form, fire Flipendo at it while avoiding its attacks. It fires venom spit at you, which you can easily avoid if you are constantly moving. After the first phase, Hedwig drops a sword and you begin phase two. Here, avoid the Basilisk's attacks and wait for it to charge up. When it does so, it will fire a beam at you. Hold X to deflect the beam back at the Basilisk. This will lower its health. Keep doing this and you'll have defeated the Basilisk!

With the Basilisk defeated, enjoy the ending! You'll also get a tally on House Points, as well as the credits to the game! Congratulations on beating Harry Potter and the Chamber of Secrets!

Mini-Games

Harry Potter and the Chamber of Secrets is full of mini-games, most of which have a simple premise but are hard to master. This section contains strategies for all of the mini-games. If you simply want to know how to complete the mini-game, and not how to complete the game entirely, this section is for you.

Quidditch

Quidditch is the most prominent mini-game in Harry Potter and the Chamber of Secrets. You practice playing Quidditch several times, and then you have live matches against the three other houses.

BASIC TRAINING

For the first lesson, you must simply fly in between the poles on the ground. This is rather simple, and much easier than rings from the last game. An important note: you can see the following pole set before you go through the current one. You should always be looking at the next pole set so you know where to turn after the current one. For the first training lesson, you need to go through 20 poles. Do it quick enough and you get 25 House Points as well as some Golden Wings.

For the second lesson, Wood has you try out two "brooms." Really what's happening here, though, is the game is asking you whether you prefer regular up-down controls or inverted ones. Go through the three rings each time, then tell Wood which broom you like more; this is completely up to you, and whether you play with inverted controls or not when you play video games.

ADVANCED TRAINING

Advanced training involves Snitch-catching. For the first lesson, you must fly through the rings that the snitch leaves behind it. There are ten rings. If you do well, you again receive 25 points and Golden Wings.

For the second advanced lesson, you must go through ten rings again, but you must also actually catch the Snitch now. To catch the Snitch, in the mini-game, hover your hand over the Snitch and press X to catch it. Note that the X button prompt goes up when your hand is over the Snitch, so use that as an indication that your hand is in the correct place. And if you do well enough, you receive 25 points and Golden Wings.

For the final advanced lesson, you need to catch the Snitch again, but this time while facing another seeker. This is exactly the same as before, only there is another person the screen. Just ignore the other Seeker and go through the 20 rings, then grab the Snitch. And just like the other lessons, if you do this fast enough, you receive 25 points and Golden Wings.

MALFOY AND THE SNITCH

Fly close to Malfoy and press Square repeatedly to hit him. You need to get his health down all the way to complete this part. Also, be sure not to hit all the beams and blockades while you are doing the beatdown. After Malfoy's down, you need to simply catch the Snitch. Go through the Speed Rings that it lays down while pursuing it through the under-part of the stadium. When you get close, grab it in the same way as you've done in practice. After grabbing the Snitch, you'll win the match, but you lose something else... your arm.

Dueling

You duel at several points during the game, and you can always practice dueling. These are the specific instances in which you duel.

DUEL AGAINST FRED AT THE BURROWS

You are asked to a friendly Wizard duel by Fred and George. There is even a "Dueling Arena" at the Burrow! You face Fred (but can we really be sure it's not George?) and it's basically a Flipendo duel. That is, the only spell you can use is Flipendo, so it's basically the two of you Flipendo'ing back and forth. The bushes in the center forms the "line." You should be locked onto Fred at all times, and you should also be constantly moving. If you are moving around, it is hard for Fred's Flipendos to hit. And by the same token, your Flipendos won't hit either if Fred's moving around, but he does stop on occasion, probably to let the great Harry Potter win. For this duel, you will only want to move side to side while casting charged Flipendos at Fred. It is a best of three, so you will need to win two to win. After the duel, Fred and George explain Special Jinxes, and the two of you duel again. This duel is exactly the same, but now you can use Special Jinxes. To be able to cast a Special Jinx, you need to have Fred hit the sparkly red crate, and to do this, simply position yourself behind it so Fred hits it with his Flipendo. When that happens, it will drop the Special Jinx; grab it (an ability can be grabbed, apparently) and press circle to cast it at Fred.

DUEL AGAINST RON

The Special Jinxes are in the plants, so get Ron to hit the plant, then collect it, then fire at him. Or just Flipendo him to death for an easy win. The key, just as before, is to be constantly strafing back and forth so he can't hit you. After winning two out of three, Harry casts Expelliarmus (the Disarming Charm spell) and the practice ends.

DUEL AGAINST MALFOY

The duel against Malfoy is the same as the previous duels, but Malfoy tends to dart around a little quicker. Just fire a Charged Flipendo at him, right when he stops. If you fire it after he's stopped for a second, he'll dart away. Also note that the candles have the Special Jinxes. Win two matches and you'll beat Malfoy in the duel!

Catching

There are a few mini-games which require you to "catch" objects, or even catch vomit!

CATCHING PIPES FROM THE WEASLEY GHOUL

Inside the Weasley's house, you have your very first mini-game: you must catch the pieces of pipe that the Weasley ghoul is throwing. Fear not, however, as you only control the chest during this mini-game, and you can only go left and right with the chest. So, it becomes a very simple game of moving the chest to the left and to the right to catch the pipes. There are only three "lanes," so try to anticipate the following pipe while you are catching the current one.

CATCHING SLUG VOMIT FROM RON

This game is very similar to catching the pipes in the Burrow, only you are now catching Ron's slug barf with a dog bowl. The slug barf falls out slow enough that you shouldn't have much trouble collecting all the necessary slugs. Be sure to drop the slug barf into the barrel on the left to collect the points!

De-Gnoming

You also must de-gnome gardens and pumpkins patches in Harry Potter. Yes, they took the beginning of Chamber of Secrets, way too far... :)

BURROW GNOMES

For the de-gnoming portion of our adventure, repeatedly tap square to rotate. When the meter is full, you will see an arrow spinning around Harry. This is the direction the gnome will be thrown, and your "goal" is to hit the stuff in the yard. But making it into the yard will suffice, so don't get upset if you don't hit anything.

Sliding

There is a "sliding" part of our adventure, very early in the game.

FLOO POWDER SLIDING

This is the first slide mini-game, very similar to the slides in Super Mario 64. Your job is to steer the sliding Harry and not fall off the edges of the level, all the while collecting as many beans as you can. You have a timer, but you shouldn't be pressured by time because you have a very ample amount. Instead, follow the beans diligently; along with collecting them, you are also going the "best" path by following the beans.

Driving

At the beginning of the game, you get to drive the car through the tunnel, in the only driving mini-game in Harry Potter and the Chamber of Secrets!

TUNNEL DRIVING TO HOGWARTS

Basically, your job is to drive the car through the tunnel. The train is actually behind you in the game, so you need to keep the speed up so the train doesn't catch you. And to do this, there are speed boosts throughout the track. These are silver-blue star/circles -- they almost look like a model planet.

For the first part, you simply need to collect the speed boosts while avoiding the obstacles. If you happen to hit an obstacle, just grab the first speed boost that you see, because it will severely improve your speed. The following are some of the obstacles: lights, rocks, crates, and beams.

For the second part, you need to repair the car by picking up the wrenches on the track. You should also pick up speed boosts, just as before. Also, there are more obstacles in the tunnel the second time around, so drive with caution. Finally, go right at the first forks and you will find a Wizards Card. Keep going and you'll finally reach Hogwarts.

Flipendo!

A few times, you are asked to Flipendo things.

PEEVES' FOOD

Peeves throws food at you and you must cast Flipendo on the food before it hits you. This is for defense; for offense, you must hit Peeves with Flipendo. When his health is fully depleted, Peeves gives Ron back the present.

PIXIES IN THE APOTHECARY

In the Apothecary, you find the shop overran by Pixies. You must simply cast Flipendo on them in first-person. They jump up and down; the best time to fire is when they are about to fall back down. You need to Flipendo 20 of them in the time limit. For your hard work, the shopkeeper gives you a key ingredient in the story, some leeches

Bosses

A list of the main bosses in the game and the strategies for how to defeat them.

BOSS FIGHT: WHOMPING WILLOW

- **Area:** After Driving the Car
- **Difficulty:** Easy
- **Phases:** 3

Strategy: This fight is rather straightforward: cast Flipendo on the Whomping Willow's mouth while avoiding its attacks. Since the tree does not move around (it is planted, after all), Charged Flipendos are more effective than regular Flipendos. You should be locked onto the mouth for the entirety of the fight, and you should also be repeatedly casting Flipendos; don't stop for nothing.

The tree has a few noteworthy attacks. First, it will swipe with its tree branch. To avoid this, simply stay back from the tree; that is, don't get too close! His second attack is a little more trouble: he slaps the ground and does a little AoE. But again, the best way to dodge this attack is to simply stay back out of range of the tree. The last attack is the most difficult to avoid: the tree picks up the car and bashes it to the ground. This makes a little tremor that homes in on you, so you have to strafe to one side to dodge it, and being far back will not work here.

The boss has three phases. In the first phase, he does the swipe and slap attacks. Simply stay back and fire Flipendos at its mouth, for an easy win here. At 66% health, the tree enters its second phase, which is the hardest. It will pick up the car and bash it to the ground, creating an attack that "seeks" you out. You have to strafe to the side to avoid this attack. While you are strafing around, fire Flipendos at the mouth. And finally, the last stretch of this boss is exactly like the first: he swipes and slaps, so just stay away and fire those Charged Flipendos.

BOSS FIGHT: GIANT SPIDER

- **Area:** In the Forbidden Forest
- **Difficulty:** Easy
- **Phases:** 4

Strategy: This is not a very difficult boss fight. You have to worry about the big spider, but he mostly just sits there. Sometimes he will charge at you, but he will announce this beforehand with a scream. He also throws eggs out, which hatch smaller spiders. These are the guys you have to worry about; they will just

walk toward you no matter what. Flipendo them to death when they gang up on you, but otherwise, stick to your goal.

Your goal here is not to shoot at the spider, but the four colored trees around it. You need to destroy each tree; when all four are destroyed, the spider will fall and the boss fight will be over. Each colored tree has its own colored health bar that pops up on the bottom after you hit it.

The best strategy is to simply strafe in one direction while Flipendo'ing the trees. Don't worry about focusing on one at a time; just Flipendo whatever is in front of you. After destroying all four colored trees, the spider falls. Jump down, grab the beans, and go through the opening to find the life-saving car.

BOSS FIGHT: BASILISK

- **Area:** Chamber of Secrets
- **Difficulty:** Medium
- **Phases:** 2

Strategy: In the first form, fire Flipendo at it while avoiding its attacks. It fires venom spit at you, which you can easily avoid if you are constantly moving. After the first phase, Hedwig drops a sword and you begin phase two. Here, avoid the Basilisk's attacks and wait for it to charge up. When it does so, it will fire a beam at you. Hold X to deflect the beam back at the Basilisk. This will lower its health. Keep doing this and you'll have defeated the Basilisk!

Credits, Contact, Copyright

Credits

- CJayC for creating GameFAQs.
- Sailor Bacon, Devin Morgan, and Krystal for continuing, maintaining, and administering GameFAQs.
- You! For reading this guide, of course. :)

Contact Information

If you have any questions, comments, suggestions, inquiries, spam, additions, grievances, hate mail, and general overall concerns, please email me at:

"andrew.c.testa(at)gmail(dot)com"

All I ask is that you put "Harry Potter" or "Chamber of Secrets" or "HP2" in the subject line so I know what the email is about. I don't mind if u talk liek dis 2 me or whatever, so long as I can understand you.

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