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Note To reach a certain section quickly just copy the section from the Table of Contents and the press CTRL+F and past the section in the Search Box.

1. Version History

Version 1.0- 12/21/04 I got a lot of the basic information done as well as a lot of the walkthrough.

Version 1.1- 12/22/04 Added stuff here and there to different sections too much to mention.

Version 1.2- 12/23/04 More stuff added. I re-did the whole set up of the guide to make it neater.

Version 1.4- 12/31/04 The holidays threw me off. I'm back on track now though.
Updated the enemies section. I added more to the
walkthrough. More cards listed. And stuff added here
and there.

Version 1.5- 1/1/05 Some more walkthrough done. More cards listed. Not too
much done as I had done yesterday.

Version 1.6- 1/2/05 More walkthrough done thats about it besides some more
card info added.

Version 1.7- 1/6/05 I did some stuff here and there since the last version.
Mostly to the walkthrough.

Version 1.9- 1/9/05 Still working on the walkthrough and filling in other
sections along the way.

Version 2.1- 1/13/05 Stuff added to each section.

Version 2.2- 1/15/05 Added a new section. Added lots and lots. More walkthrough
is done.

Version 2.3- 1/17/05 I beat the game and finished the walkthrough.

2. Controls

Charater and Menu controls

A -(In menu) Makes a selection.
 (In game) Talks to characters, interact with enviornment.

B -(In menu) Exits out of sub-menu.
 (In game) Uses spell.

Left Shoulder -(In menu) Not used.
 (In game) Quick spell change.

Right Shoulder -(In menu) Not used.
 (In game) Quick spell change.

D-Pad -(In menu) Moves between options.
 (In game) Moves your character.

Start -(In menu) Makes a selection.
 (In game) Pauses game and opens a menu.

Select -(In game) Exits out of sub-menu.
 (In menu) Pauses game and opens options.

Hippogriff Controls

A - Fly higher

B - Not used
Left Shoulder - Not used
Right Shoulder - Not used
D-Pad - Moves the hippogriff left or right.
Start - Pauses game
Select - Not used

3. The Story so far

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3.1 Last two installments
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Note If you haven't read the first two books then I suggest you don't read this section because it contains some spoilers.

This is the third game in the series it is also the third book and movie. I have read all of the books so far so I can translate some of the slang used in the game such as muggles=humans with no magical powers, not that you don't already know that. Anyways the last two books had a more innocent, whimsical feeling to them as Harry got to know his new school and would deal with his archenemy Lord Voldetmort in both his present and past form.

The first Harry Potter book, Sorcerer's Stone, was when Harry first went to attend Hogwarts, a school that teaches young wizards how to use magic. It was also here at Hogwarts that a powerful object was hidden that could promise eternal life. A weakened version of Voldetmore then came to the school in attempt to take it and regain his power once more. Harry was able to stop him and live on to make it to his second year.

This book was called the Chamber of Secrets. This book takes place around the mystery of who is the heir to Slytherin, an evil wizard who helped found Hogwarts, when people start turning to stone around the school. Harry ends up unraveling the mystery and meets Tom Riddle. It seems Tom has manipulated Ginny, Ron's sister and Ron is Harry's best friend, into opening the Chamber of Secrets by means of communication through a notebook which housed Tom's mind. In the Chamber was a large serpent called a Basliks that could turn people to stone. Tom Riddle also reveals to Harry that he is Voldetmore as a teen. Harry then goes to kill the Basliks and then defeats Tom Riddle by damaging the book which housed Tom's mind.

That was just a quick recap. I missed quite a bit of other information but I recommend you read the books if you want to know more. Well anyways that brings up to speed with the next book. Harry Potter and the Prisoner of Azkaban.

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3.2 Introduction
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"Harry Potter had really had enough. Enough of his Uncle Vernon and Aunt Petunia- and more than enough of his cousin Dudley. Next moment, he was out in

the dark street. Quite by accident, he caught the Knight Bus to Diagon Alley, which skidded to a halt outside a small and shabby pub called the Leaky Cauldron..."

4. Characters

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4.1 Party Members
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Harry Potter- The protagonist of the Harry Potter book series. You once again take control of this adolescent wizard in his third and more mature role at Hogwarts.

Ron Weasley- One of Harry's closest friends. You first meet him in the Leaky Cauldron and agree to look through the Leaky Cauldron's basement for some Rat Tonic.

Hermione Granger- Another of Harry's close friends. She is the "brains" of the group. You first meet her in the Leaky Cauldron and her new pet cat, Crookshanks, chases Ron's pet rat, Scabbers, into the basement of the Leaky Cauldron.

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4.2 NPCs
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The Dursleys- A family of muggles, non-wizarding humans, who are the guardians of Harry. They treated him very horribly and for most of his life, forced him to live in a cupboard under the stairs. They're afraid of magic because they do not understand it. The Dursleys only son Dudley made sure to torture Harry. At the beginning of the third book. Dudley's aunt comes to visit and says some nasty things about Harry's parents. This angers Harry so much that he makes her blow up like a balloon and float to the ceiling. This cause Harry to run away.

Cornelius Fudge- Minister of Magic. The first person Harry meets at the Leaky Cauldron.

The Weasleys- A family of wizards. The children of this family all have red hair. They're not as rich as some other wizarding families but they always help those in need, like Harry.

Professor Lupin- The new teacher for Defense Against the Dark Arts, which is a supposedly cursed class because no teacher has been able to teach the class longer than one year. He is able to help Harry fight off dementors which comes incredibly useful later.

Professor McGonagall- Professor McGonagall teaches Transfiguration. Transfiguration is changing one thing into something else. Professor McGonagall, herself, can change into a cat. She is head of the Gryffindor House.

Hagrid- Hagrid was in a way Harry's liberator in the first book. Hagrid took Harry from the Dursleys when they tried to cover up Harry's wizarding family and attending of Hogwarts. Hagrid teaches Care for Magical Creatures.

Professor Snape- The teacher of the Potions class. He always acts incredibly snobby to Harry during Potions class. He almost seems to want to kill Harry at times... He is head of the Slytherin House.

Sirius Black- An escaped killer from the wizard prison Azkaban. He was put there because it is believed that he killed a friend of Harry's parents named Peter Pettigrew and then told Lord Voldemort where Harry's parents were hiding.

Albus Dumbledore- The headmaster of Hogwarts. The one person Lord Voldemort fears.

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4.3 Enemies
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Albino Rat - A white rodent with red eyes. Commonly lives in dark, dank places.

Weak against:

Strong against:

Amazonian Salamander - Small fire-dwelling lizard which can emit great heat.

Weak against: Petrificus Totalus
Spongify
Glacius

Strong against: Diffindo

Bat - A flying mammal with keen hearing and sense of smell.

Weak against: Flipendo
Petrificus Totalus
Spongify

Strong against: Wingardium Leviosa

Bowtruckle - European tree spirit generally made of bark and twigs.

Weak against: Verdimillious
Incendio
Petrificus Totalus
Spongify

Strong against: Flipendo

Brown Recluse Spider - A small but particularly venomous spider.

Weak against: Flipendo
Petrificus Totalus
Spongify

Strong against: Diffindo

Cocoon Spider - Known for its ability to encase a grown human in webbing in under 30 seconds.

Weak against: Petrificus Totalus
Spongify

Strong against: Diffindo

Charmed Skeleton - A re-animated human skeleton. Watch out for its ability to paralyze.

Weak against: Incendio
Petrificus Totalus
Spongify

Strong against: Diffindo

Clabert - Tree-dwelling creature that looks like a cross between a monkey and a frog. The postule on its forehead turns scarlet when it senses danger.

Weak against: Incendio
Petrificus Totalus
Spongify

Strong against: Diffindo

Cornish Pixie - Pixies delight in tricks and practical jokes. They'll cause havoc at every opportunity.

Weak against: Flipendo
Incendio
Petrificus Totalus
Spongify

Strong against: Wingardium Leviosa
Diffindo

Doxy - Small fairy-like creature with sharp venomous teeth.

Weak against: Flipendo
Petrificus Totalus
Spongify

Strong against: Wingardium Leviosa

Dragonfly - Fast winged insects, often found near ponds and streams.

Weak against: Flipendo
Petrificus Totalus
Spongify
Glacius

Strong against: Wingardium Leviosa

Emerald Fire Crab - Native of Fiji. Has a heavily jeweled shell.

Weak against: Petrificus Totalus
Spongify
Glacius

Strong against: Diffindo

Flobberworm - A thick brown worm that produces great amounts of mucus.

Weak against: Petrificus Totalus
Spongify

Strong against: Diffindo

Fruit Bat - A flying mammal with keen hearing and sense of smell, but generally poor eyesight.

Weak against: Flipendo
Petrificus Totalus
Spongify

Strong against: Wingardium Leviosa

Funnelweb Spider - A large, aggressive, ugly looking spider with enormous fangs.

Weak against: Flipendo
Petrificus Totalus
Spongify

Strong against: Diffindo

Giant Spider - This arachnid is generally found in treetops, weaving webs to catch birds and monkeys.

Weak against: Petrificus Totalus
Spongify

Strong against: Diffindo

Gytrash - A fast and dangerous dog-like creature.

Weak against: Verdimillious
Petrificus Totalus
Spongify
Glacius

Strong against: Diffindo

- Horklump - Resembles a fleshy, pinkish mushroom. Its preferred food is earthworms, which it digs for with its tentacles.
- Weak against: Flipendo
Petrificus Totalus
Spongify
- Strong against: Diffindo
- Jinxed Skeleton - A re-animated human skeleton. Watch out for its ability to paralyze.
- Weak against: Incendio
Petrificus Totalus
Spongify
- Strong against: Diffindo
- Large Orange Snail - A large gastropod.
- Weak against: Verdimillios
Petrificus Totalus
Spongify
- Strong against: Diffindo
- Monster Book - The first monster you encounter in the game. This is very easy to defeat.
- Weak against: Not listed
- Strong against: Not listed
- Mortis Bat - A flying mammal with keen hearing and sense of smell. Nasty when woken during the day.
- Weak against: Flipendo
Petrificus Totalus
Spongify
- Strong against: Wingardium Leviosa
- Oaken Bowtruckle - European oak tree spirit. The bane of many tree cutters.
- Weak against: Verdimillious
Incendio
Petrificus Totalus
Sponigfy
- Strong against: Glacius
- Peruvian Salamander - Small fire-dwelling lizard which can emit great heat.

Weak against: Petrificus Totalus
Spongify
Glacius

Strong against: Diffindo

Plauge Rat - A rodent with a poisonous bite.

Weak against: Verdimillious
Petrificus Totalus
Spongify

Strong against: Diffindo

Rat - A rodent common to houses and barns.

Weak against: Verdimillious
Petrificus Totalus
Spongify

Strong against: Diffindo

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

Weak against: Petrificus Totalus
Spongify

Strong against: Diffindo

Ruby Fire Crab - Native of Fiji. Has a heavily jeweled shell.

Weak against: Flipendo
Petrificus Totalus
Spongify
Glacius

Strong against: Diffindo

Salamander - Small fire-dwelling lizard which can emit great heat.

Weak against: Petrificus Totalus
Spongify
Glacius

Strong against: Diffindo

Snail - A large gastropod.

Weak against: Verdimillious
Petrificus Totalus
Spongify

Strong against: Diffindo

- Spitting Snake - A reptile with a poisonous bite.
- Weak against: Incendio
Petrificus Totalus
Spongify Glacius
- Strong against: Diffindo
- Suit of Armor (Squire) - Suit of armor generally possessed by a ghoul, ghost or specter.
- Weak against: Incendio
Petrificus Totalus
Spongify
- Strong against: Diffindo
- Suit of Armor (Cavalier) - Suit of armor generally possessed by a ghoul, ghost or specter.
- Weak against: Incendio
Petrificus Totalus
Spongify
- Strong against: Diffindo
- Suit of Armor (Paladin) - Suit of armor generally possessed by a ghoul, ghost or specter.
- Weak against: Incendio
Petrificus Totalus
Spongify
- Strong against: Diffindo
- Suit of Armor (Knight) - Suit of armor generally possessed by a ghoul, ghost or specter.
- Weak against: Incendio
Petrificus Totalus
Spongify
- Strong against: Diffindo
- Tree Frog - Aggressive and territorial frog, most often found in forests and swamps.
- Weak against: Petrificus Totalus
Spongify
Glacius
- Strong against: Diffindo
- Wasp - Large and dangerous insect that can repeatedly deliver a

nasty sting.

Weak against: Flipendo
Petrificus Totalus
Spongify

Strong against: Wingardium Leviosa

Whitetail Spider - A large poisonous spider with a very poisonous bite.

Weak against: Petrificus Totalus
Spongify

Strong against: Diffindo

5. Walkthrough

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5.1 Leaky Cauldron

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When you gain control of your character you can look through your stats in the menu and try out two of your spells. When ready move down the hall to talk to Cornelius Fudge, Minister of Magic. After talking with him follow him to your room. Follow him to the left but don't go up the stairs just yet. Instead move into the big area and you can talk to some of the people. Move into a small room on the left to find a treasure chest. When done go up the stairs.

Move through the hall until you reach Cornelius again. He will give you several cards. They are Dunbar Oglethorpe, Devlin Whitehorn, and Cyprian Youdle. After that Harry will enter his room and find a package and a card from Hagrid. The package contains a monster that will attack and initiate a fight.

This fight is very easy. One hit with Incendo will kill him. After the fight Harry will go to sleep. When he wakes up equip the school robe that the monster dropped. Next go across to the other side of the room to find a treasure chest containing an Albus Dumbledore collectors card. Exit your room.

In the hall move down the hall to the left to find another treasure chest. This holds another collectors card, Queen Maeve. After getting the card go downstairs.

Downstairs you will meet the Weasleys. After talking with Ron. Harry decides to get some rat tonic for Ron's pet rat. Talk to Tom at the counter to find out that there is some tonic in the cellar. Move through the door on the left and down the hall until you reach a set of stairs leading down into the cellar.

When you approach a gap in the floor use the spell Lumos to show an invisible bridge. Cross it to get to the other side and then continue on. After crossing the bridge you gain a new level. When you reach some barrels blocking your way use flipendo to break them. Then keep going. In the next corridor are blue clouds. These clouds are enemies. If you touch them a battle will occur the same as the Monster Book fight. If you run out of magic points or run low on health remember to use a potion. Half way down the corridor is a path leading up to a treasure chest that contains a Grand Wiggeweld Potion. With it continue your journey down the hall. Once you reach a set of stairs go down

them until you reach a box with a weird marking on it use flipendo to push it into the gap. With it moved go back up the stairs and move down the narrow pathway. At the end of the path is a treasure chest containing a Joscelind Wadock collector's card. After obtaining it go up the stairs on the left.

This next area is very dark and will require Lumos to light the path. Follow my directions exactly to get out. Move forward and recast Lumos if it should go out. If you continue forward you will reach a door leading up. Enter it and go upwards until you reach light. Move forward and at the intersection move right to find the rat tonic. But it has been drank by a rat and now the rat has tripled in size. A boss fight will now occur.

Boss Fight: Giant Rat=

This will be a difficult battle but if you leveled up on the way to the tonic you should be ok. Keep attacking with your strongest spell and use potinos should you have to. Two hits from my strongest magic spell were able to kill him while I was at level 4.

With the rat defeated you receive the rat tonic. If you go back to the door you had just came from and move forwards you will find a chest containing an Antidote to Common Poisons. With that continue past where you obtained the rat tonic and and go on the right side of the box blocking the door and perform flipendo. Now return to the Weasleys.

As you approach the door into the pub you over-hear the Weasleys talking about how Sirius Black wants to kill Harry. With that return to where you spoke with Ron last time. Harry and Ron talk about Sirius for a brief amount of time then go to meet with Hermione. Hermione's new cat Crookshank scares Scabbers, Ron's pet rat, down into the basement. You will now have to make a choice as to if you want to go with Ron to save Scabbers or go with Hermione to find Crookshank. I'll cover both scenarios.

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5.2 Go with Hermione

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If you pick Hermione then this is the section for you. Hermione has a different system of using specials that is covered in the Spells section. Hermione also comes with an important spell called Reparo. With that said its time to return to the basement via the same route as last time.

You arrive in the basement in time to see Crookshank chase Scabbers into the previously locked door across the invisible bridge. Go across and enter into the same room.

In this room you discover the stairs are broken. To fix them press either the left or right shoulder button to come to Reparo. Then use it on the stairs. Continue through the narrow corridor until you come to a big room. On the right side is a small passage leading to a small room with a treasure chest that holds a collector's card of Cordelia Misericordia. With it obtained return to the main room. Go to the top of the main room and up the set of stairs. Up here is another gap with a bridge that can be discovered using Lumos. As you move forward Ron can be found moving a block forward to fill in a gap in your path. Move on this path until you come to a bigger platform with a treasure chest in the lower right corner. This treasure chest holds a Malodora Grymm collector's card. Move upwards to find Crookshank. Move to the left and repair the broken steps. Go up them to find Ron.

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5.3 Go with Ron
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If you decided to bring Ron as your secondary character then follow this section. Ron come swith the spell Alohomora, which can unlock locked doors. Ron also has a different system of specials which is covered in the Spells section. When ready go back the same path you took as last time to the basement. When you enter the basement you arrive just in time to see Crookshanks chase Scabbers into a previously locked room. Cross the bridge the same way you did on your last visit and enter the room Scabbers and Crookshank had just entered.

In the next room move along the ledge on the side of the broken stairs to reach a locked door. Have Ron cast the Alohomara spell by pressing either left or right shoulder button until you come to the spell. Move up into the next room and move into the room on the left. There is a treasure chest in this room in the top left corner. It holds a Hungarian Horntail Dragon collector's card. Go the rest of the way down the hall into the darkness. Cast Lumos and move forward and move in a reverse "U" shape. When you reach a wall at the top move right untill you reach a corner. Move up and push the block in the way forward. Hermione will thank you for filling in the gap on her passage way. Move along the lower path to the left. Move along it untill you reach a small room. In this room is Scabbers on a table. Next to the table is a treasure chest that has a Hebridean Black Dragon collector's card. Having Scabbers in hand go up the stairs on the left side of the treasure chest. Have Ron cast Alohomara and go through the door to wait for Hermione.

When the three meet up with each other again with the lost pets they exit out of the basement and return to the Weasleys. You then leave and go directly to King's Station to board the Hogwarts Express.

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5.4 Hogwarts Express
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When the level starts you have a chance to explore the train and talk to some of your classmates. In the part of the train you start on the first car from the right has the rest of the Weasley children. In the car next to them are Slytherin students and Harry's archrival, Draco Malfoy and his two goons Crabe and Goyle. The last car from the right is your seat. You don't have to go their yet but instead you can explore for a bit. If you are all done then you can go in now and can skip the next four paragraphs.*Note* you will miss out on an item and a card if you do decide to skip the right cars.

From your starting point you can go right to enter another seating area. Talk to the students if you want to. They mostly talk about their expectations for the new school year.

In the next area on the right is the baggage hold. Theres a big trunk at the top wall that you can open but there is nothing in it. With that you can continue to the right. Into the next baggage hold.

In here there is a treasure chest to the top of you as you enter into the room. You gain a Norwegian Ridgeback Dragon collector's card. Then there is another big trunk you can open, but there is nothing in it. Move into the next room on the right, the Buffet Car.

If you talk to the lady at the counter she tells you she can not help you. Keep going right until you reach another treasure chest at the upper wall.

This treasure chest has a Pepperup Potion. If you try to keep moving right you will discover that the door is locked. Return to your starting point.

If you try to go through the left door you discover it is locked. All other exploration is done now so you can take your seats in the third car from the right.

Shortly after taking your seats you meet Professor Lupin who is asleep at the moment. Then the train stops. Harry leaves his seat and goes into the hall to talk with another student. It seems the Neville Longbottom, a fellow student has lost his frog. Looks like you will have to help. Someone saw the frog in the baggage car. Seems like a good place to start. If you've been to the baggage hold before then you know where to go. If not then just go from room to room by using a door on the far right side of the room.

After leaving your starting point and you move halfway through the second car, the lights go out. Keep moving right into the next car. The Baggage Car.

When you enter Harry spots the frog. Just as the three are about to get the frog a shadowy figure moves past the window. The screen turns black and the window the figure past through is now covered in ice, and Harry is on the ground. Something is trying to get into the car. With Harry indisposed for the moment its up to Ron and Hermione to block the door. Run up to the flashing bars on the walls next to the doors and cast Flipendo to make them fall down and keep the door shut. Move around the room and then the door is busted open and the shadowy figure enters. Just in time Professor Lupin is able to make the figure leave. You learn the figures are called Dementors, a guards of the Azkaban prison.

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5.5 Go as Ron to find chocolate
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As Ron leave the baggae room by going out the door on the right. You will have to fight your way all the way right to get to the food car. In the next car after where Harry is you will have to fight a snake and a spider.

Boss Fight: Snake and Brown Recluse Spider=

This will be tough because both creatures have high levels. The spider is level 5 and the snake is level 6. Hold no bars and attack with your strongest spell to kill them quickly. After the fight you pick up two cards Phoenix and Lady Carmilla Sanguina.

After the fight continue into the next car. The next car is the Buffet Car, our destination. Walk up to the lady at the desk and buy chocolate from her for One sickle. With chocolate in hand return to Professor Lumpin.

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5.6 Go as Hermione and find the train conductor
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If you chose to find the conductor as Hermione follow this section. When ready move into the car on the left.

In the next car you will have to fight your way through the small corridor to the other side and through the door on the far left. Go through the door to reach your original starting point. In here move all the way to where

your seats were and the conductor will be waiting there. Talk to him to get the train moving. Return to Ron, Harry, and Professor Lupin.

After leaving your starting point and in the second passenger car, near the exit is a large spider walking around blocking the path. Before approaching it fill your health and magic up. When ready attack it.

Boss Fight: Brown Recluse Spider=

This is a normal Brown Recluse Spider so nothing you are use to if you had been fighting them all along. Use your strongest spell for a quick kill. I was able to kill him with one hit of Incendo and I was at 7. After the fight you get a Lady Carmilla Sanguina.

After completing your objective and returning to where Harry and Professor Lupin are the conductor will announce that the train is entering Hogsmeade.

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

When you regain control of Harry you start off in the Entrance Hall. Move forward and the party will encounter Malfoy and his goons. After that confrontation move up to the bottom of the stairs and talk to the boy wearing the red lined robe to learn that the Gryffindor common room is on the seventh floor. Then move onto the right corner of the room and look in the treasure chest. The chest holds a Rowena Ravenclaw collector's card. When ready go up the main stairs. Move to the right at the top of the stairs.

This will bring you to the Grand Staircase. Move up the stairs until you reach the seventh floor. The seventh floor is at the very top. Once you reach the top go through the door.

In the next area you are in a long hall. Move to the left first and go down when you can go left no more. Move down until you spot a treasure chest on the left wall. Open it to find a Beatrix Bloxam collector's card. Return to where you entered into the seventh floor. This time move to the right until you reach a corner with a treasure chest in it. Inside of it is an Anti-Paralysis Potion. Move down from the treasure chest. Once you reach the bottom move left to find the portrait of a fat lady in pink. This is the doorway to the common room.

When you enter into your room your team moves into the Common Room. Professor McGonagall makes an announcement about the new school year. Hermione is then called over to speak with McGonagall. After awhile everyone goes to bed after the long day.

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5.8 Transfiguration Class
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The next day Harry and Ron meet Hermione out in the Common Room.

When you regain control of your character move to the left and open the treasure chest to find a Gwenog Jones collector's card. Exit through the door on the far right of the room.

When you re-enter the hallway move left to find another student. Talk to him to learn that the Transfiguration class is on the first floor. You can take the Grand Stairwell directly to the first floor. If you want to take some time out to gain some cards then you can read the following five paragraphs. In not you can skip them.

After leaving the Common Room and have moved left down the hall and have come to a hall leading up. Move up to the top and then right at the top. Along the hall leading right will be a picture at the top wall. Enter it to go to the portrait room.

The portrait room has pictures in it that will act as shortcuts to each room. The pictrue on the far back left corner leads to the dungeon. Then moving to the left the first floor and up. Then continued to where you came out of your portrait. In the top left corner of the portrait room is a treasure chest that holds a Carlotta Pinkstone collector's card. Now exit through the bottom door into the Great Hall.

In here there are several monsters. I will explore his room later on but for now move to the top right corner to find another treasure chest with yet another collector's card, Roland Kegg. Re-enter the portrait room.

Go to the top left portrait but do not enter the portrait. Instead count over four so the picture you are in front of in the left conrer is number one. You should be in front of a portrait of a man/woman in a red robe. Enter here.

This will bring you to the third floor. When you enter into the third floor move to the right and open the treasure chest to get a Grand Pepperup Potion. Keep moving right untill you see a large gap at the bottom of the screen. Enter here to get into the Grand Stairwell. Move to the bottom of the stairs and through the door in the corner.

In the Entrance Hall move right across off the screen to reach the Transfiguration classroom. In the class move left and the three will take their seats. Harry and Hermione are given the challange of going through a maze to find Professor McGonagall.

When you enter into the maze move foward. Once you reach a big room you will see that the door has been barricaded. First there will be two barrels between to boxes. Destroy the barrels and then push the boxes onto the tiles during the whole time using Flipendo. With the doors open continue forward. When you come to an intesection move left first. Go left untill you reach a treasure chest in a small hallway going down. The chest holds an Artemisia Lufkin collector's card. Go down the hall to the right and down the stairs. Keep on this path untill you come to a treasure chest. Inside of it is a Morgan le Fay collector's card. Return to where you entered the hallway. From here move left untill you come to a hall leading up. Take this hallway. You will eventually come to a big room with boxes all around. You will need to use Flipendo to push the boxes with the markings on them onto the pink tiles on the floor. The door will open so go through. Follow the hall directly untill you come to the first path to the right where two Slytherin students are. You will have to fight them.

Boss Fight: Crabe and Goyle=

They will be able to cast spells as well so this battle will be tough. Pound away at them with your strongest spells. If your health drops to the teens area then quickly use a potion to regain some health. Incendio works best in this fight. After the fight you win a Black Pointed Hat and Quidditch Boots.

With them defeated continue past them. When you enter the next big room you will need to push some blocks out of your way using Flipedo. On the first block get as close to it as possible and then push it all the way to the left. This will open a gap for you to go down. On the next block push it to the left and continue to move down. Now at the bottom weave through the blocks on the right to reach a treasure chest that has a Grand Wiggeweld Potion. Go back to the bottom and push the last box at the bottom over and onto the tile. Professor McGonogall will turn back to her original form and exit out of the room. Followe her out.

You will be back in the Transfiguration classroom. You gain the Petrificus Totalus spellbook. This allows you to learn the spell Petrificus Totalus. Before leaving the class move to the top left corner and open the treasure chest to recieve a Godrick Gryffindor collector's card. Now you can exit the class and go to Care of Magical Creatures.

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5.9 Care of Magical Creatures
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Exit out into the Entrance Hall and then go out the door at the bottom of the screen. Once outside move across the bridge and continue to go down untill you lose control of Harry. They will walk straight to their class with Hagrid.

When the class begins it seems that Malfoy and his goons have "misplaced" their books and Hagrids extra books have escaped. It looks like its up to you to track them down. To help you with the task Hagrid gives Harry the spell Diffindo, Ron gets Spongify, and Hermione receives Glacius. With that the three enter the forest.

When you enter go on the path leading down to reach a raft. The raft will drop you off at a small piece of land with a treasure chest on it. Inside is a Miranda Goshawk collector's card. Move to the left of the chest and onto the small piece of land sticking up. Hermione will meention that she can use Glacius here. Go ahead and use it. On the other side is one of the five missing books. You will have to defeat the book.

Boss Fight: Monster Book #1=

This is like the first fight you ever had in the game back at the Leaky Cauldron. But with one big change. The book is much stronger this time. Petrify it and then blast away at it with your strongest spells. With it defeated you pick up one of the Monster Book of Monsters'.

Move forward and you will spot some spiderwebs that are blocking your path. Harry meentions that he can clear the way using Diffendo so go ahead and use it. After passing the webs you come to a fork in the road. Cut through which ever side you want because they both lead to the same path. Keep on the path untill you come to another spiderweb blocking a path to the left. Cut it down and continue your search. In the next area Ron spots some pads that he can use Spongify on. Go ahead and use it on the pads on the bottom left to bounce

up onto the higher ledge. There are two things on the ledge of importance. The first is a treasure chest that is near the top of the screen. In it is a Grand Wiggeweld Potion. Next there's another Monster Book towards the bottom of the screen.

Boss Fight: Monster Book #2=

This is the same as your last fight. Remember to use potions should you need them. Also petrifying it and then attacking is a good tactic. After the fight you pick up another copy of 'The Monster Book of Monsters'.

Time for number 3. Continue to move downwards from where you just fought the last book. You will come to a gap. You will have to use Lumos to uncover an invisible bridge. Across the bridge is a river and some more pads. Use Glacius this time won't help so you will have to Spongify the pads and jump over the river. On the other side move down to reach some spiderwebs. Cut them up and continue on. Follow the path and at the bottom corner is another monster book.

Boss Fight: Monster Book #3=

You should be used to fighting these things by now. You can petrify it and then pummel it with your strongest magical attacks. After beating it you receive another Monster Book of Monsters.

With book number 3 defeated continue along the path to the left. You will eventually come to a river again. This time there are no pads to spongify so you can't hop over the river but you can freeze it using Glacius. When you move across the ice bridge you will land on a small island with a treasure chest in the middle and a Monster Book moving around the chest.

Boss Fight: Monster Book #4=

Use previous tactics for this fight. You should be used to fights with this monster by now. After defeating it you get your fourth Monster Book of Monsters. One left now.

Open the treasure chest to reveal a Grand Pepperup Potion. Go behind the treasure chest and use Glacius on the river to get to the other side. On the other side you are on a small piece of land. Move to the left side of it and use Glacius on the river to get onto the bigger piece of land.

On the other side you see a large block in front of a gap so naturally push it with Flipendo. Then move down to find a pad that can be spongified. So use Spongify on it and use it to reach the top path. Up here is a treasure chest and a pad. You can use the pad should you need to return to the bottom for anything. Open the treasure chest to reveal a Unicorn collector's card. With the card move to the top of the screen and across the block. At the top is the last Monster Book of Monsters.

Boss Fight: Monster Book #5=

The last Monster Book of Monsters whoo! Hit him with everything you got and then call it a day. After defeating it you receive the last Monster Book of Monsters.

After defeating it move forward to exit the maze. But whats this!? A large monster blocks the way. Looks like you're not home free yet.

Boss Fight: Venemous Tentacula=

Since this is a plant moster Incendio works well in this fight. Use Petrificus Totalus on it so that it can not moce then keep hitting it with Incendio. Remember to use any potions to refill you SP or MP should you have lost a lot of either from the last fight. After the fight you are rewarded with some sickles, of course, and a pair of Potions Gloves.

Go up and exit the forest. You appear next to Hagrid's hut. Go and talk to Hagrid. As a reward for your services Hagrid gives you a Poket Watch. Follow Hagrid to the paddock for your lesson.

When you arrive Malfoy says some bad things and then a large half bird half horse appears. This is called a Hippogriff. And of course Malfoy goes up to the Hippogriff named Buckbeak and insults it right after Hagrid said it was a very proud animal. This results with Malfoy being injured and rushed to the hospital wing. With everyone gone Harry approaches Buckbeak and is then able to ride him.

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5.10 Buckbeak's Hippogriff Glide
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The object of the game is to fly through as many groups of gold bats as you can in the time allotted.

Use the +Control Pad to move Buckbeak left and right. Press and hold the A Button to fly higher. Capture the gold bats by flying through them to gain points. Try to get the high score.

This is a pretty hard minigame because you don't have much time. There is no set limit for how many bats you have to capture. The minigame starts with ten seconds on the clock. Move foward and reach the first group of gold bats. With each set of gold bats you fly through four seconds is added to the clock. The purple colored bats are bats that you will have to fly through eventually or have already. With each set of gold bats you fly through the next set of purple bats turns gold. So always keep an eye on the gold bats and the purple ones because right after going through the gold ones the once purple ones are your new targets.

When done you return to Ron and Hermione. Hagrid returns and thanks you for all that you have done. Harry then meentions that Potions class is next.

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5.11 Potions
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From Care for Magical Creatures you will have to return to Hogwarts. Go down untill you reach Hagrid's hut then move right untill you come to Hogwarts.

Inside talk to the boy in the red robe to find out that Potions is in the dungeon. In the entrance hall move to the left part of the room and go through the door in the top left corner. In here is the Staff Room. Go to the bottom left corner of the room to find a treasure chest with a Leopoldina Smethwyck collector's card inside. Return to the Entrance Hall.

From the entrance to the Staff Room go to the door at the top of the screen. Its below the stairs. This door will bring you to the Hogwart's dungeons.

Follow the path untill you reach a large hallway. The first door on the left is the Potions Classroom. So go ahead and enter into the class. Move across the back wall to reach a treasure chest in the bottom left corner. Inside of it is an Anti-Paralysis potion. Move to the front of the class and Professor Snape will enter. He will ask for a voulanteer to run an errand. So now pick either Harry and Hermione or Ron and Hermione to collect ingredients.

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5.12 Harry and Hermione
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If you decided to take Harry with you then go through the same door that Snape had just entered through.

Looks like its another maze, just like from Transfiguration. Move forward untill you reach a fork in the road where the left side is a locked gate and the left is spiderwebs. Since you brought Harry with you, he can cut down the spiderwebs. Cut them down and move into the next big room. Move to the gap and use Lumos to show a bridge. On the other side you receive the first ingredient from the treasure chest, Shrivelfig. Move up untill you reach water and theres a treasure chest on the other side. Use Glacius to form a bridge to the other side. It holds a Wigenweld Potion. Cross back over the ice bridge to the main hall and go to the left. In the next big room are two treasure chest in the two top corners. The top left chest holds a Merlin collector's card and the top right chest holds Daisy Roots. Then return to the ice bridge and cross over to the other side. When you reach the grate with fire coming from it use Glacius to extinguish the flame. Continue along the path. After going around the corner you will come to another grate that is on fire. Again use Glacius to put the fire out then move down more and cut the spiderwebs. Continue on the path untill you come to a hallway leading up with a treasure chest at the mouth of the hall. Open the treasure chest to find a Wigenweld Potion. Now go up the hallway to reach another treasure chest. This one has Leech Juice. Move to the top of the room and freeze the water on the left. After freezing it you run into a troll.

Boss Fight: River Troll=

This troll is very very strong. Glacius does a lot of damage to the troll. Using Petrificus Totalus and then hitting it with some of your stronger attacks would work well for this fight. Also having a designated healer to use potions to refill SP and MP whenever they get low is another good idea. Never let your health fall below 60 or the troll may be able to KO you in one hit then. After the fight you get a Dead Caterpillar.

Continue moving left to find a treasure chest with Rat Spleen in it. With it you now have all the items for Potions class. Now run back to Potions class.

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5.13 Ron and Hermione
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Go through the door Snape came through at the beginning of the class. Move foward along the hallway untill you reach a fork in the road where you

have the option of going down the left or right hall. The left hall is blocked by spiderwebs and the right is locked. Seeing how you can't cut spiderwebs but you can unlock doors so it looks like you're taking the right path. Unlock the door and move down the hall. Once you come to a gap you will have to make a way across the gap. Spongify the pads near the edge of the gap and then use it to jump to the other side. On the other side is a treasure chest that has a Yardley Platt collector's card. Move up the hall to the right of the treasure chest. At the room at the top there is a treasure chest to the right. Inside of it is a Manticore collector's card. From where you get the card in the main room move into the room on the right. Inside this room is a treasure chest with Daisy Roots inside. Return to the main big room with the manticore card and now go up. Move up until you come to another gap with pads on the ground next to the gap and a small hall on the right side of the room. Go through the hall first until you reach two treasure chest. You will receive a Phoenix collector's card and Shrivelfig. Now return to where the pads were. Spongify them and jump over the pit. Move along the hall on the other side until you reach a locked door. Use Alohomora to open it and go down. Move left until you reach a small hallway leading up with a treasure chest at the mouth of the hall. Open the treasure chest to get a Wiggensweld potion. Then move to the top of the hall. In the next big room open the treasure chest in the middle of the room to get Leech juice. Keep going to the back of the room and freeze the water to make a bridge to reach the River Troll.

Boss Fight: River Troll=

This troll is very, very strong. Glacius does a lot of damage to the troll. Using Petrificus Totalus and then hitting it with some of your stronger attacks would work well for this fight. Also having a designated healer to use potions to refill SP and MP whenever they get low is another good idea. Never let your health fall below 60 or the troll may be able to KO you in one hit then. After the fight you get a Dead Caterpillar.

After the fight move to the left to Rat Spleen. Return to the Potions classroom by following the same path you took to get there.

When you return you hand over all of the ingredients to Snape. Just when you think you are done you have another task to do, make a Shrinking Potion. For a reward Snape reluctantly hands over a Wingardium Leviosa spellbook.

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5.14 Defense Against the Dark Arts
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Exit out of the Potions class and the three will talk about Defense Against the Dark Arts class and where it is held. Looks like you better go to the Staff-room which is a door away. Exit out of the dungeon and enter into the Entrance Hall. Go down to the first door on the left after leaving the dungeons. This is the Staff-room.

Its another mini-game! You will have to take out the boggart, a monster that changes into what you fear the most.

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5.15 Riddikulus Boggart Challenge
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The object of the game is to survive as many encounters with the Boggart as possible.

There are four students on the screen. Each student corresponds to a direction on the +Control Pad. The Boggart will appear in the center of the screen in one of its various forms and begin moving towards one of the students.

To cast the Riddikulus Charm and get rid of the Boggart, press the +Control Pad in the direction you want the student to cast. For example, to make the student at the top of the screen cast the Riddikulus Charm, press Down on the +Control Pad.

The Boggart will move more quickly when it reappears after each successful Riddikulus cast.

If you make a mistake three times, the game is over.

Hint: Keep calm, especially during later rounds. Noting the direction the Boggart is facing before it moves will give you an advantage.

After the mini-game you can then access it from the mini-games menu. Professor Lupin then asks for everyone to return to their common rooms. Before you leave talk to Lupin to ask why Harry didn't get to fight the Boggart. Lupin then tells Harry that he will give him some anti-dementor lessons. Now return to your common room on the seventh floor.

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5.16 The Hunt for the Rat and the Lady
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In the common room Ron and Hermione's pets are at it again. Follow them out of the Common Room. Move along the bottom hall to the right to spot Scabbers. He will run away. Continue to follow him to the right. After getting him you return to the common room.

When you return to the portrait door to the common room you find out that the Fat Lady who guards the door is gone. Now replaced by a knight. The Knight runs off when you ask him about where the Fat Lady could be. Looks like we have another hunt. Ask different portraits to find out where the knight went to. Exit out into the Grand Stairwell. Talk to the first portrait on the right wall to find out that the knight is on the lower levels. Move down the stairs until you reach the stairs leading down from the sixth floor. Talk to the first portrait on the stairs after the door leading to the sixth floor to find out that the knight is on the second floor. Head to the second floor.

On the second floor move up and then turn right at the top to find a treasure chest that has a Fulbert the Fearful collector's card. Move to the far right of the room and go to the middle of the far right hall to find the knight. As you approach the camera will automatically focus on him. He will say the lady is found and you will automatically move to her. It seems Sirius Black attacked her. You will have to return to Gryfindor common room and warn Harry. Before you go grab the treasure chest you walked by when you went automatically to the Lady. Inside of it is 39 sickles. Return to the common room.

When you return to the Common Room Harry will approach you. Harry and Hermione will tell him what had happened. Now its time to go back to Defense Against the Dark Arts Class.

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5.17 Defense Against the Dark Arts II
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Exit out of the common room and go to the Grand Stairwell. When you are on the stairs talk to the boy outside of the seventh floor entrance to learn that the Defense Against the Dark Arts class is on the third floor. So go to the third floor.

On the third floor move to the right side of the room and go down to reach a treasure chest on the far right wall. Inside is a Wendelin the Weird collector's card. Now go to the Defense Against the Dark Arts Class Room with is down the hallway on the top left corner of the room.

When you arrive you are already late, but Lupin isn't there. Instead it is Professor Snape. Snape then asks the class to go to the library to research werewolves. Before you leave move to the front of the class and go up the small set of stairs to reach a treasure chest that has a Xavier Rastrick collector's card inside. Now exit out of the class and move directly to the right side of the next room to reach another hall leading to the Library.

In the library move to the right until you reach a set of stairs leading down. Go down them. At the bottom of the stairs Harry suggests that they ask Madam Prince where they can find some books they need. Your team will automatically go to her. It seems one of the Monster Book of Monsters attacked the only book on werewolves so all the pages are all over the place. Looks like you are going to have to track down all the pages. First move to the top left room and in between to bookshelves is a treasure chest with a Pepperup Potion inside. Then go behind the stairs you had just came down to find another treasure chest with a Glanmore Peakes collector's card inside. From the treasure chest go to the left and in a corner is another one of those pads that can be affected by spongify. So use it on the pad and then jump to the higher level.

At the higher level move to the stack of books with the weird symbol on the cover. Use flippendo to push it up making a passageway to the top. Move up and use diffindo on the spiderwebs on the left blocking the way to a treasure chest. With the spiderwebs gone open the chest to find a book page from the werewolves book. That leaves four more pages to find. Keep moving to the top of the room to find another stack of books that can be moved using flippendo. Push the books up to reach another treasure chest and a spongifyable pad. Open the chest to find another book page. Then spogify the pad to jump over to the wall and land in front of another treasure chest. Inside the treasure chest is a Almerick Sawbridge collector's card. Use spongify on the pad behind you to return to the other side of the wall. Make your way to the bottom. At the bottom use the pad on the right to jump down to the lower level.

At the bottom level move behind the stairs you went down from the second floor of the library to find a pad. Use the pad to get to another higher up level.

At the higher level, move all the way to the bottom. At the bottom move to the left to enter the big room. Open the first treasure chest you come to at the bottom to find an Anti-Paralysis Potion. Move up to find some weird red panels on the ground and three stacks of books with weird symbols on the covers. Nothing too difficult here use flippendo to push a stack of books onto each red panel. With all three stacks moved onto the panels a floor appears. Move up and open the treasure chest to find another set of book pages. Move down the small hallway on the left. Use the pad at the end of the hall to reach another pad. Use it to get to the bottom level.

Retrun to the stairs that you took to go downstairs. Take them up to the top floor. When you reach the top floor move foward to find a pad that can be spongified. So use it to jump up to the higher level.

On the higher level move down the small corridor untill you come to a doorway on the left that leads to a much larger room. In the middle of the room is a large gap between your side and the other side. Use Lumos to discover a floor to fill in the gap. Now go to the other side to fight a monster book.

Boss Fight: Monster Book=

This book is significantly stonger than the last few books you had to fight. I highly recommend you go into the fight with full health and mp and you're wearing the latest equipment. Incendio works best on the book so stun it with Petrificus Totalus and get in some cheap shots of Incendio. Have Ron cast Petrificus Totalus because he does the least damage with Incendio and have Hermion hit the Book with Incendio and Harry alternates between healer and attacker.

After the fight move foward and open the treasure chest. Inside of it is another book page. That leaves one more to find. Continue down the hallway untill you pass another pad. Move past it and continue down into another room. Go to the treasure chest and open it to find an Antidote to Common Poisons. Now go back to the pad you past before entering this room and use it to return to the lower level.

Back on the lower level go to the top part and walk up past the bookshelves in the top left corner of the room. Keep on this path untill you reach another pad. Use it to get up to another higher ledge.

On the higher level move through the corridor to reach a small room with two red panels on the ground on both the top corners of this small room and then two stacks of books that can be moved with Flipendo. So push the two stacks on the two panels on the ground. With them on the panels move down untill you reach a spiderweb. Use Diffindo on it and keep following this hall. Move past the pad before the door that leads to another room. There are two chests in here. The chest on the left has the last book page. The chest in the top right corner of the room has a Roderick Plumpton collector's card inside. Go back to the pad and jump to the lower level.

Take the stairs to the lower level. On the lower level go to the lady at the desk. When you reach her the pages are laid down on the ground and Hermione performs Reparo on them. Hermione says she will write up the report while Harry and Ron return to the Defense Against the Dark Arts class. When Snape is about to yell at you for your report missing Hermione runs in and saves the day. With that class over return to the Gryffindor Common Room.

When you enter the Common Room Harry and Ron go automatically to a wrapped gift. Harry and Ron wonder how it is they are going to reach the present when Hermione meentions using Wingardium Leviosa. The present turns out to be a Firebolt broomstick. The three then discuss who could have sent such an expensive gift.

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5.18 Buckbeak's defense
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Exit out of the Common Room. If you first want to get a new collectors

card and some more potions then you may want to make a pitstop first at the Wealsey Bros. Shop on the seventh floor. To get there move to the far right side of the seventh floor and go through the door on the far right wall. In the room are the two Weasley Bros standing behind a treasure chest. Inside the chest in a Montague Knightly collector's card. For more on the Weasley Bros. shop check that section in the table of contents. When your done go to the entrance hall and exit out the door at the bottom of the hall.

When outside move across the bridge to the next screen. After you get off the bridge move directly to the left to reach Hagrid's hut. Enter into Hagrid's hut. You will automatically move to talk with Hagrid. It looks like Buckbeak is going to be put on trial for attacking Malfoy. Harry and Ron decide to go to the library and look up some books for Buckbeaks defense. Return to Hogwarts.

Back at Hogwart's go to the Grand Staircase and go to the second floor. On the second floor move through either door on the far right of the room. Either door will bring you into the Library. In the Library approach the witch at the desk and you will ask for a book on Wizard Law. The book you are looking for is on the south part of the room. Move down from the desk and down between the row of bookshelves to reach the legal seciton. Continue down and around the corner to reach a bookshelf. Move into it to find the book you need. Now you need to find Hernione to make some sense out of the book. Exit out of the Library and go to the exit to the Grand Staircase. You will spot Hermione there. Harry meentions the Christmas feast. So go down to the Entrance Hall. In the Entrance Hall go into the room on the right side of the room to enter into the Great Hall. You will move to your table and Professor McGonagall will make an announcement and then takes Harry's broom away to examine it. It seems Dumbledore has made a new game called Wizard Cracker Pop-it.

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5.19 Wizard Cracker Pop-it
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The object of the game is to pop as many Wizard Crackers as you can and get the highest score.

Use the +Control Pad to move the wand over the Wizard Cracker. When two or more of a color are next to each other, press the A button and all the matching Wizard Crackers will pop.

Different dificulty levelsincrease the number of colors for the Wizard Crackers. Easy=three colors, Medium= four colors, Hard= five colors.

Hint: The more Wizard Crackers you can pop at the same time, the higher the score. Receive a point bonus for the least amount of Wizard Crackers remaining.

After playing the game is unlocked at the main menu. Before you leave Lupin asks if you would like to start your anti-dementor classes. You agree to meet him in his office on the third floor. Go to the third floor and enter the room on the bottom left.

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5.20 The Dementors are surrounding Harry
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When you reach Lupin's office he tells you he is going to teach you the patronus spell. The Patronus is a type of shield that protects Harry from the dementors. Each wizard's patronus has a different form. Harry's is a stag.

There are four Dementors on the screen. As one of them begins to move towards Harry, press the +Control Pad in the direction he should cast his spell. For example, if the Dementor at the top of the screen is moving towards Harry, press Up on the +Control Pad to make him cast a spell upwards, towards the Dementor.

Each time you successfully cast a spell, the next Dementor moves more quickly.

If you make a mistake three times. the game is over.

Hint: Keep calm, especially during later rounds.

After the lesson Lupin tells you to return to your common room. Before leaving go to the top right corner of the room to find a treasure chest. Inside of it is a Cyprian Youdle collector's card. Exit out of his office and go to the Gryffindor Common Room. When you return to the common room you get your firebolt back.

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5.21 A Dagger in the Night
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After Harry gets his broom back time speeds up. When the clock stops Gryffindor had just won is a Quiditch game against Slytherin. Professor McGonagall comes in and breaks up the celebration. When Harry goes to sleep Ron's shouts awaken him in the night. Harry goes to Ron's bed and sees that the sheets have been cut up. Ron says that it was Sirius Black who had attacked him in his sleep. Harry suggest going to get Professor McGonagall. Before leaving the bedroom go to the left side of the room to find a treasure chest. Inside the chest is a Honoria Nutcombe collector's card. After getting the card exit the room.

Exit into the Common Room and everyone from Gryffindor will be there. Professor McGonagall enters to talk to the students. Afterwards everyone is to return to their bedrooms. Return to your bedroom. Harry will look out his bedroom window. Harry spots Hermione's cat, Crookshanks walking with a large, scruffy looking dog. Harry then goes to bed. The next day Harry awakes to find a letter from Hagrid. It looks like Buckbeak lost his trail and is going to be executed. Exit out of the bedroom and into the Common Room to find Ron and Hermione. Time will then speed up again.

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5.22 An unpleasant visit to Hagrids
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Leave the Common Room and go down the Grand Staircase and out of the Entrance Hall. When outside move across the bridge and keep moving left to reach Hagrid's hut.

Scabbers runs in just when the Buckbeak's execution is about to start. Exit Hagrid's hut. When you go outside the three hear a noise, which sounds like Buckbeak being killed. Hermione's cat runs onto the screen and grabs Scabbers. Then the large black dog Harry saw with Crookshanks runs onto the screen and grabs Ron, and drags him off to the Whomping Willow. Approach the same area where the black dog went to enter the whomping willow. A fight with the whomping willow will begin.

Boss Fight:Whomping Willow=

The best tactic to use is to petrify the tree than attack with Incendio and Diffindo. Its a good idea to have Harry use potions to refill health and magic points while Hermione attacks with Incendio. Most of the Whomping Willows attacks will miss. The ones that do hit will inflict around 80-100 points of damage. After the fight you recieve 200 exp.

With the tree tamed Harry and Hermione enter the Shrieking Shack Path.

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5.23 Shrieking Shack Path
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Inside the path it is very dark. you will have to use Lumos if you are going to find your way through the path. From the stairs take the path going down untill you come to a corner going right. Continue left untill you reach a hall leading up into a lighted room. At the top of the room is a floor covered with ice. From where you entered the room go to the right and go down the hall to to the direct right of the hall you came up from. Go down untill you reach another corner. The corner goes to the left. Go right untill you come to a hall at the end leading down into the next part of the path.

In the next part Harry suggest that you split up. Now you have a choice as to who you want to be to find Ron.

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5.23 Shrieking Shack Path with Hermione
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As Hermione move to the left from the starting point to reach a small pit of water. Freeze the water with Glacius and move across to the other side. On the other side are several crates. Destroy the crate on the bottom left part of the room to reveal a red floor pad. Push the crate to the right of the pad over to it to open the door. *Warning* If you destroy the crate in the top left corner of the room a boss fight with a Jinxed Skeleton will begin. Go past the door and move down the hall, sliding across the ice. At the bottom of the hall is a doorway going into a room on the right. In the next room move to the right untill you reach a river. Use Glacius on it and move across to the other side. On the other side, Harry emerges from a door. Move to Section 5.25.

=====
5.24 Shrieking Shack Path with Harry
=====

As Harry move into the room on the right. Keep moving right to reach a large gap. Use Lumos to find a bridge across to the other side. Move down the hall on the other side and cross over the ice. At the end of the hall is a big room. At the top wall are three ropes. Then on each wall is a door. First use Diffindo on the middle rope to unlock the door on the far left corner. If you cut the other two ropes a jinxed skeleton will attack. With the door open continue to the next room to meet back up with Hermione.

=====
5.25 Turning off the Water
=====

From where Harry and Hermione remeet move down into a room where there are switches and waterfalls. Move down to the first switch on the left wall. Press it to stop a waterfall coming down over a door. Go through that door.

When you enter the room move up the set of stairs on the bottom left of the screen. This will bring you up to a higher ledge. Move up along the ledge to reach a weird panel on the ground step on it and it will bring you up to another higher ledge. Move down and go through the doorway at the bottom of the screen. This doorway will bring you to a small room with a switch on the left wall. Press it and return to the last room. Go along the top ledge and use the ice bridge to go to the bottom of the room. Exit out of this room via the door at the bottom of the screen.

Once in the original room go along the small ledge on the left side of the room. Go down it past the first switch you pressed to reach a door that was once covered by water. Enter this room.

In this room move up to the ledge and use Lumos to reveal a bridge. Make your way across each gap using Lumos to reveal the hidden bridges. When you get on the side with all the doors go through the middle door first to find a valve. The door closest to the bottom leads to a dead end. So go through the door closest to the top of the screen. Move along the hall until you come to a wall with two valves and a hole between them. This is where that valve handle you found goes. With it in place a pit will fill in with water. Move over to this pit and use Glacius to form an ice bridge to the other side. Enter the room on the right to find a switch in the middle of the room. Follow the path you took back to the entrance of the room. Exit through the door back into the main water room.

In the main room below where Harry and Hermione regrouped go along the top ledge going to the right to reach another doorway. Go through this doorway into the next room.

In the next room the floor is covered with ice. You will have to make your way to the door on the far right of the room. Use the ground to position yourself towards the next area you want to get to. When you get to the next room you will have to require more planning to get to the next door. From the door move to the right to stop at the wall. Then move up to stop at a small piece of land. From that piece of land move up to stop at the wall. Then when you stop move to the left to stop in a corner above another small piece of land. Move down to stop at the piece. Then from that piece move to the left to reach another piece of land below the hall leading to the next area.

When you stop at the top wall in the next area move to the right to be on another island. Move to line yourself up with the pillar on the middle of the right side of the room. Then slide over to it so you're above it. Now slide into the room on the left to reach another switch. Press it and follow the same routes you took to get to the switch to return to the main room.

In the main room, below where Harry and Hermione regrouped, there are now five waterspouts coming from the floor in the middle of the room. Go to the ledge on the left side of the room to line yourself up with the waterspout. Use Glacius on it to make a frozen platform. Keep moving across the frozen platforms until you get to the ledge on the other side. When you enter the door on the other side you find yourself inside the Shrieking Shack.

=====
5.26 Shrieking Shack
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After realizing where you are you now have to search the building for Sirius Black and Ron. First open the treasure chest in the top right corner next to the fire place to find a Gondoline Oliphant collector's card. After getting the card go upstairs.

Upstairs you find Ron and...Sirius Black. It seems Black is able to turn himself into a big black dog.

It was Sirius Black-the man who had betrayed Harry's parents to Voldetmore-the man who Harry believed was intent on killing him. Black didn't deny that he'd betrayed Harry's partents, but he wanted Harry to know the full story...Before he could tell it, Professor Lupin burst into the room...

Professor Lupin then comes up the stairs. They then point their wands at Scabbers who then turns into a grown man, named Peter Pettigrew.

Peter Pettigrew was an Animagus, like Sirius Black. Black explained that it was Peter Pettigrew who had become Lord Voldetmort's spy.

Lupin and Sirius want to kill Pettigrew, the man who killed Harry's parents but Harry stops them. You will have to return to Hogwarts now. Go down the stairs and go towards the bottom of the room. Follow the same path you took to get through the Shrieking Shack path to return to the Whomping Willow.

On the exit to the Shrieking Shack Path is a large troll blocking the exit. You will have to defeat him if you want to exit the path.

Boss Fight: Forest Troll=

This fight is very tough. Make sure you have a lot of health and magic power before entering this fight. If you find yourself dying each time you fight the troll than take some time out to battle some enemies and level up. In the fight use the Totalus Petrificus spell then attack with Incendio to get in some good hits to the trolls hp. After the fight you get 250 exp and a pair of Chinese Fireball Dragon-hide gloves.

Exit out of the tree. To meet up with everyone else at the base of the Whomping Willow. Outside Sirius offers Harry a new home with him. Snape then comes onto screen with the intention of being the one to cath Sirius. Before Snape can do anything Sirius hits him with a spell. The group now heads for Hogwarts. On the way the clouds move apart revealing a full moon. Lupin then turns into a werewolf. Sirius goes to attack. During all the confusion Pettigrew turns into a rat and gets away. If you try to leave Dementors start coming from all sides.

=====
5.27 The Dementors are surrounding Harry II
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When you reach Lupin's office he tells you he is going to teach you the patronus spell. The Patronus is a type of shield that protects Harry from the dementors. Each wizard's patronus has a different form. Harry's is a stag.

There are four Dementors on the screen. As one of them begins to move towards Harry, press the +Control Pad in the direction he should cast his spell. For example, if the Dementor at the top of the screen is moving towards Harry, press Up on the +Control Pad to make him cast a spell upwards, towards the Dementor.

Each time you successfully cast a spell, the next Dementor moves more quickly.

If you make a mistake three times. the game is over.

Hint: Keep calm, especially during later rounds.

Eventually the Dementors become too much. Harry spots his dad?

While Sirius Black awaited his fate at the hands of the Dementors in the West Tower, Ron Weasley lay sleeping soundly. Harry and Hermione, meanwhile eagerly awaited Professor Dumbledore's arrival in the hospital wing.

Dumbledore arrives and simply says that they need more time.

Hermione understood immediately what Dumbledore meant- he was giving them permission to use the Time-Turner she'd been using to attend several lessons at once...

=====
5.28 Rescuing Buckbeak and Sirius Black
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When time stops moving backwards you find yourself outside. Move to the top of the screen to find a river. Use Glacius on it and cross over to the other side. On the other side is a treasure chest on the right side. Inside of it is an Edgar Strouglor collector's card. You will have to keep making ice bridges all the way to the end of the river. At the end is a treasure chest. Inside of it is 32 sickles. Move up to the gap at the top and use Lumos to find a hidden bridge. On the other side follow the winding path until you come to a path leading into darkness. Don't go here just yet, instead continue to follow the path going down and curving to the right. This will bring you to a treasure chest. Inside is a Lady Carmilla Sanguina collector's card. Now go to the dark path.

You will need to use Lumos in order to find your way out. Follow the path to the bottom. Exit the area by going through the bottom of the screen. This will bring you right next to Buckbeak. With Hagrid gone to answer the door that gives Harry and Hermione a chance to get on Buckbeak. Make your way to the bottom of the screen until you come to the bottom right corner of the screen. This leads to the lake. You then see your past selves facing Werewolf Lupin. Lupin runs from them for Harry, Hermione and Buckbeak

Boss fight: Werewolf Lupin=

For this fight Buckbeak will help you. Only Buckbeak is able to inflict any serious damage. So do your best to refill his health. None of your offensive spells will work for this battle so use only defensive such as Fumos and Petrificus Totalus. If Buckbeak dies you awake in the Hospital Wing. It's a good idea to have Hermione cast defensive spells while Harry uses potions. With the battle won you receive 400 exp and Hungarian Horntail Dragon-hide boots.

Right as the Dementors are about to engulf Sirius, Harry, and Hermione the Harry with Hermione and Buckbeak casts Expecto Patronum. You will now have to fly Buckbeak to the West Tower. This plays out the same way as the last Buckbeak minigame. After the game you arrive on the rooftop. On the left side of the rooftop is a Bowman Wright collector's card. In the top right corner of the room is a Grand Pepperup Potion. Go through the door on the left and Harry will suggest splitting up. From here you can pick either Harry or Hermione.

=====
5.29 Save Sirius-Harry

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From the starting point move up to the edge of the cliff and use Lumos to find a hidden bridge. On the other side Harry spots some Dementors coming. Continue to the left to find a treasure chest. Inside is a Grand Wiggeweld Potion. Move up the hall. In the next hall you will have to time your movements between the flames. If you die you will have to restart. When you reach the door at the top of the hallway of flames it will bring you to a room where you meet up with Hermione. Move onto section 5.31.

=====
5.30 Save Sirius-Hermione
=====

As Hermione exit out of the room and go to the door on the right. You will have to freeze the purple water with Glacius before you can move over it. Move up to stop at the glacier. Move to the left and stop at the next wall. Move up and then slide to the right wall. Then slide up into the top right corner. Slide over to the stairs.

Move up the stairs and go along the ledge untill you come to a set of stairs leading down on the other side. Go down them and slide to the left wall. Move up to the top left corner. From the corner slide to the glacier on the right to the corner. From here slide down to stop on the top of another glacier. From that glacier glide to the right to stop at another glacier. Now go up. Go along the hallway untill you come to a large room where you meet back up with Harry.

=====
5.31 Save Sirius Black!
=====

In this room move to the top to meet Malfoy. Malfoy will attack you.

Boss Fight: Malfoy=

This battle is a breeze compared to past battles. Paralyzing him with Petrificus Totalus and then hitting with Incendio does the most damage. After the fight you recieve 600 exp and the Harry Potter collector's card.

After the fight Harry and Hermione move up to Sirius. Sirius rides Buckbeak off to freedom.

The Hippogriff took off into the air...he and his rider became smaller and smaller as Harry gazed after them...then a cloud drifted across the moon...they were gone.

<=====>
THE END
<=====>

Congradulations! You have completed your thir year at Hogwarts. You can now save your game. If you choose to save and load this game you can re-enter, play this game again, abd try to find the remaining collector's cards.

6. Spells and Special Moves

=====
6.1 Spells
=====

6.11 Spells used in battle

- Flipendo - Knock-back jinx. Can be used on an opponent.
- Fumos - Defensive spell used in magical encounters.
- Incendo - Fire-making charm.
- Informus - Cast upon a creature to learn about its strengths and weaknesses.
- Petrificus Totalus - Total body bind spell.
- Spongify - Turns target soft, rubbery and bouncy.
- Verdmillious - Fires a jet of green sparks.
- Windardium Leviosa - Levitates small objects.
- Glacius - A freezing cold blast.
- Diffindo - A severing charm. Can be used on plants.

6.12 Spells used on the environment

- Alohomara - Unlocks locked doors.
- Flipendo - Used to push or break objects.
- Lumos - Use to emit light in dark spaces and uncover hidden objects.
- Reparo - Fixes broken objects.
- Diffindo - A severing charm. Can be used on plants. Cuts down any plant life or webs blocking the way.
- Glacius - A freezing cold blast. It is able to freeze water.
- Spongify - Turns target soft, rubbery and bouncy. Makes certain pads into trampolines.

=====
6.2 Special Moves
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6.21 Harry

By gathering collector's cards throughout the adventure, Harry can use them during magical encounters. Here's a list of all the Card Combos Harry can use

if he has the correct cards.

Jinx Card Combo

Horklump Spores: Horklump spores appear and blast opponent with pollen.

Tempest: Causes a gust of wind to blow on opponent off-screen.

Cracker: Causes Wizard Crackers to go off and give heavy damage to all opponents and some damage to player's party.

Defense/Protection Card Combo

Poison Antidote: Removes any poison affecting a party member.

Remove Jinx: Removes any jinx affecting a party member.

Poison Immunity: Gives all party members immunity to poison for one magical encounter.

General Card Combo

Revive: Revive an unconscious member of your party.

Girding All: Increases all party members' physical defense.

Reparifors: Cancels any magical ailment affecting the party.

Hogwarts/Instruction Cards

Replenish MP: Sets a party member's Magic Points(MP) to maximum.

Replenish SP: Sets all party members' Stamina Points(SP) to maximum.

Extra EXP: Gain bonus experience(EXP) points after successfully completing a magical encounter.

Quidditch Card Combo

Bludgers: Causes Bludgers to rain down on opponents for low damage.

Snitch: Snitch flies around the opponent's head, distracting them. Opponent loses a turn.

Sonorous Charm: Creates a magnified roar that disrupts all in its path.

6.22 Ron

Ron throws items at creatures.

Stink Pellet: Ron throws a Stink Pellet at a creature causing a small amount of damage and stunning it for one turn.

Wizard Cracker: Ron throws a Wizard Cracker at a creature, causing more damage than a Stink Pellet and obtaining an item.

Stink Pellet 2: Ron throws a potent Stink Peller, stunning all creatures for one turn.

6.23 Hermione

Hermione uses her intellect to give quick lectures to a party member.

Be More Careful:Increases a party member's physical defense for the rest of the magical encounter.

Proper Wand Technique: Increases the effectiveness of spells for one party member.

Good Study Habits: Gain bonus experience(EXP) points after successfully completing a magical encounter.

7. Equipment, Items, and Potions

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7.1 Equipment
=====

7.11 Gloves

Mittens- Defense up by 1.

Potions Gloves- Defense +3.

Swedish Shortsnout Dragon-hide Gloves- Defense +3.

Leather Gloves- No change to agility, defense, or magic defense.

Quidditch Gloves- Defense +2.

Common Welsh Green Dragon-hide Gloves- Defense +5. Agility +1.

Romanian Longhorn Dragon-hide Gloves- Defense +6. Agility +2.

Chinese Fireball Dragon-hide Gloves- Defense +7. Agility +3.

Hungarian Horntail Dragon-hide Gloves- Defense +9. Agility +4.

7.12 Hat

Black Pointed Hat(Hermione only)- Defense +3. Agility +1. Magic Defense +1.

Cap- Defense +1. Agility +1. Magic Defense +1.

Rear Admiral's Hat- Defense +3. Magic Defense +1.

Quidditch Helmet- Defense +4. Agility -1. Magic Defense +2.

Swedish Shortsnout Dragon-hide Cap- Defense +4. Agility -1. Magic Defense +3.

Common Welsh Green Dragon-hide Cap- Defense +5. Agility -2. Magic Defense +3.

Romanian Longhorn Dragon-hide Cap- Defense +6. Magic Defense +4.

Chinese Fireball Dragon-hide Cap- Defense +7. Agility -3. Magic Defense +5.

Hungarian Horntail Dragon-hide Cap- Defense +7. Agility +3. Magic Defense +5.

7.13 Belt

Ordinary Belt- Defense raised by 1. Agility dropped by 1.

Leather Belt (Hermione Only)- Defense +2.

Rope (Ron Only)- Defense +4. Agility -3.

Swedish Shortsnout Dragon-hide Belt- Defense +4. Agility -2.

Common Welsh Green Dragon-hide Belt- Defense +4.

Romanian Longhorn Dragon-hide Belt- Defense +6. Agility +1.

Chinese Fireball Dragon-hide Belt- Defense +7. Agility -2.

Hungarian Horntail Dragon-hide Belt- Defense +8. Agility +3.

7.14 Cloak

School Robe- Dropped by Monster Book. Raises defense by 3.

Quidditch Robe- Defense +5. Magic Defense +4.

Winter Robe (Hermione Only)- Defense +7. Agility -3. Magic Defense +8.

Potions Robe (Ron Only)- Defense +10. Agility -3. Magic Defense +10.

Swedish Shortsnout Dragon-hide Cloak- Defense +9. Agility -3.
Magic Defense +10.

Common Welsh Green Dragon-hide Cloak- Defense +17. Magic Defense +12.

Romanian Longhorn Dragon-hide Cloak- Defense +20. Agility +3.
Magic Defense +15.

Chinese Fireball Dragon-hide Cloak- Defense +22. Agility +3. Magic Defense +18.

Hungarian Horntail Dragon-hide Cloak- Defense +25. Agility +3.
Magic Defense +20.

7.15 Boots

Sneakers- Defense +2. Agility -2.

Quidditch Boots- Defense +2. Agility +1.

Leather Boots(Hermione Only)- Defense +2. Agility -1.

Galoshes- Defense +2. Agility -1.

Swedish Shortsnout Dragon-hide Boots- Defense +6. Agility -1.

Common Welsh Green Dragon-hide Boots- Defense +7. Magic Defense +2.

Romanian Longhorn Dragon-hide Boots- Defense +5. Agility +2. Magic Defense +3.

Chinese Fireball Dragon-hide Boots- Defense +5. Agility +2. Magic Defense +5.

Hungarian Horntail Dragon-hide Boots- Defense +8. Agility +7. Magic Defense +5.

7.16 Charm

Braclet(Hermione Only)- Defense up 1. Agility up 2.

Pocket Watch- Defense +2, Magical Defense +4. Agility -2.

Head Band(Hermione Only)- Defense +4. Magic Defense +6.

Quidditch Wrist Guards- Defense +4. Agility +2. Magic Defense +5.

Eagle Feather Quill- Defense +5. Agility -2. Magic Defense +7.

Crystal Ball- Defense +6. Agility +2. Magic Defense +8.

Dragon Liver- Defense +6. Agility -2. Magic Defense +8.

Rabbit Fur Gloves- Defense +3. Agility +4. Magic Defense +4.

Spellotape(Hermione Only)- Agility -2. Magic Defense +30.

Golden Snitch(Harry Only)- Defense +12. Agility +2. Magic Defense +10.

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7.2 Items
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Rat Tonic- You can't use this item now...

= You have to find this item for Ron in the basement of the Leaky
Cauldron for Ron's sick rat.

Chocolate- You can't use this item now...

= Ron has to find this item aboard the Hogwarts Express for Harry who
is out cold after a dementor attack.

The Monster Book of Monsters'(x5)- You can't use this item now...

= During your Care for Magical Creatures class
Hagrid asks you to find five of his run-away
books in the forest.

Shrivelfig- You can't use this item now...

= One of the items Professor Snape asks you to look for.

Daisy Roots- You can't use this item now...

= One of the items Professor Snape asks you to look for.

Rat Spleen- You can't use this item now...

= One of the items Professor Snape asks you to look for.

Leech Juice- You can't use this item now...

= One of the items Professor Snape asks you to look for.

Dead Caterpillar- You can't use this item now...

= One of the items Professor Snape asks you to look for.

A Book Page- You can't use this itme now...

= Professor Snape asks you to locate information on werewolves but
the only book on werewolves has been ripped apart and the pages
and have been scattered all over the library.

Firebolt- You can't use this item now...

= A mysterious broomstick that is delivered to Harry.

Valve Handle- You can't use this item now...

= Used to fill a pit with water.

=====
7.3 Potions
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Wiggenweld Potion- Restores 20 Stamina Points

Grand Wiggenweld Potion- Restores 50 Stamina Points

Pepperup Potion- Restores 20 Magic Points.

Grand Pepperup Potion- Restores 50 Magic points.

Antidote to Common Poisons- You can't use this item now...

= A cure for if you are poisoned.

Anti-Paralysis Potion- You can't use this item now...

= A cure for if you are paralyzed.

8. Weasley Wizarding Shop

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8.1 Miscellaneous
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Chocolate Frogs- 5 sickles

Wiggenweld Potion- 30 sickles

Grand Wiggenweld- 60 sickles

Pepperup Potion- 40 sickles

Grand Pepperup Potion- 80 sickles

Antidote to Common Poisons- 30 sickles

Anti-Paralysis Potion- 20 sickles

=====
8.2 Belts
=====

Ordinary belt- 20 sickles

Leather Belt- 30 sickles

Rope- 120 sickles

Swedish Shortsnout Dragon-hide Belt- 245 sickles

Common Welsh Green Dragon-hide Belt- 445 sickles

Romanian Longhorn Dragon-hide Belt- 630 sickles

Chinese Fireball Dragon-hide Belt- 775 sickles

Hungarian Horntail Dragon-hide Belt- 850 sickles

=====
8.3 Charms
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Pocket Watch- 245 sickles

Quidditch Wrist Guards- 275 sickles

Eagle Feather Quill- 500 sickles

Crystal Ball- 635 sickles

Dragon Liver- 900 sickles

Rabbit Fur Gloves- 925 sickles

Spellotape- 1,150 sickles

Golden Snitch- 1,230 sickles

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8.4 Gloves

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Mittens- 30 sickles

Leather Gloves- 105 sickles

Quidditch Gloves- 140 sickles

Potions Gloves- 200 sickles

Swedish Shortsnout Dragon-hide Gloves- 250 sickles

Common Welsh Green Dragon-hide Gloves- 310 sickles

Romanian Longhorn Dragon-hide Gloves- 390 sickles

Chinese Fireball Dragon-hide Gloves- 500 sickles

Hungarian Horntail Dragon-hide Gloves- 550 sickles

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8.5 Boots

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Sneakers- 30 sickles

Leather Boots- 135 sickles

Galoshes- 225 sickles

Quidditch Boots- 320 sickles

Swedish Shortsnout Dragon-hide Boots- 470 sickles

Common Welsh Green Dragon-hide Boots- 775 sickles

Romanian Longhorn Dragon-hide Boots- 1,000 sickles

Chinese Fireball Dragon-hide Boots- 1,225 sickles

Hungarian Horntail Dragon-hide Boots- 1,350 sickles

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8.6 Hats

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Cap- 25 sickles

Black Pointed Hat- 110 sickles

Rear Admiral's Hat- 160 sickles

Quidditch Helmet- 225 sickles

Swedish Shortsnout Dragon-hide Cap- 315 sickles

Common Welsh Green Dragon-hide Cap- 450 sickles

Romanian Longhorn Dragon-hide Cap- 600 sickles

Chinese Fireball Dragon-hide Cap- 780 sickles

Hungarian Horntail Dragon-hide Cap- 1,100 sickles

=====
8.7 Cloaks
=====

School Robe- 80 sickles

Quidditch Robe- 190 sickles

Winter Robe- 255 sickles

Potions Robe- 320 sickles

Swedish Shortsnout Dragon-hide Cloak- 450 sickles

Common Welsh Green Dragon-hide Cloak- 780 sickles

Romanian Longhorn Dragon-hide Cloak- 1,000 sickles

Chinese Fireball Dragon-hide Cloak- 1,230 sickles

Hungarian Horntail Dragon-hide Cloak- 1,350 sickles

9. Wizard and Witches card locations

=====
9.1 Jinx
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Hungarian Horntail Dragon=

Location: On your second visit to the basement of the Leaky Cauldron, after unlocking the locked door with Ron and going into the second small room on the same path is a treasure chest in the top left corner of this room.

Bio: Supposedly the most dangerous of all the dragon breeds, the Hungarian Horntail can breathe fire up to fifty feet.

Hebridean Black Dragon=

Location: On your second visit to the basement of the Leaky Cauldron with Ron in the same room where you find Scabbers. The card is in a treasure chest.

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

Norwegian Ridgeback Dragon=

Location: On the Hogwarts Express in the second baggage hold going to the right. When you enter the room move up to find the treasure chest that has this card.

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

Beatrix Bloxam=

Location: On the seventh floor of Hogwarts go down the hall to the left and then when you can not go left anymore and come to the hall leading down. Go down this hall and on the left wall is a treasure chest with this card.

Bio: 1794-1810. Author of the Toadstool Tales, a book since banned because they have been found to cause nausea and vomiting.

Morgan le Fay=

Location: When looking through the maze in Transfiguration class for Professor McGonagall after opening the barricaded door and entering it and into the hallway and moving down the hall to the right. continue along this path until you reach the treasure chest that has this card.

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

Yardley Platt=

Location: When you go with Ron in Potions to get Snape's ingredients, after using the pads that can be spongified to jump over a gap this card will be in a treasure chest.

Bio: 1446-1557. Serial goblin-killer.

Fulbert the Fearful=

Location: On the second floor after entering from the Grand Stairwell move up and at the top of the hall move right to find the treasure chest that has this card.

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

Xavier Rastrick=

Location: At the front of the Defense Against the Dark Arts classroom on a small platform.

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

=====
9.2 Defense/Protection
=====

Cordelia Misericordia=

Location: On your second trip to the basement with Hermione. In the corridor after where you fixed the stairs follow it until you reach a big room with a smaller room connected on the right. In this room in the top right corner is a treasure chest that holds this card.

Bio: 1298-1401. Has representative at 14th century summit of Wizards' Council.

Malodora Grymm=

Location: On your second trip through the basement of the Leaky Cauldron with Hermione after crossing an invisible bridge and seeing Ron push a block into a gap to complete a path. Go on the newly formed path to reach a big platform with a treasure chest on the lower right corner with this card.

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

Carlotta Pinkstone=

Location: Top left corner of the portrait room.

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

Wendelin the Weird=

Location: On the far right wall of the third floor in a treasure chest.

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

Honorina Nutcombe=

Location: In the Hogwart's common room bedroom. Its in a treasure chest on the left side of the room.

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

Edgar Strougler=

Location: On the path to Hagrid's hut in the first part after crossing the river the card is in a treasure chest.

Bio: 1703-1798. Inventor of the Sneakoscope.

=====
9.3 General

Phoenix=

Location: Dropped by the snake after the Demontor attacks Harry on the Hogwarts express.

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

Artemisia Lufkin=

Location: When looking through the maze in Transfiguration class for Professor McGonagall after opening the barricaded door and entering it and into the hallway and moving down the hall to the left and then going down the hall at the end of the hall going to the left. It will be in a treasure chest.

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

Unicorn=

Location: While during Care for Magical Creatures class after defeating the Monster Book of Monsters #4 and crossing over the river twice to reach the large piece of land, there is a block in the way of the path to the chest that holds this card. So move down to find some pads that can be spongified. Spongify

them and jump up to land next to the chest that holds this card.

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

Merlin=

Location: During Potions class in the maze, after getting shrivelfig continue along the path untill you reach a big room and in the top left corner is a treasure chest that holds this card.

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

Manticore=

Location: After getting the Yardley Platt card during potions class and going up the hall to the right of the treasure chest that held the Platt card the hall will bring you to a big room with the card in a treasure chest in the room.

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

Glanmore Peakes=

Location: In the basement of the library after you go down the stairs from the upstairs of the library behind the stairs you came down is a treasure chest that holds this card.

Bio: 1677-1761. Famous slayer of the Sea Serpent of Cormer.

Almerick Sawbridge

Location: In the basement of the library. After jumping on the pads at the top of the room and mving to the top of the higher part and moving to the back wall and using the next pad that can be affected by spongify and jumping to the left and landing behind the treasure chest that holds this card.

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

Montague Knightly=

Location: In a treasure chest inside of the Weasley Bros. shop on the seventh floor.

Bio: 1506-1588. Wizard Chess Champion.

Gondoline Oliphant=

Location: Inside the fireplace room in the Shrieking Shack.

Bio: 1720-1799. Famous for life and habits of trolls. Clubbed to death in the Cotswolds while sketching.

=====
9.4 Hogwarts/Instruction
=====

Helga Hufflepuff=

Location: In the Leaky Cauldron at the start of the level before going up stairs move into the big area and then move into the small room on the left to find a treasure chest containing this card.

Bio: Co-founder of Hogwarts. Gave her name to one of the four Hogwarts houses.

Albus Dumbledore=

Location: On the right side of your room in the Leaky Cauldron in a treasure chest.

Bio: Currently headmaster of Hogwarts.

Queen Maeve=

Location: After exiting your room in the Leaky Cauldron move down the hall to the left to find the treasure chest that holds this card.

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

Lady Carmilla Sanguina=

Location: Dropped by the snake after the Demogorgon attacks Harry on the Hogwarts express.

On the path to Hagird's hut after going past the dark path.

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

Rowena Ravenclaw=

Location: When you enter the Entrance Hall for the first time. In the top right corner is a treasure chest containing this card.

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

Godric Gryffindor=

Location: Top left corner of the Transfiguration classroom in a treasure chest.

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

Miranda Goshawk=

Location: During you Care of Magical Creatures class when you have to go locate five of Hagrids escaped books in the forest take the path leading down and go on the raft. The raft will drop you off on a small island with the treasure chest that holds this card.

Bio: 1921-present. Famous spellbook writer.

=====
9.5 Quidditch
=====

Dunbar Oglethorpe=

Location: Cornelius Fudge gives you this card outside of your room at the Leaky Cauldron.

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

Devlin Whitehorn=

Location: Cornelius Fudge gives you this card outside of your room at the Leaky Cauldron.

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

Cyprian Youdle=

Location: Cornelius Fudge gives you this card outside of your room at the Leaky Cauldron.

In Professor Lupin's office on the third floor. Its in a treasure chest in the top right corner of the room.

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

Joscelind Waddock=

Location: In the cellar of the Leaky Cauldron. In the first area near the end after moving a box and going a cross it. It is in a treasure chest to the right of a set of stairs leading up into a dark area.

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

Gwenog Jones=

Location: When you have to go to your first day of Transfiguration, when you are in the Common Room. Move to the left from the bedroom entrance to find the treasure chest that holds this card.

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

Roland Kegg=

Location: Top right corner of the Great Hall.

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

Leopoldina Smethwyck=

Location: In the staff room, in the treasure chest in the lower left corner of the room.

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

Roderick Plumpton=

Location: On the top floor of the library go up between the bookshelves on the top left corner on the far side of the room. Go straight along this path until you come to a pad. Use the pad to get to a higher ledge. Move along the ledge and past spiderwebs and you come to another pad and past the pad is a room with two treasure chests inside of it. In the top right corner of the room is a treasure chest that holds this card.

Bio: 1889-1987. Seeker for England Quidditch. Holds British record for fastest capture of the Snitch during game: three and a half seconds.

Felix Sumerbee=

Location: Outside the Medical Wing on the fourth floor.

Bio: 1447-1508. Inventor of the Cheering Charms.

=====
9.6 Special
=====

Harry Potter

Location: Dropped by Malfoy after fighting him.

Bio:

10. Minigames

There are several minigames to play in The Prisoner of Azkaban. Listed below are the basics on how to play those minigames. After playing the minigame in regular Story Mode they become unlocked in the Main Menu.

10.1 Buckbeak's Hippogriff Glide

The object of the game is to fly through as many groups of gold bats as you can in the time allotted.

Use the +Control Pad to move Buckbeak left and right. Press and hold the A Button to fly higher. Capture the gold bats by flying through them to gain points. Try to get the high score.

This is a pretty hard minigame because you don't have much time. There is no set limit for how many bats you have to capture. The minigame starts with ten seconds on the clock. Move forward and reach the first group of gold bats. With each set of gold bats you fly through four seconds is added to the clock. The purple colored bats are bats that you will have to fly through eventually or have already. With each set of gold bats you fly through the next set of purple bats turns gold. So always keep an eye on the gold bats and the purple ones because right after going through the gold ones the once purple ones are

your new targets.

10.2 Riddikulus Boggart Challenge

The object of the game is to survive as many encounters with the Boggart as possible.

There are four students on the screen. Each student corresponds to a direction on the +Control Pad. The Boggart will appear in the center of the screen in one of its various forms and begin moving towards one of the students.

To cast the Riddikulus Charm and get rid of the Boggart, press the +Control Pad in the direction you want the student to cast. For example, to make the student at the top of the screen cast the Riddikulus Charm, press Down on the +Control Pad.

The Boggart will move more quickly when it reappears after each successful Riddikulus cast.

If you make a mistake three times, the game is over.

Hint: Keep calm, especially during later rounds. Noting the direction the Boggart is facing before it moves will give you an advantage.

10.3 Wizard Cracker Pop-it

The object of the game is to pop as many Wizard Crackers as you can and get the highest score.

Use the +Control Pad to move the wand over the Wizard Cracker. When two or more of a color are next to each other, press the A button and all the matching Wizard Crackers will pop.

Different difficulty levels increase the number of colors for the Wizard Crackers. Easy=three colors, Medium= four colors, Hard= five colors.

Hint: The more Wizard Crackers you can pop at the same time, the higher the score. Receive a point bonus for the least amount of Wizard Crackers remaining.

11. Contact

Any tips, hints, secrets, suggestions, advice are all very much appreciated if you find something I don't have already here or you have a question without an answer already listed here then you can email me at (removed). Any input will be greatly appreciated.

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