

# Harry Potter and the Chamber of Secrets FAQ/Walkthrough

by InvaderHera

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

Harry Potter and the Chamber of Secrets  
Walkthrough by Invader Hera

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## 1. Story

I copied this from the instruction manual, so I don't take credit for it.

"As a young wizard-in-training, Harry Potter can't wait to leave the non-magical world behind and return to Hogwarts School of Witchcraft and Wizardry for his second year. But during the summer holidays, a most peculiar visitor appears in Harry's bedroom with a dire warning-disaster will strike if Harry returns to Hogwarts!

"As the new term starts, this grave prediction seems to be coming true. Strange and terrible events occur-and Harry always seems to be nearby. Panic reigns, but nobody knows who-or what-is to blame.

"With the help of his best friends, Ron and Hermione, it's up to Harry to solve the mystery and clear his name, before another victim is claimed and Hogwarts is shut down for good!"

## 2. Controls

Control Stick: move

A: action button (open doors, talk, etc.)

X, Y, or B: use whatever is set to it (or after pressing Z, use these to set things to these buttons)

L and R: camera

Z: get into the inventory

Start: pause the game

### 3. Items

**Bertie Botts Every Flavor Beans:** These are most easily found by shooting certain things with Flipendo. They are pretty much used as currency in Hogwarts (letting you play games and buy things); you lose some whenever you get hurt.

**Cauldron Cake:** These can give you back some health.

**Chocolate Frogs:** These can give you back some health (but you need to hit them with Flipendo to get them).

**Eeylops Premium Owl Treats:** When you call Hedwig at certain places, giving her one of these makes her do something.

**Nimbus 2000:** Later, you can use this to fly around.

**Non-Explosive Luminous Balloons:** These are used to distract prefects.

**Pumpkin Pastry:** These can give you back some health.

**Sickles:** These are used as money in Diagon Alley.

**Stink Pellets:** These are used to distract prefects.

**Wiggenweld Potion Vial:** As the name tells you, these carry Wiggenweld potion, which revives you when you run out of HP.

**Wizard Cards:** There are 101 of these you can collect, all found in the card list (hint, hint, read my card list, I worked hard on it).

### 4. Spells

**Flipendo:** You have this from the beginning. It is the most important spell, used for hitting things like gnomes, fire crabs, and switches (and random items to get every flavor beans).

**Lumos:** You get Lumos very early in the game. It can be used to light up parts of a wall to reveal a part that you can push out of the way.

**Diffindo:** Diffindo is used for cutting things, like tapestries and ropes.

**Expelliarmus:** This can knock back spells.

**Skurge:** Skurge is for getting rid of nasty, green goo.

**Incendio:** Incendio is a spell that lets you shoot fire.

**Alohomora:** Pay 100 every flavor beans at Fred and George's Shop for this. It can unlock locked chests (but not doors).

### 5. Walkthrough

#### A. THE BEGINNING

After a cut scene, you'll get to the very beginning of the game, obviously. You just have to do whatever the people tell you. In the barn, you'll get to practice a bit using Flipendo on the two gnomes. (Don't forget

the two chests in here. They have cards #1 Merlin and #3 Elfrida Clagg.) Anyway, outside the barn, you'll then fight a washing machine, so just shoot it with Flipendo three times when its door is open. (When it comes forward, run out of the way.)

In the garden, hit gnomes with Flipendo and throw them like you were shown until the red bar is gone. (You'll get the card #8 Derwint Shimpling for beating Fred's record of 200, which takes no effort at all.) There's also a chest with card #59 Gregory the Smarmy. Anyway, after a cut scene after you throw enough gnomes, end the day.

#### B. GETTING LUMOS AND A FEW THINGS AFTERWARD

After Harry's mishap with the Floo powder, you'll end up in that creepy place that I forgot the name of. Watch out for that weird hand that attacks you and the screaming skull next to the save scroll. So, as you now know, there's a save scroll her. So save already. Go into the round thing nearby, and there will be a cut scene. Now go to the book left by the people and learn Lumos. Now, go back to where Harry hid during the cut scene and through the area in the back. Use Lumos at the end to reveal a certain part of the wall. Push it away to get to the next area.

After a chest containing a pumpkin pastry, you'll find an imp. Watch out for the rolling jars and knock it down with Flipendo. Climb over the thing here and hit the imp again. Put it into the cage, then, use the cage to climb to a higher place. Anyway, open the chest to the right for an owl treat, then, over to the left, call Hedwig and give her the treat. She'll get you a ladder, so climb up. Up here, watch out, because the wood is weak and Harry falls through parts. (Also, open another chest for card #98 Dymphna Furmage.) At the other end of the room, crawl through the hole. Wall sneak between the wall and the boxes. Past here, pull the box to reveal a switch. Press it, then, return to an earlier area. Go through the area opened up next to the stairs. Open the chest for card #5 Gulliver Pokeby, then, press the switch on the wall to open the door near the previous switch. Now go through that door.

#### C. DIAGON ALLEY

There's a save scroll here, then, a cut scene farther on. Go into Flourish and Blotts, and buy the book for one sickle. Your spells will be stronger, and you can also hold the button down to make the spell even stronger. Now you can smash small barrels for money. Anyway, after a cut scene, go to Mr. Mullpepper's Apothecary, and buy the potion vial for eight sickles. You can fill it with Wiggenweld potion stuff from the cauldron.

Now go into the Magical Menagerie. (There's a chest here with a pumpkin pastry inside.) Break the barrels in the way, then, go through the door past here. You need to sneak through here without being seen by the grumpy man or else he'll make you leave. Press the switch on the wall to unlock a door, then, go through that door. Get the brass scales and the #28 Tilly Toke from the chest. Next, in Gambol and Japes Wizarding Joke Shop, go through the door in the back. Use a powered up Flipendo on the magical meter to open up a hole in the wall. Crawl through and get the quill. (There's a chocolate frog in the chest.) Now go to the Leaky Cauldron (there's a save scroll outside it). Inside and to the right, you'll find the spellotape, but you'll fall through a trapdoor. Push the switch on the wall, then, go through the door. Use Flipendo on the fire crabs here so they can't shoot fire at you. At the rolling barrels, go left to get to a door. Through here, wall sneak along the thin ledge, then, push the box down.

Push it over so you can use it to get to a higher ledge. Up here, go up the stairs and use Lumos. Push the part of the wall that is revealed to get the spellotape. Go to Ginny, watch a cut scene, then go into Flourish and Blotts and watch another one. After that, go talk to Ron.

#### D. THE WHOMPING WILLOW

Run down the ledge and along the ground while watching out for roots. Smaller ones can be hit with Flipendo. Later, you'll cross another ledge. At the end, drop down and hit the puffy plants. Then, crawl through the hole. Kill all the imps here until the red bar is gone. Next, hit the imo standing on a wall with a puffy plant over its head to break the wall. Past there is a chest containing a cauldron cake and a save scroll. Get up onto the log that fell earlier. (If you climb up to the right and cross another log, you'll find another chest with card #4 Grogon Stump.) If you climb up to the left, you can call Hedwig and get some information. Now go forward and drop down. Use Lumos on the gytrashs until they go away, then, climb through a hole in the wall. Kill the imps here. In a higher place is some Wiggenweld potion. (Nearby, you can jump across a gap to a chest. Open it for card #7 Hesper Starkley.) Shoot a puffy plant nearby and crawl through the hole behind it.

After a cut scene, you'll have to fight the Whomping Willow. Watch out for the branches and their shockwaves. (Later, one throws a couple boulders.) Whenever you see a green spot on the "palm" of the branch's "hand", shoot it with Flipendo, then, shoot the eye behind Ron. Do this three times for another cut scene.

#### E. ARRIVING AT HOGWARTS

At Hogwarts, there is a save scroll in the entrance hall and on the top floor. The top floor is also where you get into the Gryffindor common room. In the common room is a door that leads to a portrait that takes you to Fred and George's shop. There's a lost and found in the common room, and bringing items you find there will get you things. There are many different passages you can find (watch out for the fire crabs), and there's some Wiggenweld potion in the library and near the greenhouses. Watch out for flying objects, ghosts, and prefects. Anyway, go to your bed to end the day.

#### F. DAY 1

There will be a cut scene, then, you can go down to the entrance hall. Talk to Ron, then, go outside. (You can talk to Neville, who is outside, to play a few games.) Anyway, go to flying practice. After a cut scene, you can fly through some rings. You'll have to do a harder version of this in a certain time again to get a grade. Now go end the day.

Now that it's night, there will be a cut scene in the common room. Now go to the library. (When getting past the prefects, it helps to go along the side of the room to the left of the door.) Go straight ahead, and get the book. Now go outside and to the outside of the big greenhouse. Hit the Horklumps with Flipendo, then, pull them up and go through the door. Shoot the poofy plants to the left to get past them and get Diffindo. You can use it on the vines that pop out, but it's better just to run. While you're going back upstairs, there, will be a cut scene. Now return to the common room and use Diffindo on the tapestry. Now end the day.

#### G. DAY 2

Go to the third floor and into the Defense Against the Dark Arts class. After a cut scene, you'll be in another area. Use Flipendo on the two switches, then, kill those ball things. When the area around them turns a darker color, they will fly forward. Run out of the way, then, shoot them while they're near the ground. Keep killing the ones on the same side as the tapestry until they go away. Climb up to the higher ledge, then, use Diffindo to cut the tapestry. Go through the door. Go up the ledge, and use Diffindo to cut the ropes and unblock the path. Watch out for the imps. At the door, go through. Now use Diffindo on the ropes on either side of the locked door to slow the spinning things so you can run to the door. Through here there are fire crabs (and two chests with pumpkin pastries). Go through here to the end, then, get

onto the ledge. To get across here, shoot the fire-shooting statues with Flipendo to get past them. At the end, go through the door and use Diffindo to cut this rope. (There are two cauldron cakes in the chests.) After a cut scene, go through the door and to the book for Expelliarmus. Now, you'll have to fight the gargoyle. Use your newly learned spell to send its attacks back at it. When you beat it, go back through the door and to class.

After a cut scene, you'll have to duel with Malfoy. After hitting back one of his attacks, he hits it back again so that it goes to your side and knocks you down, so you need to run and hit it back or just run out of the way. An easier way to win is to keep shooting at him with Flipendo. After that is another cut scene. Now go to the Quidditch Stadium, and you'll learn how to catch the Snitch. Catch it again for a grade. Now you can fly your Nimbus 2000 around. (Flying through rings around the castle gets you beans.) Now end the day.

That night, there will be another cut scene. (Why couldn't Hermione ask for the book during the day?!) Again, you have to go to the room before the library where the prefects are. Go through the door to the right of the library door and watch out for more prefects. Go through the portrait at the end. (All the chests in this area have cauldron cakes or pumpkin pastries, except for one, which I'll mention later.) You need to climb up the ladders in this room and wall sneak across all the ledges past the flying books. Go through the door at the end. Get the owl treat from the chest to the right, then, go to the left and call and feed Hedwig. Climb up the ladder she drops. Now just cross some ledges and bookcases to get to the book you needed (and don't forget to use Diffindo on those tapestries), *Hogwarts: A History*. (Booring!)

Now go through the door across from the one you came in by. Go to the left and fight the bookcase. It can shoot books. Just keep hitting it with Flipendo until it falls over. Push the box nearby so that you can use it to climb onto a shorter bookcase. You need to cross these, but watch out for the ghosts and the books (the latter goes away for a few seconds if you shoot them).

Cross these bookcases to get to the book at the end which lets you learn Skurge, which gets rid of all that icky green stuff on doors and chests. Leave the room, and use Skurge on the green stuff to reveal a door. Go through. Four areas are blocked by green goo. Use Skurge on them (and watch out for the ghosts that come out) to get to the four switches that open the door. Now you have to duel with someone. He's better than Malfoy was, but you can still beat him like last time. After, go through the door. Use the box to get to higher ledges. On them, use Skurge on the goo, then, Flipendo on the two switches, then, go through the door. Go through another door, then, climb through a hole. Now return to the common room for a cut scene. Now end the day.

#### H. DAY 3

Go to the first floor and into the Transfiguration classroom. After a cut scene, you'll be in another area. On the lower part of this room, to the left and right, you have to use Skurge to get to a switch. (Watch out, there are many ghosts in this area.) After pressing both switches, go through the area that opened up. At the end of here, go through the door. Now use Skurge on the green stuff here. (Open the chest for card #85 Blenheim Stalk.) At the wall to the right, use Lumos to reveal something. Push it, then, climb up these ledges to the top. You need to cross the ledges along the wall (and wall sneak twice), then, use Skurge at the end. Go through the door here. Now go get the book to learn Avifors. Use Avifors on the statues to turn them into birds that land on two switches. Then, climb up a ledge and crawl through the hole here. Now at the gargoyle, go left (use Avifors on the statue) and wall sneak. Use Flipendo on the switch. Back at the gargoyle, go right. Wall sneak across here and hit this switch with Flipendo. Go to the area in front of the gargoyle and defeat it. Now go back to class. Go to the Quidditch Stadium for a match

between Gryffindor and Hufflepuff, then, end the day.

After a cut scene, go into the girl's bathroom on the second floor for another cut scene. Now that you look like Goyle, you can go into the dungeon. In here, you don't even have to hide from the people. (There are also two chests here.) At the end, talk to Malfoy. Now you're Harry again, so sneak past everyone to get out of the dungeon and return to the bathroom. After the cut scene, go end the day.

#### I. DAY 4

Go to Charms class on the second floor. After a cut scene, you will be in another area. Drop down and beat the gargoyle, then, go forward through the hallway here. Go through the door at the end. (There are fire crabs here.)

Drop down and beat both gargoyles, and use Avifors on both statues left behind. Climb back up and go through the newly opened area. Get the book for Incendio.

Go near the gate, then, shoot the two nearby statues with Incendio. Run through the gate before it closes. Now you're back in the first room. Down the stairs to the left and right are things you can shoot with Incendio that unblock two rooms. In them are switches that put out and set fires. When both fires on one side are out (as in both fires on shorter side of the room), go to the two statues on that side and shoot them with Incendio then Flipendo. For a short time, they will raise the platforms above them. Cross those to press the switch on the other side. Repeat on the other side of the room to get back to the classroom. After this is a Quidditch match between Gryffindor and Ravenclaw. Now end the day.

After a cut scene, go to Hagrid's place for another cut scene. Now go through the door into the Forbidden Forest. (Watch out for all the spiders. Flipendo and Incendio work on them.) Use Incendio to get rid of the webs in your path. Later on, burn through a web in the ground and fall through the hole, and there will be a cut scene. Keep going like before (and wall sneak after the fourth web). After burning the sixth web, there will be a cut scene, and you'll fight the giant spider. Watch out for the shockwaves it makes and when it runs at you. When you see a green dot on it, shoot it with Incendio. Do this until you win. Get the potion vial, and there will be another cut scene. Now end the day.

#### J. DAY 5

There is a Quidditch match between Gryffindor and Slytherin. Whoever wins gets the Quidditch Cup. Now end the day. After a cut scene, go to the girl's bathroom on the second floor for another cut scene. Now you're in another area (and there is a save scroll). Go forward for another cut scene. After that, you're finally allowed to actually play the game again. In this battle, all you do is dodge the stuff the basilisk shoots, get health dropped from Fawkes if you want, and use the sword on the basilisk's mouth whenever there is a bright green dot on it (hold the button down when you attack). Hit it enough to win and watch yet another cut scene.

#### K. DAY 6

If you're missing any cards, you might find them in Fred and George's shop. They're selling more. Anyway, go into the Great Hall to finish up the game.

#### 6. Fred and George's Shop

Non-explodable luminous balloons: 20 beans

Stink pellet bag: 20 beans

Bertie Bott bean bag (plus a second on day 6, lets you have 150 beans): 20 beans (each)

Stink pellets: 20 beans

Balloon holster: 20 beans

#47 Edgar Stroulger card: 30 beans

#69 Bertie Bott card: 30 beans

#80 Beatrix Bloxam card: 30 beans

#29 Archibald Alderton card: 30 beans

#97 Alberic Grunnion card: 30 beans

Wiggenweld potion vial: 100 beans

Alohomora spell book: 100 beans

Plus, on day 6, you can buy more cards for 30 beans each (but, they seem a bit random, so I didn't list them. You can find the ones I found in the card list.)

## 7. Lost and Found

#1. Potions kit bag: Outside one of the greenhouses is the potions kit bag. Return it for card #45 Dunbar Oglethorpe.

#2: Gryffindor merit badge: On the seventh floor is a small room across from the fat lady portrait where the Gryffindor merit badge is. Return it for card #46 Miranda Goshawk.

#3: Telescope: In a classroom on the first floor, you'll find the telescope. Return it for card #48 Salazar Slytherin.

#4: Neville's toad: Go to the greenhouse to find the toad. Hit it with Flipendo to catch it. Return it for card #49 Elladora Ketteridge.

#5: Measuring scales: Near Hagrid's hut, the measuring scales are near the fence behind some bushes. Return it for card #50 Musidora Barkwith.

#6: Wizard's hat: Through a door on the second floor is a hallway. Through the first door here is the hat. Return it for card #51 Ethelred the Ever-Ready.

#7: Dragon hide gloves: To the left of the save scroll in the entrance hall and through the door are the dragon hide gloves. Bring them back to the lost and found for card #52 Felix Summerbee.

#8: Gadding with Ghouls: This is in a sixth floor classroom. Bring it back for card #54 Gaspard Shingleton.

#9: Holidays with Hags: This is in an alcove on the right side of the library. Return it for card #55 Honoria Nutcombe.

#10: Lee Jordan's giant tarantula: This is in the library. Bring it back for card #56 Gideon Crumb.

## 8. Card Locations

There are a few things you should know. To trade, you need two of that card. Also, cards in Hogwarts that are in chests are only found during the day. The chests are gone at night. Also, on day 6, you can buy many different cards from Fred and George for 30 every flavor beans. I may not have all of

them listed, but I tried to put as many as I could.

#1: Merlin

Location: In a chest in the barn at Ron's house.

#2: Cornelius Agrippa

Location: Trade a student on the 1st floor (in the Grand Staircase) #59 Gregory the Smarmy for this card. (You need two of the card to trade it.)

#3: Elfrida Clagg

Location: In a chest in the barn at Ron's house.

#4: Grogon Stump

Location: At the first save scroll after Ron gets caught by the Whomping Willow, climb onto the log nearby. Climb up to the right, then, cross the log to the chest with this card.

#5: Gulliver Pokeby

Location: Right before you get to Diagon Alley, you'll press a switch that opens the last door. Near that switch is the chest with this card.

#6: Glanmore Peakes

Location: You can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#7: Hesper Starkley

Location: Right before fighting the Whomping Willow, you will find some Wiggensweld potion. Nearby, you can jump to a ledge with the chest containing this card.

#8: Derwint Shimpling

Location: At Ron's house, beat Fred's gnome-throwing record of 200.

#9: Gunhilda of Gorsemoor

Location: In the library, use Avifors on the statue in front of the door to get through the door. Open a chest here for the card.

#10: Burdock Moldoon

Location: In the library, use Skurge on the goo-covered door. Through it, open a chest for this card.

#11: Herpo the Foul

Location: In the library, cut the tapestries with Diffindo. Behind one is a door, so go in and open the chest for this card.

#12: Merwyn the Malicious

Location: In the library, use Incendio on the fire switch. Go through the nearby door, and open the chest for this card.

#13: Andros the Invincible

Location: In the girl's bathroom on the second floor is a chest behind one of those pillar things that has this card. For another, go to Neville standing outside Hogwarts and play Gnome Dunking for the second time. Beat the record of 300 to get to the card. Also, you can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#14: Fulbert the Fearful

Location: Outside of the greenhouses, in the corner is the chest with this card.

#15: Paracelsus

Location: Go to Neville standing outside Hogwarts and play Gnome Tossing for the first time. You need to pay the person 10 Bertie Botts beans to play. Throw gnomes through the rings for points. Get over 100 points for the card. (The green ring is 20 points, the blue 50 points, and the yellow 100 points. Throwing a gnome through more than one ring gets you extra points.)

#16: Cliodne

Location: Go to Neville standing outside Hogwarts and play Gnome Tossing for the second time. You need to pay the person 15 Bertie Botts beans to play. Throw gnomes through the rings for points. Get over 120 points for the card. (The green ring is 20 points, the blue 50 points, and the yellow 100 points. Throwing a gnome through more than one ring gets you extra points.)

#17: Morgan Ie Fay

Location: Go to Neville standing outside Hogwarts and play Gnome Tossing for the third time. You need to pay the person 20 Bertie Botts beans to play. Throw gnomes through the rings for points. Get over 150 points for the card. (The green ring is 20 points, the blue 50 points, and the yellow 150 points. Throwing a gnome through more than one ring gets you extra points.)

#18: Uric the Oddball

Location: Go to Neville standing outside Hogwarts and play Gnome Dunking for the first time. Beat the record of 200 to get to the card.

#19: Newt Scamander

Location: Go to Neville standing outside Hogwarts and play Gnome Tossing for the fourth time. You need to pay the person 30 Bertie Botts beans to play. Throw gnomes through the rings for points. Get over 200 points for the card. (The green ring is 20 points, the blue 50 points, and the yellow 200 points. Throwing a gnome through more than one ring gets you extra points.)

#20: Wendelin the Weird

Location: Go to Neville standing outside Hogwarts and play Gnome Tossing for the fifth time. You need to pay the person 40 Bertie Botts beans to play. Throw gnomes through the rings for points. Get over 250 points for the card. (The green ring is 20 points, the blue 50 points, and the yellow 200 points. Throwing a gnome through more than one ring gets you extra points.)

#21: Lord Stoddard Withers

Location: You can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#22: Circe

Location: Talk to Neville and choose racing for the first time. The first game costs five beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#23: Glend Chittock

Location: Trade a student on the 1st floor (in the Grand Staircase) #27 Mirabella Plunkett for this card. (You need two of the card to trade it.)

#24: Adalbert Waffling

Location: Talk to Neville and choose racing for the first time. After beating the first game, the second game costs ten beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#25: Perpetua Fancourt

Location: Talk to Neville and choose racing for the first time. After beating

the first and second games, the third game costs fifteen beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#26: Almeride Sawbridge

Location: Talk to Neville and choose racing for the second time. The first game costs five beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#27: Mirabella Plunkett

Location: Talk to Neville and choose racing for the second time. After beating the first game, the second game costs ten beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card. Also, you can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#28: Tilly Toke

Location: In the Magical Menagerie in Diagon Alley, near Ginny's brass scales is the chest with this card.

#29: Archibald Alderton

Location: Buy from Fred and George's shop for 30 Bertie Botts beans.

#30: Artemisia Lufkin

Location: Talk to Neville and choose racing for the second time. After beating the first and second games, the third game costs ten beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#31: Balfour Blane

Location: In a classroom on the sixth floor of the Grand Staircase, open a chest to find this card. To get another, talk to Neville and choose racing for the third time. The first game costs ten beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#32: Bridget Wenlock

Location: You can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#33: Beaumont Marjoribanks

Location: Talk to Neville and choose racing for the third time. After beating the first game, the second game costs fifteen beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#34: Donaghan Tremlett

Location: Talk to Neville and choose racing for the third time. After beating the first and second games, the third game costs fifteen beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#35: Bowman Wright

Location: Talk to Neville and choose racing for the fourth time. The first game costs twenty beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#36: Joscelind Wadcock

Location: Trade a student on the 1st floor (in the Grand Staircase) #84 Roland Kegg for this card. (You need two of the card to trade it.)

#37: Cassandra Vablatsky

Location: Talk to Neville and choose racing for the fourth time. After beating the first and second games, the third game costs thirty beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#38: Chauncey Oldridge

Location: Talk to Neville and choose racing for the fifth time. The first game costs forty beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#39: Gwenog Jones

Location: Talk to Neville and choose racing for the fifth time. After beating the first game, the second game costs forty beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#40: Carlotta Pinkstone

Location: Talk to Neville and choose racing for the fifth time. After beating the first and second games, the third game costs fifty beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#41: Godric Gryffindor

Location: In the girl's bathroom on the second floor, use Skurge on the chest in the stall for this card.

#42: Crispin Cronk

Location: In the Charms classroom, use Incendio on a chest for this card.

#43: Cyprian Youdle

Location: In the secret hallway on the second floor of the Grand Staircase, go up some stairs and through the first door. Open a chest to find this card. Another one is in a chest in the dungeon (the place where you talk to Malfoy while disguised as Goyle).

#44: Devlin Whitehorn

Location: In the Charms classroom is a chest behind the board thing that has this card.

#45: Dunbar Oglethorpe

Location: Bring the potions kit bag back to the lost and found.

#46: Miranda Goshawk

Location: Bring the Gryffindor merit badge back to the lost and found.

#47: Edgar Stroulger

Location: Buy from Fred and George's shop for 30 Bertie Botts beans.

#48: Salazar Slytherin

Location: Bring the telescope back to the lost and found.

#49: Elladora Ketteridge

Location: Bring Neville's toad back to the lost and found.

#50: Musidora Barkwith

Location: Bring the measuring scales back to the lost and found.

#51: Ethelred the Ever-Ready

Location: Bring the wizard's hat back to the lost and found.

#52: Felix Summerbee

Location: Bring the dragon hide cloves back to the lost and found.

#53: Greta Catchlove

Location: Outside the Quidditch Stadium, when facing away from it you'll see two rocks to the right of the path. Near them is a chest. Use Incendio on it to get this card.

#54: Gaspard Shingleton

Location: Bring Gadding with Gouls to the lost and found.

#55: Honoria Nutcombe

Location: Return Holidays with Hags to the lost and found.

#56: Gideon Crumb

Location: Bring back Lee Jordan's giant tarantula to the lost and found.

#57: Gifford Ollerton

Location: In the room right before the Defense Against the Dark Arts classroom on the third floor, open the chest for this card.

#58: Glover Hipworth

Location: You can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#59: Gregory the Smarmy

Location: In a chest in the garden at Ron's house. Also, you can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#60: Laverne de Montmorency

Location: You can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#61: Havelock Sweeting

Location: Trade a student on the 4th floor (in the Grand Staircase) #77 Norvel Twonk for this card. (You need two of the card to trade it.)

#62: Ignatia Wildsmith

Location: A little bit after talking to the giant spider in the Forbidden Forest, you'll find a chest to the left with this card.

#63: Herman Wintringham

Location: After the third web you burn through after talking to the giant spider in the Forbidden Forest, you'll find a ledge to the left that goes up. It leads back to a chest with this card.

#64: Jocunda Sykes

Location: After the fifth web you burn through after talking to the giant spider in the Forbidden Forest, there is a chest with this card.

#65: Gondoline Oliphant

Location: Use Diffindo on the tapestry in the common room, and open the chest

behind it for the card.

#66: Flavius Belby

Location: In the Forbidden Forest with all the spiders, there is a chest with this card after the very first web you burn through.

#67: Justus Pilliwinkle

Location: At the bottom of the Grand Staircase, use Skurge on one of the chests for the card.

#68: Kirley Duke

Location: At the bottom of the Grand Staircase, use Incendio on a chest for this card.

#69: Bertie Bott

Location: Buy from Fred and George's shop for 30 Bertie Botts beans.

#70: Leopoldina Smethwyck

Location: In a classroom on the sixth floor, use Diffindo on a chest for this card.

#71: Queen Maeve

Location: In a classroom on the sixth floor, use Skurge on a chest for this card.

#72: Helga Hufflepuff

Location: You can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#73: Mopsus

Location: In a classroom on the third floor of the Grand Staircase (near Dumbledore's office), open a chest to find this card.

#74: Montague Knightley

Location: On the second floor, through a door is a hallway. Through the first door, use Diffindo on the chest for the card.

#75: Mungo Bonham

Location: Trade a student on the 4th floor (in the Grand Staircase) #13 Andros the Invincible for this card. (You need two of the card to trade it.)

#76: Myron Wagtail

Location: In the entrance hall is a save scroll. To the left of it and through the door, use Alohomora to open the chest for this card.

#77: Norvel Twonk

Location: In a first floor classroom, use Incendio on a chest for this card. Also, you can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#78: Orsino Thruston

Location: Trade a student on the 4th floor (in the Grand Staircase) #98 Dymphna Furmage for this card. (You need two of the card to trade it.)

#79: Oswald Beamish

Location: In a classroom on the fifth floor of the Grand Staircase, use Alohomora to open a chest to find this card.

#80: Beatrix Bloxam

Location: Buy from Fred and George's shop for 30 Bertie Botts beans.

#81: Quong Po

Location: Trade a student on the 7th floor (in the Grand Staircase) #43 Cyprian Youdle for this card. (You need two of the card to trade it.)

#82: Rowena Ravenclaw

Location: In a fourth floor classroom, use Incendio on a chest for this card.

#83: Roderick Plumpton

Location: In a classroom on the sixth floor, use Diffindo on a chest for a card.

#84: Roland Kegg

Location: In a first floor classroom, use Skurge on one of the chests for this card. For another, talk to Neville and choose racing for the fourth time. After beating the first game, the second game costs twenty beans. All you need to do is fly through rings until you get to the end, since flying through rings makes you fast enough to get into first place. Win to get this card.

#85: Blenheim Stalk

Location: In the area where you get the Avivors spell, near where you have to use Lumos, there is a chest with this card in it.

#86: Dorcas Wellbeloved

Location: In the dungeon (the place where you talk to Malfoy while disguised as Goyle), there is a chest that has this card.

#87: Thaddeus Thurkell

Location: In a classroom on the first floor of the Grand Staircase, use Alohomora to open a chest to find this card.

#88: Celestin Warbeck

Location: In a classroom on the fifth floor of the Grand Staircase, open a chest to find this card.

#89: Alberta Toothill

Location: In the entrance hall is a hallway that has a chest with this card. Open it with Incendio.

#90: Sacharissa Tugwood

Location: Use Alohomora on a chest in the Charms classroom for this card.

#91: Wilfred Elphick

Location: In a classroom on the first floor of the Grand Staircase, open a chest to find card.

#92: Xavier Rastrick

Location: In the secret hallway on the second floor of the Grand Staircase, open a chest to find this card.

#93: Heathcote Barbary

Location: In the Defense Against the Dark Arts classroom is a chest outside the door to the place where you got Expelliarmus. Use Skurge on the chest for this card.

#94: Merton Graves

Location: Trade a student on the 7th floor (in the Grand Staircase) #31 Balfour Blane for this card. (You need two of the card to trade it.)

#95: Yardley Platt

Location: In the Defense Against the Dark Arts classroom on the third floor, use

Alohomora to open a chest for this card.

#96: Hengist of Woodcroft

Location: Through one door on the first floor of the Grand Staircase is a hallway. Use Diffindo on the chest for the card.

#97: Alberic Grunnion

Location: Buy from Fred and George's shop for 30 Bertie Botts beans.

#98: Dymphna Furmage

Location: When you're trying to get to Diagon Alley, you'll call Hedwig at one point. Climb up the ladder she brings, and you'll find a chest with this card in it. You can find another one in a chest in a small room on the third floor of the Grand Staircase. Also, you can buy it from Fred and George's shop on day 6 for 30 beans (it may be hard to find because they seem to be random).

#99: Daisy Dodderidge

Location: In a fourth floor classroom, use Skurge on a chest for this card.

#100: Albus Dumbledore

Location: In the secret seventh floor hallway (through the hole under a bookcase), use Incendio on a chest for this card.

#101: Harry Potter

Location: Get all 100 cards, then, talk to Dumbledore on day 6 for this card.

9. Copyright Stuff

I think EA Games owns this game (and J. K. Rowling owns the book). (All you really need to know is I don't own it, so there.) I own this walkthrough, though, so no copying without my permission.

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