

would like to emphasise that I wish NOT to receive Spam. I do not want in any case whatsoever some crap about computers and screensavers and downloads. I cannot accept advertisements, either - because of a large virus that can affect emails over 100kb. I will delete them the moment I see them. I can tell GameFaqs about the problem, since most of the people that have sent me large emails are GameFaqs members. Please don't send me ANY emails over 20kb.

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

If you are stuck on something, and you are in a hurry, press Ctrl + F to bring up the Find Screen. Mac Users: Use whatever buttons to bring up the Find

Created: 2:39 PM | 31/12/2002 (in Australia & other countries)
AEST* | 12/31/2002 (in USA)

(*Australian Eastern Standard Time)

Includes: 100% of the game, a few other things - basically everything in this
FAQ (so far)

-----o
Version 1.1 |

-----o

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

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

-----o
Version 1.2 |

-----o

Created: 12:28 PM | 05/01/2003
AEST | 01/05/2003

Includes: 100% of the game. Contains spells,
enemies, and a boss guide, and a wizard card guide

-----o
Version 1.3 |

-----o

Created: 2:05 PM | 10/01/2003
AEST | 01/10/2003

Includes: An updated Wizard Card Guide

-----o
Version 1.4 |

-----o

Created: 12:15 PM | 23/01/2003
AEST | 01/23/2003

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

1c: CONTROLLERS

o---o---o---o---o---o---o---o---o---o

| Button | Action |

o---o---o---o---o---o---o---o---o---o

| A | Do as the button |

| BUTTON | says; confirm |

| | selections in menus |

o---o---o---o---o---o---o---o---o---o

| B,X,Y | Assign a spell, etc |

| BUTTON | to these buttons |

o---o---o---o---o---o---o---o---o---o

| START | Pause (der!) |

o---o---o---o---o---o---o---o---o---o

| Z BUTTON | Brings up the |

| | Rememberall and |

| | also exits it |

o---o---o---o---o---o---o---o---o---o

| C STICK | Moves the camera |

o---o---o---o---o---o---o---o---o---o

| L BUTTON | Aims a spell; |

| | readjusts the |

| | camera behind Harry |

| | navigate the |

| | Rememberall's menus |

o---o---o---o---o---o---o---o---o---o

- Go to Flying class
- End day

Herbology Greenhouse 3

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

Defence Against the Dark Arts

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

Quidditch Practice

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

The Restricted Section

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

Transfiguration

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

Quidditch Match I

- Defeat Hufflepuff
- End day

2nd Floor Bathroom

- Meet Hermione there
- Go to Slytherin

Slytherin Dungeon

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

Charms

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

by holding down A. Let go only when the arrow is in the green zone. Hit the targets or break the record to get a Wizard Card. The record is 200 points. I got 325 once, though. It's quite easy, really. When you finish, the Rememberall will appear in the bottom corner of the screen. Press A to end the day.

2b.BORGIN AND BURKES

After you get lost using the Floo Powder, you will appear in Borgin and Burkes. Hide in the nearby cabinet to make Draco and Lucius Malfoy appear. He seems to be carrying a large spellbook. Guess what you have to do? Get it! When Borgin disappears, tiptoe towards the book, or the hand next to it will send out a shockwave, and you'll be hurt. Grab the book and you will learn Lumos, now tiptoe back to the cupboard. The back wall will slide down and reveal a secret passage.

Go through the secret passage. Make sure Lumos is equipped, because you really need Lumos to get through. When you reach the dead-end, cast Lumos and it will show an outline of a doorway. Push it and you're in another passage. Ignore the chest for now. Keep on going to see an imp on top of a large cabinet. Flipendo the vases on the cabinet, then Flipendo the imp to push him off the cabinet. If you got hurt, go back to that chest and grab the Pumpkin Pastry from it. Climb over the cabinet to emerge in a room with two imps, one in a cage, and an empty cage. You have to put the remaining imp in the empty cage to get up to the next level. Climb up and head to your right to find another chest with Owl Treats in it. Head back to the cage, but this time, keep on going to the left to find a stand. Call your owl, Hedwig, and feed her. She will fly over to a hole in the attic and drop a ladder, so you can climb up into the attic. Cast Lumos to find the holes in the floor. Avoid them...or else you'll drop down back to the first floor. When Lumos runs out, cast it again to get across the rafters to a crawl space. Crawl through it and open the door nearby. You're nearly out! Run down the stairs, wall sneak past the boxes, and keep on running down to a barred door. Pull back the box and press the switch. Wall sneak past the boxes again and go to the formerly barred door. Run into it, grab the Wizard card from the chest and press the second switch to open the door to Diagon Alley. Wall sneak past the boxes...again and exit to Diagon Alley.

2c.DIAGON ALLEY

Walk up the stairs, past Borgin and Burkes, up to Gringotts Bank (closed) and Mrs Weasley and Ginny will walk up to you and a cut-scene will occur. Go to Flourish and Blotts and talk to Ginny again, and Mrs Weasley will give you a Sickles to buy the Standard Book of Spells - Grade 2. Buying this book will enable you to power up your spells. Exit, and talk to Ginny again about the three things that she lost: Spellotape, Brass Scales and the Quill. You can go to the three open shops in any order, but for the sake of organisation, let's start with the Leaky Cauldron, then Gambol and Japes, and then the Magical Menagerie. Head to the Leaky Cauldron, which is through the Archway to your left. Save at the Save Scroll. Head to your right to enter the Leaky Cauldron.

2d.THE LEAKY CAULDRON

Enter the Leaky Cauldron. Walk a little way in, and head to your right to find the Spellotape. Seems too easy right now...Blast the barrels to get a few sickles. Walk over to the Spellotape, and you'll fall through the trapdoor. Now, that makes things a lot harder, doesn't it? Press the switch next to the barred door to open it, and to close the trapdoor. Exit the small room and you'll emerge in a large room with two Fire Crabs. They obviously have a gastric problem because they have flames shooting out of their arse! A well aimed Flipendo will flip these little critters over and you can pass with little incident. Walk through the gap in the fence and there are barrels rolling towards you. Adjust the C-Stick to place the camera behind you. Walk down the short corridor, avoiding the barrels. Turn around and go for the door. By the way, there's some more goodies in the corner near the door. Enter the door and watch out for the wide ledge, because as soon as you walk on it, it will collapse. Notice a narrow ledge? Press up against the wall and wall sneak across to the other side. Push the box down to the bottom part and push

'dungeon' in the game, with 2 bosses, a spell, a lot of backtracking, and a couple of obstacles; ie. ghosts. Make your way down to the Library, avoid the flying books, walk past the prefects, or...sneak, go into the next room (ignore the large door, go into the smaller one on the right)and this is one of the larger 'wall sneak on the shelves or get caught' rooms. Make your way to the last shelf or so, then run the rest of the way to the portrait. If you didn't get caught the previous night, you won't lose any points at all. Open the portrait to emerge in the Restricted Section.

7b. ENTERING THE RESTRICTED SECTION

When you enter, bookcases will slam behind you and there is no way of escape... or is there? Look up with R and investigate the room above you. Seems hard? You have to make your way up to the top safely. To make it worse, there are a number of obstacles to pass. Climb up the ladder to a ledge. The bottom two shelves of each floor are the ones to worry about, since some of the books can hit you and knock you off. Wall sneak across to the other side, climb the ladder, wall sneak again, climb another ladder, wall sneak to another ledge. You will have to do this a few times before you reach the top. Go through the door again. Feel relieved to be on terra firma? Wait...the Hogwarts: A History book is somewhere on the top of the shelves. Notice a owl's perch? Go to the other side where you can see ectoplasm(green gooey stuff)on the door. Nearby is a chest containing Owl Treats. Get the owl treats and head back to Hedwig. Call her and feed her for her to drop a ladder near the chest. Climb the ladder. Notice that some of the bookcases are almost flush against the wall? Meaning...You have to wall sneak across! Jump across to the other side, watching the ectoplasm, then open the treasure chests if you need health. Then wall sneak across the wide gap, and cast Diffindo on the tapestry to gain access onto the balcony. Diffindo the second tapestry to create another point of access to the bookshelves on the other side. Grab some more health from the treasure chests if you need it; then wall sneak again to the other side, then jump across the gap to pick up Hogwarts: A History. One of the doors will open mysteriously. Go through that door. When you enter the room, you'll see a bookcase, a bunch of square and circular bookcases leading to a spellbook. Enter the room itself and you'll find yourself face to face with the Mad Bookcase.

7c. MAD BOOKCASE (BOSS BATTLE)

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

7d. SKURGE 'SKURGEING AWAY!'

Cast Skurge on the ectoplasm blocking the door, then climb up to the next floor. Enter the door, to go back into the circular room. Cast Skurge on the ectoplasm to make it disappear. You'll emerge in a circular room with a barred door, four doors covered with ectoplasm. I have a map here, for the sake of organisation, let's label them.

D= Door

1,2,3,4= Switches

4

3*****d2

2*****1

d1

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

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

```
o-s-o---o---o-d-o  s= switch
|   ::           |   := bookcase
o                   o
|                   |
o---o---o---o---o
```

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

```
o-d-o---o---o-s-o  s= switch
|                   |
o                   o
|                   |
o---o---o---o---o
```

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

```
o---o---o---o---o  s= switch
|   4       5     |
o-3-o---o---o   o
|   2       1     |
o-s-o---o---o-d-o
```

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

```
o---o---o---o---o  s= switch
|                   * |   := bookcase
o                   *  o
|***:~::~~::~~::: |
o-s-o---o---o-d-o
```

7e.GOYLE (BOSS BATTLE) +++DUEL+++

This is another duel. It's similar to the duel with Malfoy, only that Goyle is faster at blocking spells. It's the same as before. When he is defeated, go through the barred door, and this is the last room before entering the Library Annexe. Go down the corridor to the next room.

7f.Heading Back to Gryffindor Tower

Drag the box to one of the platforms and climb up it. Cast Skurge on it to make it disappear. Cast Flipendo on the switch that appears. One of the bars covering the door will disappear. Push/Pull the box to the other side and cast Skurge to the ectoplasm and cast Flipendo at the switch. Both bars are gone, so go through the now open door. Go down the short corridor to a portrait hole. Go through it to emerge back in the Library Annexe. Exit the Annexe to Gryffindor Tower. Enter Gryffindor Tower and talk to Hermione to give her the book. End the day.

8.WALKTHROUGH PART 7

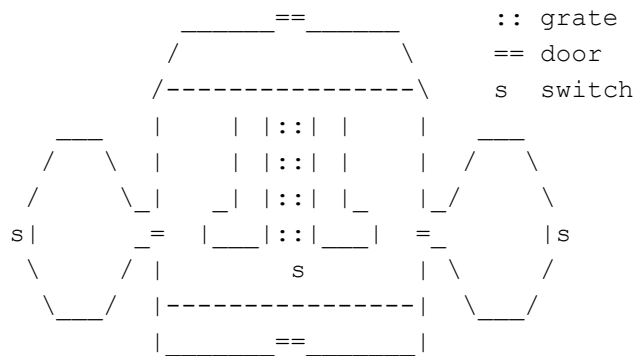
8a.TRANSFIGURATION

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

Avifors spellbook. Go into the hole and get ready for a bit of fun...

8b.THE AVIFORS CHALLENGE

When you enter, the door slams shut behind you and you are trapped. Jump down to one of the ledges, then jump down into the middle section at the bottom. Notice the sewer pipe is barred. Backtrack to the entrance and head left or right to an ectoplasm covered door.



Whichever one you choose has a switch in it that removes one of the barred doors in the sewer pipe. After you activate the switch, go to the other ectoplasm covered door and blast it away with Skurge, but watch out for the ghosts. Go in and activate the switch. Now go into the now-opened sewer pipe. Follow the sewer pipe until you reach a door. Go through the door. You are in a large room with a hollow block in the middle. Go to your right and you can see an ectoplasm covered door. Cast Skurge, but watch out for the three ghosts that appear and try to run you over. Go inside the hollow block. Harry will say, 'It's dark, maybe I should cast Lumos.' Cast Lumos, and you can see a secret passageway. Push the block out, and climb on top of it. Watch out for the same ghosts as before. Turn around and do a running jump to a small platform in the middle of the wall. Turn right and jump across to the second platform. Keep on going until you reach a gap too wide to jump across. Push up against the wall, wall sneak across the narrow ledge. Keep on going, and when you reach the second wall sneak gap, do the same, until you reach the Skurge door. Skurge it and keep on going. Go into the door and open it. When you go through the door, jump down to the ledge around the room, cross to the other side and cross the bridge to get the Avifors spellbook. Cast Avifors on the two eggs nearby and watch as they land on the switches. There is one more Avifors egg outside a Portrait Hole. Get rid of it using Avifors, (duh!) and crawl through it. Go up the hallway and turn right. You'll slide back down to the room in the beginning. Now...turn to your left or your right, jump over the gap, cast Avifors on the egg, and if there's another egg on the other side, cast Avifors again on it. Then wall-sneak across to the other side, and cast Flipendo on the switch. A bridge will drop down. Go and jump down to the stairs, and do the same thing as before, but on the opposite side. Cast Flipendo on the switch, and the remaining bridge will drop down. Watch as an iron grate closes up the gap in the middle. Hop down and the gargoyle will spring to life. Looks like another duel...Use the same strategy as before and you should have no problem defeating it. When it disappears, an egg will appear. Cast Avifors on it to cause it to fly down on the switch down below, opening the formerly barred door. Go up to the wall-sneak ledges and make your way across to the bridge on the other side. Go through the door to go back to Transfiguration.

When you go back, Oliver Wood will tell you that you have a very important match against Hufflepuff. Meet him down on the Quidditch Pitch.

8c.QUIDDITCH MATCH I - GRYFFINDOR VS. HUFFLEPUFF

Ready for your first Quidditch match. Since you are the Seeker, your job is to follow the Snitch and catch it. A number of things to mention:

- 1.You can't go beyond a certain boundary following the rings, so stay close to the rings.
- 2.Try to avoid people and Bludgers. Most of the people on the opposing team will deliberately try to hit you. But...they're easy to avoid.


```

o-----o
| 0             0 |
o-s-o---o---o-0-o---o---o-s-o
      |--|

```

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

It reveals a door behind, so go through it to go into a cross-shaped room with a Fire Crab in the middle. Jump down into the area without a Fire Crab. Jeez... these gargoyles are a real pain in the ass. Anyway, this particular one has an incredibly fast reaction time, but to counter that, as he chucks the fireball at you, use Expelliarmus, but don't tap it back, but hold it for a second, and then shoot it back at him. It should slow his reaction down enough for you to cast Expelliarmus. When you get rid of him, cast Avifors on the egg, go through the gate, knock down the Fire Crab, climb up the ledge, go diagonally across to the other gargoyle. It's the same as before.

Now...get up on the ledge and go through the newly-opened door into the Spell Chamber. Hop down onto the ledge, but watch out for the fire-breathing statue. Cast Flipendo on it, then pass. Get the spellbook, and head through the other door. Follow the short corridor, and slide back down to the main room. Go to either one of the monoliths and cast Incendio on the switch nearby. Go down the newly-revealed passage, get rid of the fire crab by casting Flipendo on it, then casting Incendio, which causes them to blow up.

Press the switch to relocate the flame blocking the switch up the top. When you come out, cast Incendio, then Flipendo on both of the statues to cause them to lift the platforms. Go up the stairs, jump on the platforms to the other side, press the switch to weaken the flame blocking the doorway. Go down to the other monolith and do the same. You'll have to press two switches to pull this off. Do that, and make your way across the platforms to the remaining switch. Push it and you can exit the Incendio Challenge.

10c.QUIDDITCH MATCH II - GRYFFINDOR VS. RAVENCLAW

Catch the Snitch. This time, however, it's harder. After you win/lose, end the day.

10d.HAGRID'S HUT

When you go to bed, Ron shows you Riddle's Diary. Riddle shows you that it was Hagrid that opened the Chamber of Secrets.

You go down to Hagrid's hut, and a cut-scene starts, showing Hagrid throwing a large brass key near Harry, which opens up the Forbidden Forest.

10e.FOLLOW THE SPIDERS

Follow the path, Flipendoing all the spiders as you go, or use Incendio for the added fun factor. The yellow spiders try to tackle you, but the red ones spit venom at you. It will take at least 2 Flipendos for them to disappear. Follow the trail until you reach a tunnel. Burn away the two spiderwebs at each end, to pass through. Keep on going until you reach a third spiderweb. Burn it away. Keep on going until you see a large spiderweb over a hole in the floor. Burn it away and drop down to Aragog.

10f.ARAGOG

When you drop down, a gigantic spider by the name of Aragog talks to you about the Chamber of Secrets. But, when Aragog refuses to give you any information about the monster in the Chamber of Secrets, he says that you are fresh meat. How offensive! I finished the Aragog part and here it is: (from where you talk to Aragog) Go down the path to your left. Ignore the steps that go down to your right, but follow the path that goes up. Follow the path until you reach a web. Burn it away, and go up the steps until you reach another web. Destroy it and go past it. Follow the lower path until you get to a dead-end. Jump to your right to another ledge, then jump to the third ledge with the stairs on it. Jump across to another ledge, and follow the path until you reach a hollow with three or four red spiders. Go to your right to find a tunnel. Go through it, and follow the path until you reach a spiral. Go up it and you'll become level

13.ENEMIES

o---

Name:Horklump

Spell required: Yes. Flipendo

Description: A large yellow-orange boulder with purple spots on it

Self Defence: It will bring out large purple spikes to defend itself.

How to get rid of them: Cast Flipendo on them, and they will shrink, allowing you to pull them up.

Name:Puffapod

Spell required: Yes. Flipendo

Description: A plant that looks similar to a Horklump, but without the spots.

Self Defence: Sends out spores that can/may cause dizziness.

How to get rid of them: Cast Flipendo to blow them up, or pick them up; but beware, their spores cause dizziness.

Name:Gytrash

Spell required: Yes. Lumos

Description: A large dog-like spirit that roams the edge of the Forbidden Forest.

Self Defence: It will try to run you over.

How to get rid of them: Cast Lumos on them until they disappear.

Name:Fire Crab

Spell required: Yes. Flipendo, and Incendio

Description: A large multicoloured turtle

Self Defence: It will shoot flames out of its ass at you if you get too close.

How to get rid of them: Cast Flipendo on it, then cast Incendio on it while it is stunned. It will then explode, so keep your distance.

Name:Gnome

Spell required: Yes. Flipendo

Description: It has a head like a boulder, and it is found in most gardens.

Self Defence: It will try to ram you.

How to get rid of them: Cast Flipendo on it to stun it, then grab it and throw it.

Name:Imp/Pixie

Spell required: Yes. Flipendo

Description: They look like smaller versions of Dobby the house-elf.

Self Defence: They will try to ram you.

How to get rid of them: You can't! But...they can be stunned using Flipendo

o---

14.SPELLS

o---

COPIED FROM INSTRUCTION MANUAL

(L-R TOP ROW)

1.Flipendo

'Knockback Jinx'

The incantation for the Knockback Jinx is Flipendo. Flipendo can be used to knock back weaker opponents and objects and can also be employed to activate certain magically charmed switches that are out of Harry's reach. Use the (L) button to target Flipendo.

Location: None (default)

2.Lumos

BG2: Whomping Willow

Location: Whomping Willow

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

BG3: Gargoyle

Location: Expelliarmus Challenge, Avifors Challenge, Incendio Challenge(x3)

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

BG4: Malfoy (Duel)

Location: Defence Against the Dark Arts

How to kill: This is the first of two duels that you'll have with Slytherin. There are two ways to do it:

1\ You make the first move by shooting 2 Flipendo spells in rapid succession. He will be able to block the first one, but if you time it right, he won't be able to block the second one, and cause him to fall down.

2\ Allow him to make the first move, and as soon as he casts Flipendo, cast Flipendo back at him, but you will have to cast Expelliarmus almost instantly. It's your choice, though.

First to 5 points wins.

BG5: Mad Bookcase

Location: Restricted Section

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

BG6: Goyle (Duel)

Location: Restricted Section

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

BG7: The Basilisk/Tom Riddle

Location: The Chamber of Secrets

How to kill: When Tom calls the Basilisk, pick up Godric Gryffindor's sword. The Basilisk will appear from Salazar Slytherin's mouth, and shoot venom at you. AVOID THIS VENOM AT ALL COSTS! It will do it two times, and will stop with a light in its mouth. Use the sword, in conjunction with the L button to create lots of damage. When your GameCube controller rumbles a lot, and the beam of

Location: Hogwarts, Library

10. Burdock Muldoon [t]

Location: Hogwarts, Library

11. Herpo the Foul [t]

Location: Hogwarts, Library

12. Merwyn the Malicious [t]

Location: Hogwarts, Library

13. Andros the Invincible [t]

Location: Hogwarts, Girl's Bathroom Floor 2, Gnome Dunking 1

14. Fulbert the Fearful [t]

Location: Outside Greenhouse Area (day)

15. Paracelsus #0#

Location: Gnome toss 1

16. Cliodne #0#

Location: Gnome toss 2

17. Morgan Le Fay #0#

Location: Gnome toss 3

18. Uric the Oddball #0#

Location: Gnome Dunking 1 (see Neville outside)

19. Newt Scamander #0#

Location: Gnome toss 4

20. Wendelin The Weird #0#

Location: Gnome toss 5

21. Lord Stoddard Withers #0#

Location: Gnome Dunking 3

22. Circe #0#

Location: Broom Racing 1.1 (see Neville outside)

23. Glenda Chittock <->

Location: Trade Card 27 with student on Floor 1

24. Adalbert Waffling #0#

Location: Broom Racing 1.2 (see Neville)

25. Perpetua Fancourt #0#

Location: Broom Racing 1.3 (see Neville)

26. Almerich Sawbridge #0#

Location: Broom Racing 2.1

27. Mirabella Plunkett #0#

Location: Leaky Cauldron, Broom Racing 2.2

28. Tilly Toke (^)

Location: Magical Menagerie

29. Archibald Alderton

Location: Buy from Fred and George's shop

30. Artemisia Lufkin #@#

Location: Broom Racing 2.3

31. Balfour Blane [t], #@#

Location: Gryffindor Common Room, Broom Racing 3.1

32. Bridget Wenlock [t] (^)

Location: Gambol and Japes

33. Beaumont Majoribanks #@#

Location: Broom Racing 3.2

34. Donaghan Tremlett #@#

Location: Broom Racing 3.3

35. Bowman Wright #@#

Location: Broom Racing 4.1

36. Joscelind Wadcock <->

Location: Traded Card 84

37. Cassandra Vablatsky #@#

Location: Broom Racing 4.3

38. Chauncey Oldridge #@#

Location: Broom Racing 5.1

39. Gwenog Jones #@#

Location: Broom Racing 5.2

40. Carlotta Pinkstone #@#

Location: Broom Racing 5.3

41. Godric Gryffindor [t]

Location: Girl's Bathroom on Floor 2 (only after you talk to Draco)

42. Crispin Cronk [t]

Location: Charms Class Floor 2

43. Cyprian Youdle [t]

Location: Floor 2/3 Secret Passage, Dungeon

44. Devlin Whitehorn [t]

Location: Charms Class Floor 2

45. Dunbar Oglethorpe

Location: Return Potion Bag to Noticeboard

46. Miranda Goshawk

Location: Return Merit Badge

47. Edgar Strougler

Location: Buy from Fred and George

48. Salazar Slytherin

Location: Return Telescope

49. Elladora Ketteridge

Location: Return Neville's Toad

50. Musidora Barkwith

Location: Return Scales

51. Ethelred the Ever-Ready

Location: Return Wizard Hat

52. Felix Summerbee

Location: Return Gloves

53. Greta Catchlove [t]

Location: Chest outside Quidditch Pitch

54. Gaspard Shingleton

Location: Return Gadding with Ghouls

55. Honoria Nutcombe

Location: Return Holidays with Hags

56. Gideon Crumb

Location: Return Lee Jordan's Tarantula

57. Gifford Ollerton [t]

Location: Dark Arts entry room

58. Glover Hipworth

Location: Confiscation Room (???)

59. Gregory the Smarmy [t]

Location: The Burrow, Confiscation Room

60. Laverne de Montmorency

Location: Confiscation Room

61. Havelock Sweeting <->

Location: Trade Card 77 with student on Floor 4

62. Ignatia Wildsmith [t]

Location: Forbidden Forest

63. Hermand Wintringham [t]

Location: Forbidden Forest

64. Jocunda Skyes [t]

Location: Forbidden Forest

65. Gondoline Oliphant [t]

Location: Gryffindor Common Room

66. Flavius Belby [t]

Location: Forbidden Forest

67. Justus Pilliwinkle [t]

Location: Main floor of Grand Staircase

68. Kirley Duke [t]

Location: Main Floor of Grand Staircase

69. Bertie Bott

Location: Buy from Fred and George

70. Leopoldina Smethwyck [t]

Location: Classroom on Floor 6

71. Queen Maeve [t]

Location: Classroom on Floor 6

72. Helga Hufflepuff

Location: unknown

73. Mopsus [t]

Location: Classroom on Floor 3

74. Montague Knightley [t]

Location: Secret Passage

75. Mungo Bonham <->

Location: Trade Card 13 with student on Floor 4

76. Myron Wagtail [t]

Location: GBA Link Room (Entrance Hall)

77. Norvel Twonk [t]

Location: Classroom on Floor 1, Confiscation Room

78. Orsino Thruston <->

Location: Trade Card 98 with student on Floor 4

79. Oswald Beamish [t]

Location: Classroom on Floor 5

80. Beatrix Bloxam

Location: Buy from Fred and George's shop

81. Quong Po <->

Location: Trade Card 43 with student on Floor 7

82. Rowena Ravenclaw [t]

Location: Classroom on Floor 4

83. Roderick Plumpton [t]

Location: Classroom on Floor 6

84. Roland Kegg [t], ##

Location: Classroom on Floor 1, Broom Racing 4.2

85. Blenheim Stalk [t]

Location: Transfiguration Area

86. Dorcas Wellbeloved

Location: Dungeon [t]

87. Thaddeus Thurkell [t]

Location: Classroom on Floor 1

88. Celestina Warbeck [t]

Location: Classroom on Floor 5

89. Alberta Toothill [t]

Location: Lower left stairs in Entrance Hall

90. Sacharissa Tugwood [t]

Location: Charms Class Floor 2

91. Wilfred Elphick [t]

Location: Dark Arts Class Floor 3

92. Xavier Rastrick [t]

Location: Secret Passage Floor 2

93. Heathcote Barbary [t]

Location: Dark Arts Class Floor 3

94. Merton Graves <->

Location: Trade Card 31 with student on Floor 7

95. Yardley Platt [t]

Location: Dark Arts Class Floor 3

96. Hengist of Woodcroft [t]

Location: Passage next to Transfiguration on Floor 1

97. Alberic Grunnion [t]

Location: Buy from Fred and George

98. Dymphna Furmage [t]

Location: Borgin and Burkes (behind ladder to attic), Floor 3 secret passage

99. Daisy Dodderidge [t]

Location: Classroom on Floor 4

100. Albus Dumbeldore [t]

Location: Floor 7 secret passage

101. Harry Potter

Location: Obtain from Dumbledore on Floor 3 after getting all 100 cards

It IS possible that you may have to buy the Cards in the Confiscation Room from Fred and George - as there is no F & G shop in the PS 2 version (not sure...) Could anyone please email me the locations for the rest of the cards - I forgot where I collected them.

Note: Someone has told me THAT there is a F & G shop in the PS2 version.

Thanks, Egeorge1567@aol.com

#Check Copyright Notice#

I will give credit to whoever submits the wizard card locations.

17.CREDITS

Thanks to Heather Simpson and qmom for the Wizard Cards.

Use of Nintendo Instruction Manual for spells and items.

GameFags.com for use of my guide

J.K Rowling for her creativity

EA for making such a great game

and more...