

06/6/04 - v0.26 - Walkthrough up to end of The First Day of Term.
10/6/04 - v0.3 - Complete list of Collectors Cards and Statues.
12/6/04 - v0.35 - Complete list of Folio Bruti pages.
13/6/04 - v0.4 - Walkthrough up to end of Neville and the Ghoul.
17/6/04 - v0.6 - Walkthrough up to end of Black Deeds.
27/6/04 - v0.63 - Walkthrough up to end of 1st potion ingredients.

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Introduction
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Hello, I would first like to thank you all for reading this walkthrough, this is the first guide I have ever written. Let me know how it is and how I can improve it. Harry Potter and the Prisoner of Azkaban was released on 29th May 2004 in the UK. EA really did a good job with this game; it's much better than the previous two and a lot darker too.

There are three controllable characters this time round. Harry Potter is the main character and is a general all-rounder. He is the fittest of the three and can run the fastest. Hermione Granger has the best spell-casting ability, but is also the slightest. She can walk over thin layers of ice and can pass through thin gaps. Ron Weasley uses his Ronsense to find secret passageways and items.

The controls are:

Move character	Control Stick
Cast spell	X/Y Buttons
Action	A Button
Character swap	B Button
Centre view/Targeting	R Button
Camera	C Stick
Pause/Options	Start Button
Remembrall	Z Button
Call Ron/Hermione	L Button

Spoilers are contained in this guide.

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Walkthrough
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THE DEMENTOR

The game starts off with a little cutscene where Crookshanks chases Scabbers and Ron runs off after them. You have to follow Ron down the carriages. You will immediately come to a carriage where Ron will find Scabbers but a book will attack him. Just hold down R to target the book and use Flipendo on it. After a few hits, Ron will jump on the book. Then he will ask you to give him a hand carrying a big box in front of the door. Just go up to the side and press A to pick it up. Carry it a short way away and then drop it. There is a box to the right of the door which you can blast open to reveal a chocolate frog. Enter the door.

The next carriage starts with another cutscene. Draco Malfoy, Crabbe and Goyle attack you. A wizard duel begins. Just keep firing Flipendo at Crabbe and Goyle. Once they are both beaten, Malfoy will jump out from his hiding place and you have to fight him. Repeat the process, holding R to target him. All their spells do is either take away a bit of health or turn your head into a pumpkin.

Another cutscene will take place and then Ron will look out the window. Walk forward a bit and yet another cutscene begins. You hear screaming and then a Dementor appears. Now you're in control of Ron and you need to pull Harry backwards to where you began. Watch out for where you left the box in the previous carriage. At some point the Dementor will suck at Harry's soul. Quickly wiggle the Control Stick left and right repeatedly.

Once you get to the end of the carriages, Professor Lupin appears and produces a Patronus to make the Dementor disappear. He gives you a chocolate frog and the Folio Bruti book.

MARAUDER'S MAP

There is another cutscene explaining that Harry is worried about Sirius Black hunting him. You appear in the Boy's Dormitory where Ron asks you to show him the Folio Bruti book. Just press Z to access the Inventory, and then select the Folio Bruti at the bottom.

Go down the steps into the Gryffindor common room to meet Hermione. She tells you to get the Expelliarmus spell. To assign a new spell, just press Z and press R until you get to the spell screen. Highlight Expelliarmus and press the button you want to assign it to. Once you have it go through the door with Ron to practice your new spell. All you have to do is hit Ron with Flipendo a few times while he practices Expelliarmus. Next Ron will use Flipendo on you. Just use Expelliarmus as soon as he fires his spell at you. Do this a few times and Ron will tell you that you need to see Fred and George.

Go through the next couple of rooms to enter the Grand Staircase. Go down one flight of stairs to the sixth floor. Go through this door and be greeted by Peeves. He throws a book at Ron and then you have to fight the book. Use Expelliarmus a few times when the book fires a spell at you. Afterwards, there is a box containing a chocolate frog in front of the door. When this is done enter the door and then through into the Disused Toilet on the left where Fred and George have their shop.

Fred and George will welcome you and say they have something very special for you. Press B to take control of Ron and look at the wall behind the twins. Walk through to see a cutscene where you see the Marauder's Map at the top of a spire. Go through the door in this room.

A voice will tell you to take a leap but to take care of your friends. Swap characters so that you are in control of Harry. Walk towards the House Points crest and the floor will crumble away. Take a run-up and jump across to the chest. Now jump across to the House Points. Here there are three switches you have to press. The one to the left you have to wall-sneak to - just go up against the wall until you face outwards. The other two are directly in the middle and to the right, across a jump. You need to get all these switches quickly because there is a time limit. Once this is done, Pixies will rush out and attack Ron. Hit them all with Flipendo and go through the newly opened area. Change to Ron and look at the far wall. It can be opened! Go through the door at the end of the stairs.

A voice will tell you that friends must work together. Go up to the large trunk in the center of the floor. Pick it up and then press L to call the other character. Carry it to the now-lighted crystal ball

and drop it down. Use Harry to climb up the trunk and onto the platform with the crystal ball. Go right to the mirror and press A to step on it. Move Harry to position the mirror so that the light lands on a new crystal ball. This hits the eye and creates steps up to the exit. Collect the House Points and go up the stairs and through the door.

In this room you have to target the weird mechanical switch so that you can see the orange circle. Hit it three times with Flipendo and the ice-block will rise. Use Harry to climb up the rope (with A) on the lowest ice-block. Climb to the top to be greeted by a few Pixies. Kill them all and walk along the beam until you come to the end. Walk slowly off the edge and go down the rope. You will need to press A to let go. Collect the House Points and walk up the steps and through the door. Ron will get trapped but don't worry.

Follow the trail of Bertie Bott's Every Flavour Beans to the chest. In the chest is an owl treat, but now a book is trying to attack you. He fires brown stuff but just target him and use Expelliarmus to hit him. Do this three times and then go up the stairs to a stick. Call Hedwig and give him an owl treat. Now you are in control of Hedwig! Press and hold B to fly her over to the Marauder's Map and back to Harry. Now collect the House Points and speak the password to the painting.

Go down the slope and then to the left, avoiding the purple sight of the knights. Press the switch on the left and then move all the way round to the door. You have to go back to where you started and take the right path. Make your way past the three guards in the next room. It's not all that difficult, the last one you have to hide in the gap.

The next room you need to go round the room clockwise to avoid Snape. Weave in and out of the purple sectors and at the end, wait for Snape to turn away before running to the door. Outside you meet Fred and George with Ron, who tell you to go to their shop to buy things. To end the day press Z and then A.

THE FIRST DAY OF TERM

You wake up as Hermione in the Girls' Dormitory and you need to go down to the Common Room and then down to the Third Floor for your first Defence Against the Dark Arts lesson. Enter the classroom. Professor Lupin tells you to retrieve the Glacius Spellbook and then you're in!

Walk down the steps and follow the path round until a wall opens up automatically. Kill all the Pixies and if one of your friends gets caught, blast the Pixie holding them. Now pick up the giant cauldron and press L for help. Carry it over to the golden pressure-pad. You need to take it a bit further than you would think to line up perfect - the view isn't exactly top-down. Go up the steps and down the passageway, killing all the Pixies you come across.

In this room you need to press the switch on the right of the doorway. This starts up a beam of light which you need to point at the eye above the exit. Take control of Harry and go over to the first mirror and turn it to the right. Jump over to the next mirror and turn it to the left. Now jump over to the last mirror and turn it to the right so that the light hits the eye. Go through this door.

Collect the House Points and kill all the Pixies in the room. Go up to the mechanical thing on the floor and hit it three times so that the platform rises. Now work your way up to this platform and continue

round until you reach a second mechanical contraption. Hit this one three times also and then jump across the newly-risen platform to the exit.

Go back to the room with Ron and Hermione, and hit the mechanical contraption three times to lift the stone doorway opposite. Jump down and go through the gap and the door. In this room you need to control Harry to move the box to the shortest wardrobe. Climb up and jump across until you reach the ice. Now make Ron stand on one of the rune symbols on the floor and then make Hermione drag the box onto another rune symbol before herself standing on one. The ice will go down and now you need to make Harry press the switch. Go up the stairs in the opposite side of the room and collect the House Points.

Use Ron to open the wall and then Flipendo the Ice-Salamanders twice each. Follow the passageway and use Flipendo on the mechanical contraption. Change to another character when Ron is picked up by a Pixie and then kill all the Pixies. Use Hermione to crawl under the gap in the newly-opened ice-block.

In this room you need to push the small ice-block left, forward, left (from the starting camera view). Then you need to climb it to where two more ice-blocks are waiting. Here you need to push one ice-block so that it is to the left of the rune, and then push the other one onto the rune in order to lower the tall ice-block on the ground floor. Now jump down and push the small ice-block forward (according to the camera position) and then keep pushing it round the outside, always turning right. Climb up and follow the passageway.

Walk forward slowly to drop down onto the ice. Pick up the spellbook in the center and a cutscene begins where everything turns icy. You need to target the lava and use the Glacius spell to freeze it. Walk across the ice you just made. It will take three Glacius spells to get across. Climb up and make your way round to the exit. To kill the floating lanterns, just use Glacius on them and pelt them with Flipendos.

In this next room, use Glacius on the puddle of water and then, from the perspective of where you came in (drag means grab hold of it on the ground, push means push it on the ice):
push left, drag down, drag right, push right, push down, push right, drag left, push down, drag up, push left, drag left, drag down.
Then climb up the block and press the switch. Go up the stairs and along the path.

You come to a giant chasm where you need to use Glacius on the hot air. Because you cannot target air, you need to hold down R and press down to use it on the air. Walk across and climb up to the other side to collect the House Points and start a cutscene where Harry and Ron are attacked by salamanders. Jump down as quickly as possible and use Glacius on the three fires (not the salamanders) as this will stop any more salamanders appearing. Now use Glacius and Flipendo on all the salamanders and go through the newly-opened door. You go up the slope and you're back where you started, only this time someone's waiting for you!

<CAULDRON BOSS>

Firstly you need to make sure that you are Hermione and that you have Glacius equipped. You need to avoid his hands because they can take away a lot of health. Wait until you can sneak up close and then use Glacius. Run away and watch one of his hands fly towards you - Use

Glacius on it quickly and pelt it with Flipendos so that it does not return to the cauldron. Now he has a less powerful attack with his hands, but it can still prove fatal. Follow the same pattern and get rid of his second hand. Now he stomps around the place, but if you're quick you can run up to him and use Glacius on him. It might take a couple of tries, but he really isn't that hard.

Now collect the House points and go back to the beginning. You return to the Defence Against the Dark Arts Classroom, Professor Lupin promises you Anit-Dementor lessons and then you are told that you need to go to the Dungeons for Potions. The Dungeons are at the bottom of the Grand Staircase and through the door. Then, in the Entrance Hall, they are down the stairs to the right.

In Potions, Ron will nearly kill Harry (typical!) and then Snape tells you to bring Harry to the front. Go up to Harry and press A to carry him and then take him to the front. Snape will explain how to use Wiggeweld Potions and then you need to pick up the two Wiggeweld potions by walking up to them. Then press Z and assign the potions to a button. Now use a potion on yourself and then go up to Harry and use another potion on him. Now Snape will say that you need to collect some ingredients for your next lesson and you will leave the class. It is easier to collect the ingredients on the next day with Buckbeak, so I will explain this later.

NEVILLE AND THE GHOUL

Dumbledore will count the House Points and you should be in the lead if you followed this guide. Now Parvati will tell you that Malfoy has locked Neville in the Muggle Studies classroom with a ghoul and Hermione is busy studying. Now go down the Grand Staircase until you reach the Muggle Studies floor (fifth floor). It might be an idea to make sure that Ron has a couple of Wiggeweld Potions before you enter.

In this first room you meet Malfoy, Crabbe and Goyle who start a wizard duel. Just keep firing Flipendo, or use Expelliarmus to rebound their spells back at them. It's harder than the fight on the train but you can use the pillars as cover. Try not to get hit by the orange spells because you are vulnerable to more spells. Once they have all gone, collect the House Points and go through the door. Travel through the corridor and enter the door at the end.

In this room, walk towards the door on the left and some musical instruments attack you. Target them each and avoid their jumping attacks and keep hitting them with Flipendo. Now just go through the door at the end. In here you meet the ghoul and Neville, just make sure you don't attack the ghoul because he goes beserk and you don't even hurt him. Use Ron to search the box on the right (the one with the clown's face on the side). You'll fly up to the top floor where some children's toys attack you. Make sure you kill them all, including the aeroplane. Collect the House Points and go through the next couple of doors.

In this room there is the Lumos Duo spellbook, just pick it up and a firework will go off. Three Hinkypunks appear. You need to kill the three Hinkypunks (lantern carrying ghosts) by using Lumos Duo on them at close-quarters and then using Flipendo on each of them twice. Once you kill all three another three come. It really does get exhausting. It might help if you use a Wiggeweld Potion after the first lot. Now you need to use Lumos Duo on the crystal ball and then move the mirror so

the beam of light hits the eye above the gate. The gate raises and you can collect the House Points.

Go forward through the door and you come across some more toys. Just use Flipendo on them all a few times, avoiding their jumping attacks. Move along the path and collect the House Points. Go through the next couple of doors and you come across a rocket-firing robot. Use Flipendo when his chest opens, and try running away so some rockets miss you. Once he is defeated a train stops in front of you. Use Lumos Duo on the crystal ball and a gate will rise. Jump down and use Lumos Duo on the ghoul so he backs into the secret area. The gate will automatically shut so the ghoul is trapped.

Now you need to go up to the Gryffindor Common Room with Neville for a cutscene. The Fat Lady has been attacked by Sirius Black! End the Day.

BUCKBEAK

It's time for your first Care of Magical Creatures lesson with Hagrid, so go down to the Entrance Hall. Enter the double doors opposite the stairs and walk round the outside of the courtyard. Go along the long bridge to come out to an area surrounded by stone pillars. Here you need to turn off at about 11'o'clock and continue down the field. You will eventually come to Hagrid's Hut where you have your Care of Magical Creatures Lesson.

When you reach Hagrid he introduces you to Buckbeak the Hippogriff. You have to collect as many bats as you can within the time limit. To lift-off, just run at high speed and press B, or run off the side of a cliff near the lake. Now fly towards the bats, Buckbeak will eat as many as he can when you fly through them. Press and hold B to fly and press A to stop in mid-air and use the control stick to direct Buckbeak. I suggest flying through the bats and then using A to turn on the spot and then keep doing this to save time. When you've finished, either land or wait for the counter to finish, then Hagrid will grade you're performance - it's pretty easy really. The highest grade you get is A+.

Now Draco Malfoy insults Buckbeak and he is attacked and Hagrid has to carry him away. Now its time for your first Quidditch match, but don't get your hopes up because you don't actually get to play Quidditch - its just a cutscene! Harry sees a big black dog in the (empty!!) stands and then a bunch of Dementors make Harry fall off his broom.

BLACK DEEDS

You wake up in the Hospital Wing, where Ron tells you that he's found Sirius Black in the dungeons. He's behaving very strangely but you need to follow him in case he gets hurt by Black. Follow him out the Hospital Wing in the fourth floor corridor. Ron's been caught by Peeves so you'd better rescue him. When Peeves holds a vase you need to target him and when he throws the vase at you dodge it by pressing A and then fire Flipendo at him. You can only attack him as soon as he's thrown a vase at you so be patient. Once Peeves flies away, Ron is freed and walks away still going on about Black. Follow him through the study area and into the Grand Staircase.

Now head all the way down to the Entrance Hall and down to the dungeon corridor. Here you need to avoid being seen by the knights but just keep out of their purple beams and you'll be fine. Go straight ahead, into the now-open door at the end. Ron will push you in a hole and you

will find out that it was actually Draco Malfoy using a Polyjuice Potion - that certainly didn't happen in the book! Ron will appear and knock out Malfoy and hand you your stuff.

Use Ron to find the secret door in the wall of the pit and go through it. A bunch of Redcaps appear so make sure you kill all the ones you can see before heading down the stairs. At each level, wait until you have killed all the Redcaps so that they do not swarm you. At the bottom of the stairs, you need to jump down with A. Then turn to the right where you can see a Hedwig perch. Open the two chests to the left of the perch to find an Owl Treat. Then use Harry to call and feed Hedwig. Now you can fly Hedwig back up the stairs to the pit to fetch Hermione.

When Hermione appears, go to the gate and use Harry and Ron to lift it and Hermione to crawl underneath it. Ignore the switch with the wood underneath it. Use Glacius on all the flying fires that you come across and go across the bridge and then the one to the right. Continue until you come to a structure with lots of Redcaps on it. Work your way up, using Glacius to freeze the waterfalls to climb up, and Flipendo to kill all the Redcaps. Once you are at the top, follow the passage round until a cutscene begins where Redcaps destroy the bridge behind you.

Now move straight forward and let go so that you land on a narrow walkway - if you are unsure you can move the camera to see where you are jumping. Now use Flipendo twice on the box so that you can climb up. Work your way along the walkway until you reach the Reparo spellbook. Now use Reparo on the broken box in order to climb up. When you reach the second broken box you need to use Reparo on it and then push it down onto the walkway. Pull and push it so that you can climb up to the bridge. When you use Reparo you need to hold down the button.

Now use Reparo on the broken bridge and work your way back to Harry and Ron. Use Reparo on the broken box and climb up to press the switch. Now use Hermione to fix the opposite bridge and put out the flying fires and Ron to kill the two Hinkypunks. The mist will clear and you can climb the stairs. You will come across a Redcap with a shield and the only way to kill it is to hit it from behind. Get to the top of the stairs and you will emerge in the Dungeons storeroom.

Here you need to avoid being seen, so use Hermione to get past the first knight (on the right) and use Reparo on the broken box. Climb up and over the bookcase, collecting the Wiggewald Potions, and then move the camera to watch the Prefect on the other side of the bookcase. When he walks away, run to the door to enter the dungeon corridor. Avoid the knights and make your way back up to the Entrance Hall. It turns out Ron has already collected the Graphorn horn for Snape's potion ingredients! End the day.

CARPE RETRACTUM

When you wake up, Hermione tells you that you still need to collect three more ingredients for Snape's Antidote for Uncommon Poisons. Go down to Hagrid's Hut in order to fly Buckbeak. Bow to him to ride him. Now you need to fly around looking for vertical orange beams of light to find the ingredients. In order to find the Chizpurfle Carapaces, fly past Hagrid's Hut to the edge of the forest, near the lake, where two Venemous Tentacula plants stand. You can see three small creatures hiding on the edge of the forest. Dismount and wait for Ron and Hermione to catch up. Use Lumos Duo to lure the Chizpurples out of the

forest in front of the Venemous Tentaculas, in order to get the plants to eat the Chizpurples and spit out their carapaces. Do this to all three Chizpurples, avoiding the Venemous Tentaculas because they snap at Harry, Ron and Hermione too!

Now mount Buckbeak once more and follow the coast of the lake until you find another beam of light. Here you are going to get the Billywig stings by flying Buckbeak into each of the three Billywigs. It is just like the Care of Magical Creatures class, except there are less animals to fly into and there is no time limit. Now you only have the Fireseeds left to collect!

Fly Buckbeak round the outside of the castle until you come across the greenhouses - they're pretty obvious as they are long and made of glass! Land near the plant in the middle of the greenhouses and wait for Ron and Hermione to catch up. If you cannot be bothered to wait then make sure you fly as Hermione over to the greenhouses because you need to use Glacius. Use Glacius on each of the flaming Fireseeds and pick them all up. Wait for them to cool off before picking them up so you don't burn yourself, but don't wait too long or the Fireseeds will disappear altogether and you'll have to use Glacius all over again.

Now you have all the ingredients, fly back to the stone circle near the exit of the covered bridge and run on foot back to the Entrance Hall. Don't try landing in the courtyard outside the Entrance Hall because you cannot get out without flying upwards. Now go down to the Dungeons and into your second Potions class. Snape will explain about how Antidotes to Uncommon Poisons are used to heal bites from the poisonous Doxy. (Hint hint!) He will also tell you that you need to collect another four ingredients for your next lesson. Once again, you may as well wait until the very last point that you can collect these and just get on with your Charms lesson.

Go up to the second floor of the Grand Staircase and through the study area until you reach the Charms classroom. Time for another spellbook challenge!

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Spells
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Flipendo	- Basic attack
Expelliarmus	- Reflects attacks with a shield
Glacius	- Freezes water and puts out fire
Lumos Duo	- Creates light
Reparo	- Repairs broken objects
Carpe Retractum	- Works like a grappling hook
Draconifors	- Makes a dragon statue breathe fire
Expecto Patronum	- Conjures a Patronus
Snufflifors	- Turns a book into a mouse

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Folio Bruti
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These profiles are taken directly from the game - the description is the one given by the game in the Folio Bruti. The page location is where to find the Folio Bruti Page. Defeated is how to defeat them.

DEMENTOR

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

Page Location: You get the page automatically after Professor Lupin gives you the book on the Hogwarts Express.

Defeated: There are two ways of defeating a Dementor. The first is when you cannot use the Patronus charm. Then you have to repeatedly wiggle the Control Stick to release yourself from the Dementor. The second is Expecto Patronum. Use the spell and control the Patronus into a Dementor.

BILLYWIG

Description: "Billywigs are particularly difficult to catch. Dried Billywig stings are used as ingredients in certain potions."

Page location: In the Glacius Challenge, in the room with the three runes on the floor, at the top near the wall switch.

Defeated: Fly through them while riding Buckbeak.

DRAGONFLY

Description: "Toasted dragonfly thoraxes are an essential ingredient in certain potions."

Page location: In the secret passage from the seventh floor to the fourth floor (behind the bookcase in the room with Sir Cadogan).

Defeated: Use Draconifors on a nearby statue to flame them.

DOXY

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

Page location: In the Carpe Retractum Challenge, after you cross the water near the beginning and free Harry and Ron. To the right of the shield.

Defeated: Keep hitting them with Flipendo and avoid being bitten.

CHIZPURFLES

Description: "Chizpurples are parasites that are attracted to magic. Their carapaces are used as ingredients in certain potions but are particularly difficult to split open."

Page location: In the Potions classroom in the dungeons.

Defeated: Use Lumos Duo to lure them out in front of a Venomous Tentacula, which will split open its carapace.

FAIRY

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

Page location: On the second floor burn the furthest rug and go through the door. The chest is to the right of the next door.

Defeated: Use Draconifors on a nearby statue to make them appear from their bush and then use Glacius to freeze them.

FIRE SEED BUSH

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

Page location: In a chest to the left of Hooky the House Elf's Statue, in the potions storeroom in the dungeons.

Defeated: Cast Glacius on the tree and then collect the seeds once they have cooled. Don't wait too long or they will disappear.

FLYING SEAHORSE

Description: "Flying seahorses can be caught with Carpe Retractum and are used as an ingredient in certain potions."

Page location: Buy from Fred and George's Shop as Hermione for 100BBEFB.

Defeated: Use Carpe Retractum as soon as they leave the water.

GHOUL

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

Page location: In the room on the fifth floor where you fight the musical instruments, in a chest under the window.

Defeated: Use Lumos Duo to back the ghoul into a confined space.

HINKYPUNK

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

Page location: In the hallway on the fifth floor, after you beat Malfoy.

Defeated: Use Lumos Duo on them at close-quarters so that they turn solid. Then cast two Flipendos at them while they are dazed.

PIXIE

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

Page Location: In the Marauder's Map challenge in the second room, when you jump across the gap there is a chest containing this page. In the room where Ron gets attacked by Pixies.

Defeated: Just keep pelting them with Flipendo until they die.

RED CAP

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

Page location: After you get the Reparo spellbook, on the platform with the Hinkypunks.

Defeated: Fire a few Flipendos at them and avoid their stink bombs.

SALAMANDER

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

Page location: In the Glacius Challenge, in a chest in the corner of the room after you get the spellbook.

Defeated: Use Glacius to freeze them and then hit them with Flipendo.

HIPPOGRIFF

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

Page Location: Once you can fly Buckbeak at any time, fly to the other side of Hogwarts where you will find a chest beside an outside wall.

Defeated: Why on earth would you want to kill a Hippogriff? Better ask Draco Malfoy, I guess. To fly Buckbeak, go up to him and press A to bow. Buckbeak will bow back (except with Ron for some reason) and then you can fly him.

TROLL

Description: "The Troll is a fearsome creature up to twelve feet tall and weighing over a tonne. Notable for its equally prodigious strength and stupidity, trolls are particularly attracted to unpleasant smells."

Page location: In the Gryffindor Common Room, use Ron to open the bookcase opposite the fire.

Defeated: You can't defeat a troll, but throw a dungbomb to distract one so that you can get past it.

VENEMOUS TENTACULA

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

Page location: Check all the trunks at the ends of the beds in the Girls' Dormitory as Hermione.

Defeated: You cannot defeat a Venemous Tentacula, approach with care.

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Items

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You can find most of these by looking in bookcases as Ron or using Flipendo on various objects.

- Girding Potion - Increases the character's stamina.
COSTS 50 BBEFB
- Wiggenweld Potion - Replenishes the character's stamina.
COSTS 20 BBEFB
- Antidote - Cures the character when poisoned.
COSTS 20 BBEFB
- Owl Care Kit - Allows Harry use of another owl other than Hedwig.
COSTS 50 BBEFB !FOR THE GAMECUBE VERSION ONLY!
(Only works if you have Gameboy Advance version)
- Dark Forces Book - Upgrades Hermione's spell ability.
READ A PAGE FOR EVERY THREE STATUES HERMIONE FINDS
- Snufflifors Book - Allows Hermione to use the Snufflifors Spell.
COSTS 50 BBEFB
- Stink Pellets - Used in Ron's Stink Pellet Challenge.
COSTS 10 BBEFB
- Dungbombs - Creates a large diversion for Security Trolls.
COSTS 20 BBEFB
- Stink Pellet Bag - Allows Ron to hold more Stink Pellets.
COSTS 100 BBEFB
- Dungbomb Case - Allows Ron to hold more Dungbombs.
COSTS 100 BBEFB

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Folio Universitas

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The names and descriptions are taken directly from the game. I believe that the locations of the cards change, but I also think that the locations only change within a group. So if you want to collect all the Quidditch Cards, look in these places but they might have swapped round locations.

To the right of the collection name is what you get when you collect all the cards in that collection.

+++++++

+WITCHES+ = Hermione's endurance increases permanently

+++++++

Name: Morgan le Fay

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

Found: In the Glacius Challenge, in the room where Hermione has to push the ice-blocks, in the chest on its own.

Name: Queen Maeve

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

Found: In the dungeon corridor, to the right of the gate at the end.

Name: Ignatia Wildsmith

Description: "1227-1320. The witch who invented Floo powder."

Found: In the Glacius Challenge, just after Hermione finds the spellbook, there is a chest in the chamber perimeter.

Name: Beatrix Bloxam

Description: "1794-1810. Author of the Toadstool Tales, a series of children's books since banned because they have been found to cause nausea and vomiting."

Found: In the Defence Against the Dark Arts classroom, next to the teacher's office up the stairs.

Name: Gunhilda of Gorsemoor

Description: "1556-1639. One-eyed, hump-backed witch famous for developing a cure for Dragon Pox."

Found: You get this once you have collected all other Witches Cards.

+++++++

+WIZARDS+ = Harry's endurance increases permanently

+++++++

Name: Merlin

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

Found: In the Carpe Retractum Challenge, when Harry gets trapped behind the bars, go through the passageway and the chest is near the entrance.

Name: Glanmore Peakes

Description: "1677-1761. Famous Slayer of the Sea Serpent of Cromer."

Found: In the Carpe Retractum Challenge, after you free Harry from behind the bars and the second bridge goes up. At the end of the platform.

Name: Herpo the Foul

Description: "Ancient Greek. First known creator of the Basilisk."

Found: In the secret passageway between the seventh and fourth floors, kill all the Pixies and use Carpe Retractum to reach other side.

Name: Edgar Stroulger

Description: "1703-1798. Inventor of the Sneakoscope."

Found: In the Carpe Retractum Challenge, to the left of the switch that raises the first bridge and allows Harry and Ron to cross.

Name: Albus Dumbledore

Description: "Currently headmaster of Hogwarts."

Found: You get this once you have collected all other Wizards Cards.

+++++++

+VAMPIRES+ = 20 House Points

+++++++

Name: Lady Carmilla Sanguina

Description: "1561-1757. Bathed in the blood of her victims to retain her youthful beauty."

Found: In the Gryffindor Common Room, use Glacius on the fireplace.

Name: Amarillo Lestoat

Description: "1776-1977. Flamboyant American vampire. Author of 'A Vampire Monologue' - intended to bore the reader into a stupor making him/her easier prey for vampires."

Found: Use Glacius on the fireplace on the fourth floor.

Name: Sir Herbet Varney

Description: "1858-1889. Short-lived (by undead standards) Victorian vampire who preyed upon women in London during the 1880s. Was subsequently captured and killed by a special squad from the Department for the Regulation and Control of Magical Creatures."

Found: In the room after the stairs after Malfoy (as Ron) pushes you in the hole.

Name: Blodwyn Bludd

Description: "1923-? Known as the 'Vampire from the Valleys'. Famous for singing to his victims in a sonorous bass baritone, before biting their necks."

Found: On the fourth floor, use Lumos Duo on the crystal ball and look in the newly-opened secret area.

Name: Count Vlad Drakul

Description: "1390-? Notorious vampire who inspired the fictional Count Dracula created by Bram Stoker. Father of Vlad the Impaler."

Found: You get this once you have collected all other Vampires Cards.

+++++++

+GOBLINS+ = 20 House Points

+++++++

Name: Eargit the Ugly

Description: "Goblin representative at 14th century summit of Wizard's Council."

Found: Buy from Fred and George Weasley's Shop for 100 BBEFB.

Name: Alguff the Awful

Description: "Foul-smelling goblin nuisance. Well known throughout the goblin world for trying to sell vials of his sweat to a Dungbomb manufacturer."

Found: In the Glanmore Peakes corridor on the sixth floor, use Glacius on the puddle and push it to the cabinet with the skeleton in. Climb up on top of the cabinet and retrieve from the chest.

Name: Ug the Unreliable

Description: "Notorious goblin confidence trickster. Organised the infamous Demiguise Derby and absconded with the takings."

Found: Use Glacius on the puddle under the toilet in Fred and George's Shop.

Name: Urg the Unclean

Description: "Rebel leader in the 18th century goblin rebellion."

Found: Use Reparo on the broken toilet in Fred and George's Shop.

Name: Gringott

Description: "Founder of Gringotts wizard bank."

Found: You get this once you have collected all other Goblins Cards.

++++++

+HAGS+ = Hermione's endurance increases permanently

++++++

Name: Babayaga

Description: "Medieval, dates unknown. Russian hag who dwelled in a hut that stood on giant chicken legs. Ate children for breakfast - and presumably for lunch and tea."

Found: In the Gunhilda of Gorsemoor corridor on the third floor, up the stairs in the room behind a tapestry.

Name: Malodora Grymm

Description: "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."

Found: In the Glanmore Peakes corridor on the sixth floor, use Snufflifors on the flying books and collect the card.

Name: Leticia Somnolens

Description: "Medieval, dates unknown. This spiteful hag was jealous of the king's daughter and caused her to prick her finger on a spindle tainted with Draught of the Living Death. A young wizard who had smeared his lips with Wiggensweld potion kissed the princess and brought her out of her trance."

Found: In the fourth floor study area, use Snufflifors on the flying books near the entrance and collect the card.

Name: Old Mother Hubbard

Description: "Medieval, dates unknown. Lured stray animals into her home and starved them to death."

Found: Enter the Marauder's Map challenge in the Weasley's Shop with Hermione. Get Ron and Harry to lift up the gate and Hermione to crawl under and press the switch. Now run over the bridge, use Glacius on each of the flying balls of fire and all stand on a rune each. Then get Harry to use Carpe Retractum on the card.

Name: Cordelia Misericordia

Description: "1298-1401. Hag representative at 14th century summit of Wizards Council."

Found: You get this once you have collected all other Hags Cards.

+++++++

+GIANTS+ = 20 House Points

+++++++

Name: Bran the Bloodthirsty

Description: "Medieval, dates unknown. Lived in a castle on top of an enchanted beanstalk. Apparently fond of eating bread made with ground bones and washed down with the blood of an Englishman. Was slain by a boy named Jack."

Found: On the sixth floor, in the Glanmore Peakes corridor, use Ron to open the darker-coloured wall.

Name: Cyclops

Description: "Ancient Greece, dates unknown. A one-eyed giant who lived in a cave at the foot of Mount Etna. With the help of several sheep, was slain by the Greek hero, Odysseus."

Found: Buy from Fred and George Weasley's Shop for 100 BBEFB.

Name: Goliath

Description: "Biblical, dates unknown. Mercenary giant used by the Philistines in their war with the Israelites. Was slain by a young boy with a slingshot."

Found: In the Glanmore Peakes corridor on the sixth floor, use Reparo on the broken vase.

Name: Morholt

Description: "Ancient Celtic, dates unknown. Gigantic brother of the King of Ireland. Wounded Tristan, the Celtic hero, with a poisoned sword when the latter tried to kill him."

Found: In the Gunhilda of Gorsemoor Corridor on the third floor, after going through the storeroom up the stairs. Go up to the edge of the balcony and use Carpe Retractum to get to the other side, where the chest is.

Name: Hengist of Upper Barnton

Description: "15th century giant killed by the famous giant-slayer Gifford Ollerton."

Found: You get this once you have collected all other Giants Cards.

++++++

+DRAGONS+ = Ron's endurance increases permanently

++++++

Name: Common Welsh Green Dragon

Description: "This breed is among the least troublesome of dragons and actively avoids humans unless provoked. Fire is issued in thin jets."

Found: Given to you by Fred and George after Ron has hit five bowls in his Stink Pellet Challenge.

Name: Hebridean Black Dragon

Description: "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."

Found: Given to you by Fred and George after Ron has hit ten bowls in his Stink Pellet Challenge.

Name: Hungarian Horntail Dragon

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

Found: Given to you by Fred and George after Ron has hit fifteen bowls in his Stink Pellet Challenge.

Name: Romanian Longhorn Dragon

Description: "The horns of this breed of dragon are highly valued as potion ingredients and as a result, its numbers have fallen in recent years."

Found: Given to you by Fred and George after Ron has hit twenty bowls in his Stink Pellet Challenge.

Name: Norwegian Ridgeback Dragon

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

Found: You get this once you have collected all other Dragons Cards.

++++++

+BEASTS+ = 20 House Points

++++++

Name: Imp

Description: "Found only in Britain and Ireland, the imp has a slapstick sense of humour and will amuse itself by pushing and tripping the unwary."

Found: In the third floor study area, burn the tapestry which covers the secret passageway to the second floor and collect the card.

Name: Doxy

Description: "Sometimes mistaken for a fairy. Nests in bushes and if approached will attempt to bite with its double rows of sharp, venomous teeth."

Found: In the fourth floor study area, burn down the tapestry which reveals a secret passageway to the second floor. Look out for the chest around the corner.

Name: Bowtruckle

Description: "A tree-guardian adept at dodging most kinds of charms. May attempt to gouge out your eyes if you approach its tree home in a threatening manner."

Found: In the Gunhilda of Gorsemoor corridor on the third floor, after going through the storeroom up the stairs. When you exit onto the balcony, its on the right.

Name: Billywig

Description: "Has a long thin sting that causes giddiness followed by levitation. Dried Billywig stings are used in a variety of potions."

Found: In the North Wing on the seventh floor, in the corner.

Name: Gnome

Description: "A common garden pest. The gnome lurks in holes in the ground and may run out and attempt to trip up the unwary traveller. Can be ejected from the garden by swinging it in circles and flinging it over the garden wall."

Found: You get this once you have collected all other Beasts Cards.

+++++

+CLASSICAL BEASTS+ = Ron's endurance increases permanently

+++++

Name: Giant Squid

Description: "The bane of ancient mariners and students at Hogwarts - should the latter decide to go for a dip in the lake."

Found: On the fourth floor corridor, on the right in a chest.

Name: Manticore

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

Found: Check all the trunks at the ends of the beds in the Boys' Dormitory as Ron.

Name: Unicorn

Description: "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 casting magic spells may frighten it off. Its blood has highly magical properties."

Found: From where you found the Hippogriff Folio Bruti page, go into the large area to the right and go down the stairs on the right. On the stairs there is the chest.

Name: Mountain Troll

Description: "Frequents mountainous regions. Very powerful, but stupid, the troll will attempt to bludgeon anyone who comes near it."

Found: In the Glacius Challenge, behind the grates in the first room (where you fight the Cauldron Boss)

Name: Phoenix

Description: "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."

Found: You get this once you have collected all other Classical Beasts Cards.

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+QUIDDITCH+ = Harry's endurance increases permanently

+++++

Name: Cyprian Youdle

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

Found: Check all the trunks at the ends of the beds in the Boys' Dormitory as Harry.

Name: Joscelind Wadcock

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

Found: On the sixth floor, in a chest after you beat Peeves' book.

Name: Leopoldina Smethwyck

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

Found: In the fourth room of the Marauder's Map challenge. Use Ron to check all the lighter-coloured walls.

Name: Roderick Plumpton

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

Found: In the third room of the Marauder's Map challenge, to the left of the first crystal ball.

Name: Barberus Bragge

Description: "Introduced the Golden Snidget into Quidditch in 1269, changing the face of the game forever."

Found: You get this once you have collected all other Quidditch Cards.

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Hermione's Statues

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There are nine statues for Hermione to find. Each time you find three, Fred and George will allow Hermione to read a page of the Dark Forces Book and improve her spell ability. The first page improves your Flipendo casting ability - you fire three spells at once. The second page improves your Expelliarmus casting ability. The third increases the speed at which you can fire the spells.

Statue: Bridget Wenlock
Found: Beside the Fat Lady on the seventh floor

Statue: Gondoline Oliphant
Found: In the secret passageway between fourth floor and second floor
(Burn down the rug in the fourth floor study room)

Statue: Hengist of Woodcroft
Found: Near the entrance to the Hospital Wing on the fourth floor

Statue: Glanmore Peakes
Found: In the sixth floor corridor

Statue: Beaumont Marjoribanks
Found: History of Magic classroom, on the fourth floor

Statue: Gunhilda of Gorsemoor
Found: The large statue on the third floor, used to enter Hogsmeade

Statue: Gregory the Smarmy
Found: Large statue in the first floor corridor

Statue: Jocunda Sykes
Found: In the Entrance Hall, near the dungeon entrance

Statue: Hooky the House Elf
Found: In the Potions Storeroom, in the dungeons

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Notice Board Items

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Prefect Badge - In the Entrance Hall, behind the Hufflepuff hourglass.

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Ron's Stink Pellet Bowls

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In order to start Ron's Stink Pellet Bowl Challenge, just buy a pack of stinkbombs from Fred and George Weasley's Shop. From now on you can easily find stinkbombs by looking in bookcases as Ron.

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