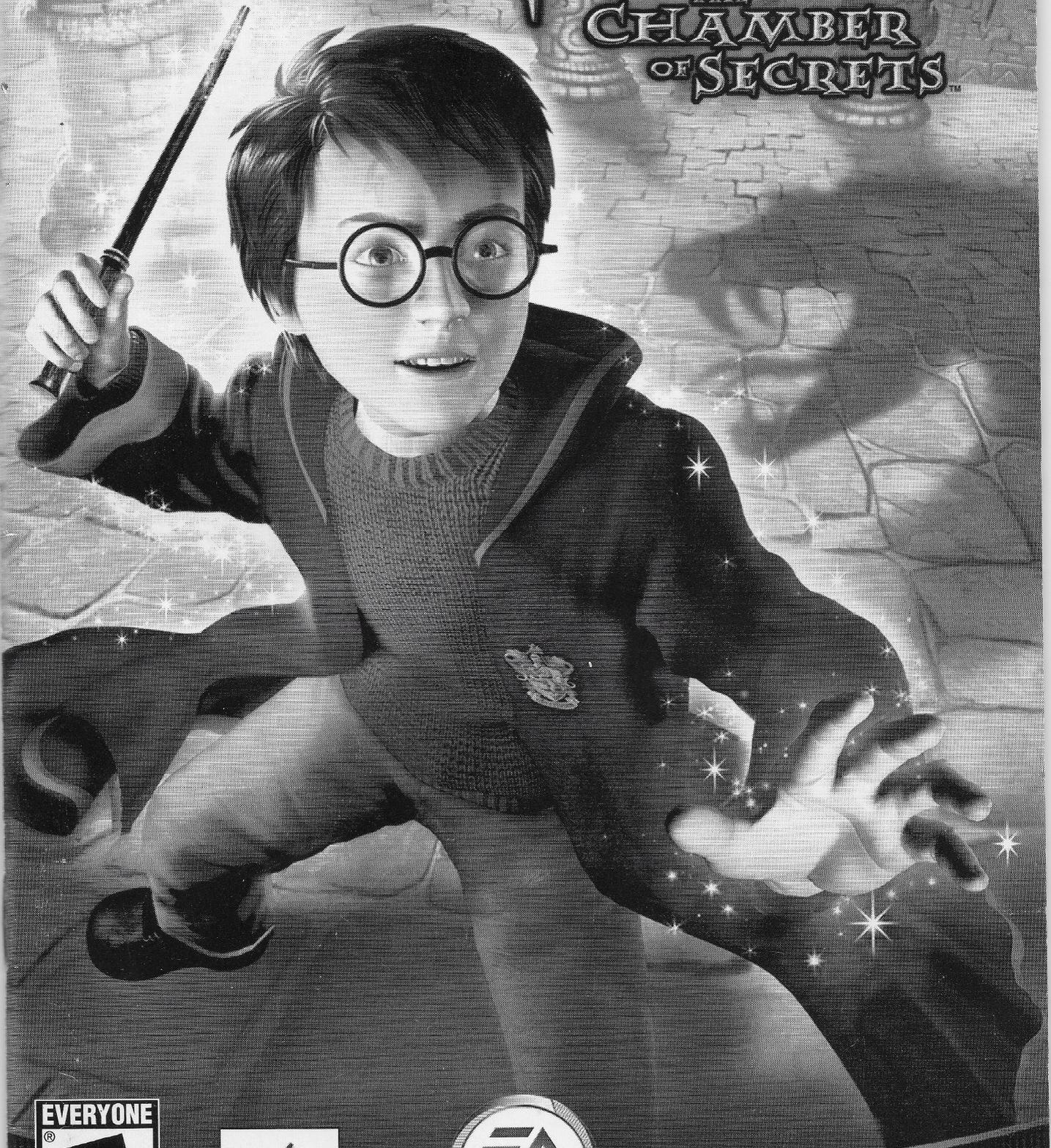


Harry Potter

AND THE
CHAMBER
OF SECRETS™



ASPYR™
Authorized Electronic Arts™ Distributor



Gameplay Controls

MENU CONTROLS

ACTION	CONTROL
Highlight Menu Items	Move the mouse over the item
Cycle Choices/Move Sliders	Click and hold mouse button then drag slider or click mouse button on slider bar
Select/Go to Next Screen	Click mouse button on option or Next Section
Return to Previous Screen	Highlight back arrow and click mouse button

BASIC GAMEPLAY CONTROLS

ACTION	CONTROL
Move Forward or Backward	↑-↓, Arrow keys or W - S
Side-step Left and Right	A , D , ← , or →
Rotate View	← - → , Arrow keys or move mouse
Jump	CTRL
Use Wand	Click the mouse button, move the mouse to highlight a target, release the mouse button to cast
Action/Talk To	Walk up to the person/object
Look Around	Move the mouse
Pause Game/View Pause Menu	ESC

ADVANCED GAMEPLAY CONTROLS

ACTION	CONTROL
Drink Potion	SPACEBAR or Q
View Map	T
Skip / Cut Scene	RETURN

- ✦ For more information on Wizard Dueling controls ► *Wizard Dueling* on p. 12.
- ✦ For more information on Quidditch™ controls ► *Quidditch* on p. 13.

Table of Contents

INTRODUCTION.....	2
SETTING UP THE GAME	3
STARTING A NEW GAME	3
MAIN MENU	3
GAME SCREEN	4
ESSENTIAL INFORMATION FOR SECOND YEARS ...	5
CASTING SPELLS	5
JUMPING, CLIMBING AND CLAMBERING	6
HARRY'S STAMINA	7
COLLECTIBLES	7
LEARNING NEW SPELLS	8
THE IN-GAME MENU	8
A COMPLETE LIST OF SECOND YEAR SPELLS	16
OPTIONS	18
SAVING & LOADING.....	20
CREATURE DESCRIPTIONS	20
CHARACTER DESCRIPTIONS	23
CREDITS	24
TECHNICAL SUPPORT	27

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Introduction

Dare you Return to Hogwarts™?



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. Could Draco Malfoy™ be behind the attacks? Is Hagrid™ involved? Harry doesn't know whom to suspect but when his fellow pupils find out he can speak Parseltongue, he becomes the number-one suspect!

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!

Installing the Game

Insert the **Harry Potter and the Chamber of Secrets** CD into your CD-ROM drive. Double click the icon on your desktop and double-click the "**Harry Potter Installer.**" Read the Installation Notes.

After the installation process, a new folder named "**Harry Potter**" will be created on the drive you selected in the installer. Please be sure to check out the file called "Read Me" for the latest news on the game.

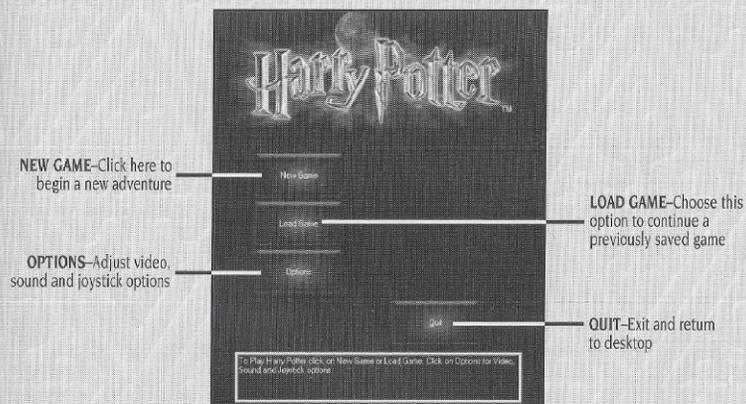
Setting Up the Game

Starting a New Game

To Start a New Adventure:

1. From the Main Menu, select **NEW GAME**. The New Game screen appears.
2. Click the mouse on an **EMPTY** slot you wish to use. The introductory sequence begins.
3. Once the introduction has finished, the game loads and begins automatically.

Main Menu



NEW GAME—Click here to begin a new adventure

OPTIONS—Adjust video, sound and joystick options

LOAD GAME—Choose this option to continue a previously saved game

QUIT—Exit and return to desktop

◆ Click on an option to advance.

Game Screen

After watching the introductory sequence, the game begins with a tutorial to help you face the challenges of your second year at Hogwarts.

- ◆ To start a conversation, walk up to the people you encounter.
- ◆ Remember, you can use the mouse and the arrow keys (or the **W**, **A**, **S** or **D** keys) to alter your view and control Harry's movement at the same time. This could come in handy in tricky situations!
- ◆ Press **ESC** to pause the game and open the In-Game menu. You can view the items you have collected, the number of points you've won for Gryffindor™ and access all sorts of games options.
 - *The In-Game Menu* on p. 8.

NOTE: *The onscreen icons only appear when needed (for example, when you pick up a Challenge Star).*

Essential Information for Second Years

The information in this section, though by no means exhaustive, provides a good indication of the sort of unfamiliar things students may find useful as they begin exploring Hogwarts Castle.

Casting Spells

Casting the correct spell at the correct target is essential, not only for good progress in classes but for other, more risky activities within Hogwarts' ancient corridors and wards.

- ◆ Click the mouse and hold to prime Harry's wand arm for spell-casting. The sparkling cursor shows what Harry is targeting with his magical powers.

NOTE: *Spells do not have unlimited range. If you are in range, the cursor is yellow. If you are out of range, the cursor is red.*

- ◆ Use the mouse to move the sparkling cursor over the object you want to target.
- ◆ If you are on target and Harry knows the right spell for that situation, the spell trace appears. Release the mouse button to cast the spell.
- ◆ Sometimes the result of your spell casting is obvious. At other times, it might take a little bit of looking around to see what effect the spell has had.

Tip: *Try aiming at all objects you encounter. If you choose well, you might find some surprising secrets or collectibles.*

- ◆ As you'll soon find out, second years can take part in wizard dueling, for which certain spells are well-suited. For more details on this exciting sport and how to play it ➤ *Wizard Dueling* on p. 12.

Jumping, Climbing and Clambering

To explore Hogwarts properly, you're going to have to scale a few obstacles and leap some pretty considerable gaps on your way. You should get the hang of it once you arrive at the Whomping Willow™, but here is a brief explanation.

TO JUMP

- ◆ Run up to a gap and press **CTRL** just before you reach the edge. If the jump is performed properly, you should sail safely to the other side.
- If you fall from a great height, Harry will faint and you must restart from the last save point.

Tip: Don't forget to try running jumps. Harry might be able to grab ledges that are further away.

NOTE: If the AUTO JUMP option is activated from the In-Game menu, it eliminates the need to press **CTRL** to jump. Simply run up to an edge and you automatically jump in the direction that you are running in. Even with AUTO JUMP selected, you can still press **CTRL** to make Harry jump.

TO CLIMB

- ◆ Walk up to an object or obstacle and press forward. You'll climb up or over.
- ◆ For higher ledges, try jumping at the face of the wall, to see if Harry can get a handhold.

NOTE: Only certain obstacles can be climbed or jumped. If you can't find a way out, look around for something that could be targeted with a spell that you already know. You never know your luck!

EXPLORE EVERY NOOK AND CRANNY

Hogwarts School of Witchcraft and Wizardry is a magical place with many hidden areas, switches and pitfalls for the unwary student. If you want to find everything, you must search diligently. Keep an eye out for everything from little gaps in the stonework to strange or even familiar spell symbols, and try targeting objects with Harry's wand.

Harry's Stamina

The Lightning bolt stamina indicator shows how well Harry is. If it reaches the bottom, Harry faints and you must restart from the last Save Book you encountered.

- ◆ To begin with, Harry only has one Lightning bolt stamina indicator but if you collect ten Bronze Wizard Cards, another Lightning bolt will be added making Harry a little bit stronger.
- ◆ Look out for ways to replenish Harry's health. Chocolate Frogs™ and Wiggenweld potions are amongst the most well-known methods of gaining a welcome boost of stamina!

NOTE: Some opponents you face also have Stamina Bars that appear at the bottom of the screen.

Collectibles

BERTIE BOTT'S EVERY FLAVOR BEANS™

You can find these unusual wizard confections all around the castle and grounds. They are hidden in the most unlikely of places, but a well-aimed Flipendo will generally dislodge them. Pick them up whenever you see them since they're an important currency amongst your fellow students.

- ◆ When you pick up a bean, your bean counter appears in the top left-hand corner of the screen.
- ◆ You'll want to trade with other enterprising Hogwarts students so collect as many Bertie Bott's Every Flavor Beans as you can find. Items such as Wizard Cards, Potion ingredients and Quidditch equipment are available – at a price.

CHOCOLATE FROGS

When you find a jumping Chocolate Frog, pick it up. If Harry's stamina is less than 100 percent, it'll give him a helpful boost to his stamina.

NOTE: As their name suggests, these magically charmed confections are a bit jumpy, so you'll have to catch them before Harry can eat them.

CHALLENGE STARS

Throughout your adventure, you will attempt to complete many exciting Spell Challenges in order to learn the required wizardry skills and proceed through your second year at Hogwarts. Collecting Challenge Stars during these tasks is vital to your success. The more Stars you find, the more points you win for Gryffindor.

- ◆ The Spell Challenge menu is available from the In-Game menu once you've completed your introduction with Ron.

Wizard Cards

The amazing images of renowned witches and wizards on these cards aren't the only things that make them special. Collect them to open secret areas and give Harry permanent stamina increases.

- You can view your collection in the Folio Magi, which is like a sticker album for Wizard cards.
- Each set of ten Bronze cards collected gives Harry an extra lightning bolt of stamina.
- Each set of ten Silver cards collected opens a lock on the Gold Wizard Card Challenge.
- ◆ The Folio Magi can be opened from the In-Game Menu. Simply click on the Book.

Learning New Spells

You learn your first second year spell in Defense Against the Dark Arts, with the incredibly talented Gilderoy Lockhart.™ Pay close attention to the lesson and you should be casting second year spells in no time at all. Don't worry, though, Harry hasn't forgotten some very useful spells from his first year at Hogwarts.

- ◆ To learn the spells, follow the onscreen prompts.
- ◆ Press each arrow key as the sparkling wand passes over it. If you press too late or press the wrong key, it counts as a miscast. Don't worry, though, just try again.
- You can win more points for Gryffindor if you successfully cast the spell.
- Remember, a steady hand and numerous successes are sure to help you in your efforts to win the House Cup.

NOTE: You have three attempts at each level to pass the class with flying colors. If you do, you'll earn some valuable house points.

The In-Game Menu

Check your status and access the game's other menus from the In-Game menu. If you want to see how Gryffindor is doing in the House Cup competition, view your Folio Magi, change options or just take a break, press **[ESC]** and the In-Game menu appears.

NOTE: The game is paused while the In-Game menu is open.

- Unless an option is highlighted, your current objective is shown here.

WIGGENWELD POTION

You learn how to make this very useful of stamina-restoring potions in Severus Snape's™ Potions lesson. Even if you don't like him, you'd be foolish to miss it.

- ◆ The crucial ingredients of Wiggeweld Potion are Wiggentree bark and Flobberworm mucous. A good supply of these two items will mean Harry can always prepare some more Wiggeweld Potion.

Tip: Students at Hogwarts have been known to trade in these items.

HOUSE POINT MENU

As a member of Gryffindor house, you can earn house points in lessons and by accomplishing tasks throughout your adventure. Your aim is to help Gryffindor clinch the House Cup and stop Slytherin™ from winning the cup for another year!

- ◆ To see where Gryffindor stands in the race for the House Cup, click the shield for the current tallies.

HOUSE POINT CEREMONIES

There are four House Point Ceremonies during the course of the school year, presided over by Headmaster Albus Dumbledore™. If Gryffindor is in the lead, you'll get to have a swift session in the Bonus Bean room. This area of the school is only open – for a short period of time – four times a year. Only the house whose students have shown enough diligence and resolve to take the lead in the School Cup can send a student in.

- ◆ Each time you go to the Bonus Bean room, you should use the spells you've learned in an attempt to discover all of its secrets. With only four potential trips during the course of the school year, searching thoroughly would be a wise move.

BERTIE BOTT'S EVERY FLAVOR BEANS

As you'll soon learn, collecting these magical sweets is a hobby in which most resourceful young wizards indulge. If you collect enough of these strange and wonderful confections, you'll be able to trade them with other students for all sorts of useful items.

- ◆ Over the years, Bertie Bott's Every Flavor Beans have been found hidden in the most unlikely of places at Hogwarts, so don't forget to search high and low for them.

Tip: Walk up to students who are standing about the castle they might have something to trade with you!

SECRETS

Hogwarts is full of secrets. Be the first wizard to discover them all! Secrets are tucked away in all sorts of places – behind portraits, under floors and just about anywhere that looks a bit suspicious. All sorts of wizarding treats can be found in secret areas – Bertie Bott's Every Flavor Beans, Chocolate Frogs and Wizard Cards.

- ◆ Check the secrets counter to see how many of a level's secrets you have discovered.

CHALLENGES MENU

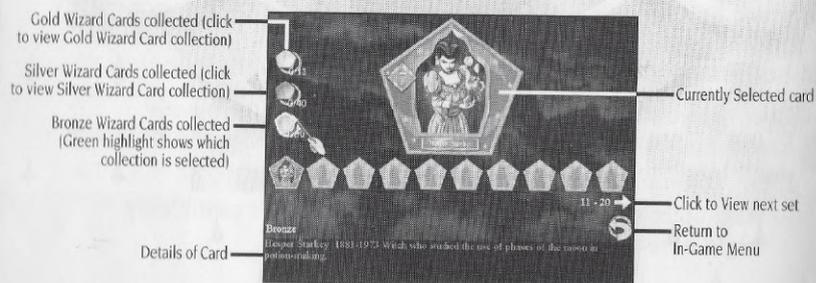
As you progress through your adventure, you are issued with Spell Challenges that you must complete as quickly as possible. You may view your high score for each challenge in the Challenge menu. If you feel you can do better, you can replay the Challenge:

- ◆ If you want to replay the Challenge and perhaps get a higher score, return to the Spell Challenge door marked with a banner showing the spell shape. Improve your score and you could win some extra points for Gryffindor.
- Collecting Challenge Stars in a Challenge level gives you extra time to complete the level.
- The faster you complete a level, the more house points you'll win for Gryffindor. Be aware that you might pass up some rare Wizard Cards if you always concentrate simply on gaining the fastest time.

NOTE: If you master the level, you cannot win more house points through replaying a Challenge.

FOLIO MAGI

Young wizards like to collect Mage Cards. These cards depict in vivid detail the most eminent or notable mages from throughout history. The Folio Magi is where your Witches and Wizards Cards are stored for viewing.



Witches and Wizards Cards not only provide an interesting insight into the incredible world of Magical History, but they provide all sorts of advantages to the diligent collector.

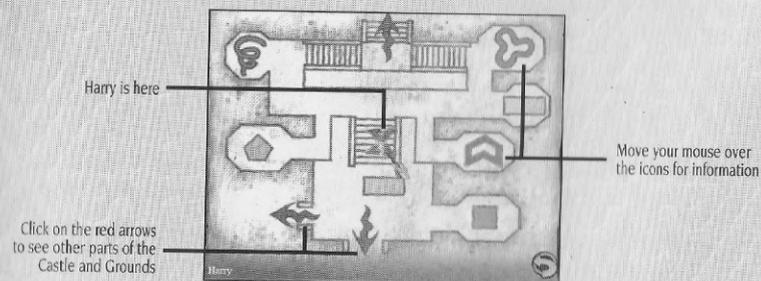
- ◆ To find out more about a specific card, click on the small image to enlarge it.
- For every ten Bronze Wizard Cards you collect, Harry gets a permanent increase in stamina (up to a maximum of 6 Lightning bolt stamina indicators).
- For every ten Silver Wizard Cards you collect, Harry gets a key to a most secret and secure area of Hogwarts. Collect four keys and you can gain entry to the Gold Wizard Card Challenge!
- Collect all the Gold Wizard Cards and complete your set!
- The students of Hogwarts are a resourceful and bright bunch of young witches and wizards. They may well have Cards that you haven't yet found for the price of a few Bertie Bott's Every Flavor Beans!
- If you are lucky, you might find some real rarities and complete Harry's collection!



MAP

Even second year students can lose their bearings in a place as big as Hogwarts! If you are lost or just want to check your knowledge, click on the Map icon and the Map appears.

- ◆ To open the Map quickly, press the **TAB** key.



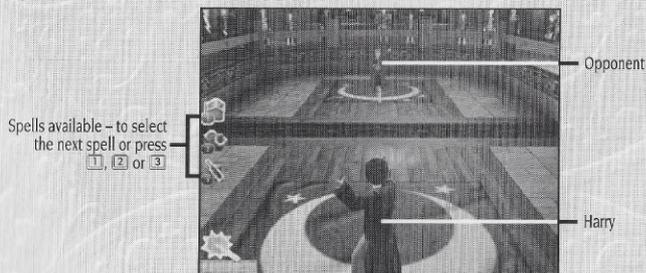
WIZARD DUELING

Professor Lockhart has started a Dueling Club this year. This exciting diversion from classes gives Harry the chance to win lots of Bertie Bott's Every Flavor Beans and become the top duelist at Hogwarts.

- ◆ Click on the wizard dueling icon in the In-Game Menu to view the wizard dueling Rankings.
- ◆ There are three spells used in wizard dueling: RICTUSEMPRA—Knocks back opposing duelist; EXPELLIARMUS—Knocks opponents' incoming spell back to them; and MIMBLEWIMBLE—Causes opponent to miscast their next spell.
- ◆ To move to the next spell, use the key used for Drink Potion (default set to Spacebar) to cycle or press **1**, **2** or **3**.

Once you have been through the wizard dueling tutorial, you can go back and duel as many times as you like.

1. Walk up to a student duelist in the room directly before you enter the Great Hall. They'll propose an amount of Bertie Bott's Every Flavor Beans for entry into the duel.
2. If you have enough, click YES to duel.
3. If Harry faints first, you lose your stake. If you triumph, you get to keep your stake and the other student's wager! For full instructions on wizard dueling, see p. 13.



Use the movement keys (Arrow keys or **W/S/A/D**) to dodge and weave, avoiding the other dueler's spells.

To cast the selected spell, use the key used for the Wand or press click or **OPTION**.

To move to next spell, use the key used for Drink Potion (default set to Spacebar) to cycle through or press **1**, **2** or **3**.

Be aware that as you climb through the ranks of wizard duelers, the competition and the arenas get progressively more difficult. To check on the rankings, bump into the wizard dueling board or click the wizard dueling icon in the In-Game Menu.

Tip: Timing is everything in wizard dueling. As you gain experience, you'll begin to understand which spells are best used in which situations.

QUIDDITCH

Quidditch is an important part of life at Hogwarts. Not only is it an exciting sport, but it also teaches participants invaluable broom-handling skills that may prove to be very handy away from the pitch.

- ◆ You take part in the Hogwarts Quidditch League, which is made up of six matches throughout the school year. As the competition progresses, you will face increasingly harder teams until an extremely tough final match.
- ◆ To fly Up/Down/Left/Right, use the **↑/↓, ←/→** cursor keys.
- ◆ To grab the Golden Snitch™ use the key used to Jump. To Push your opponent, use the key used for the Wand.

Once you have been through the Quidditch tutorial, you can go back and play as many times as you like. Simply walk up to the Quidditch board outside the Quidditch Pitch. To play any of the open matches, click on them.

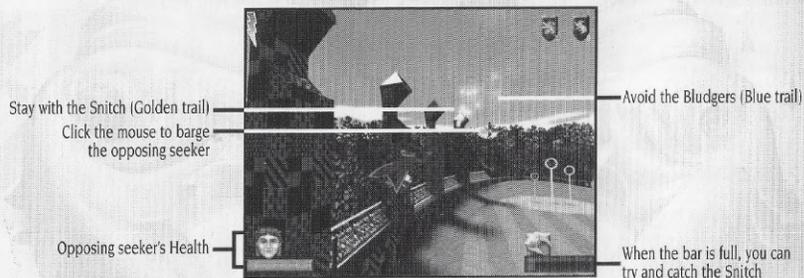
NOTE: You may find broomstick flying easier if you invert the pitch of the Broomstick in the Input menu, that is in the In-Game menu.

THE RULES OF QUIDDITCH

It is the Seeker who can turn a match in an instant by catching the Golden Snitch. To catch it, you'll have to chase it down first.

- ◆ Remember to avoid the Bludgers and the other Seeker at all costs. If you collide with anything, you'll lose speed and stamina. You'll also have to start over chasing the Golden Snitch.
- ◆ Stick with the Golden Snitch long enough to gain the opportunity to catch it.

CHASING THE GOLDEN SNITCH



- You automatically follow the Snitch's trail along with the other Seeker. Try to stay with it until the Snitch bar is full. Then use the key used Jump to reach out and try to catch it. If you succeed, you'll win the match for Gryffindor!
- ◆ The other Seeker will do practically anything to catch the Snitch first. If Harry gets pushed, he loses stamina. To push the other Seeker first, get close to him or her and use the key used to Jump.

NOTE: *If you faint during the Quidditch League, your team forfeits the match and the opposing team wins.*

QUIT GAME

- ◆ Click this icon to end your game and return to the Desktop.

INPUT MENU

All controls in the *Harry Potter and the Chamber of Secrets* game are user definable. To change a control, click the mouse on the dialogue box, so that it is highlighted, then press the new key. The new controls are set.

NOTE: *The computer remembers two key presses for each action so click again if you want to set a control to one key only.*

MOUSE SPEED

Click and drag the slider. The further you drag the slider to the right, the more sensitive the mouse is to your input.

INVERT MOUSE

Some users may prefer to have their mouse input reversed.

AUTO CENTRE CAMERA

While ON, the camera snaps to an easy-to-view position just behind Harry.

INVERT BROOM CONTROL When checked, reverses the UP and DOWN controls when flying depending upon your preference.

AUTO JUMP

When checked, Harry automatically jumps when he encounters a gap. Default is OFF.

AUTO DRINK POTION

Harry drinks any available Wiggewald Potion, if he's about to faint (ON by default).

SOUND AND VIDEO MENU

View Sound and Video Menu, comprising the following options:

RESOLUTION

Click to adjust the screen resolution to a number of presets.

COLOR DEPTH

Click to choose from 16- and 32-bit color depth (only faster MACs should try 32-bit)

TEXTURE DETAIL

Click to choose HIGH, MEDIUM or LOW detail on the textures displayed in the game.

OBJECT DETAIL

Click to select the detail on the objects displayed in game.

NOTE: *The correct setting is vital to ensure that the game runs without undue stuttering.*

BRIGHTNESS

Click the slider to adjust the game's brightness.

MUSIC VOLUME

Click the slider to adjust the volume of the music in the game.

SOUND VOLUME

Click the slider to adjust the volume of the sound effects in the game.

RETURN TO GAME/PREVIOUS SCREEN

◆ Click this icon to return to the previous menu/continue your game.

A Complete List of Second Year Spells

Below is the full list of spells second years will be expected to learn before the end of the year. Each spell's name and some tips on its uses, as well as the icon you might see where a particular spell can be cast, are included alongside each heading.

- There is a separate section for the three wizard dueling spells.
- If you do not want to spoil your learning enjoyment, you might want to skip this section.

FLIPENDO

"The Knockback Jinx"

"Pushes objects and creatures backward."

The incantation for the Knockback Jinx is 'Flipendo'. Flipendo can be used to 'knock back' weaker opponents or objects. It can also be employed to activate certain magically charmed levers that are out of Harry's reach or to break certain, weaker objects that may contain rewards useful to your quest.

ALOHOMORA

"Unlocking Spell"

"Opens mechanical locks."

Mechanical locks can be almost as effective as enchanted barriers in keeping the way closed to prying eyes. Unless a witch or wizard knows the 'Alohomora' charm, of course. Cast this spell on certain mechanically locked doors, objects and secret areas and their barrels and pins are magically bypassed giving free access to the enterprising caster.

LUMOS

"Wand Lighting Charm"

"Reveals hidden paths and areas."

'Lumos' is the incantation for a useful light-giving spell. If correctly cast on the Lumos Gargoyle, the end of the caster's wand temporarily illuminates casting a revealing light over the general area. In this way, unseen entrances and platforms may be discovered in the darker parts of Hogwarts and its grounds.

SKURGE

"Scouring Charm"

"Cleans up sticky and damaging ectoplasm."

If you encounter a sticky, green substance similar to troll bogies blocking the doorways and pathways of Hogwarts, it could very well be ectoplasm. It's a deposit left in areas where ghosts congregate. Experience has shown the most effective way to expunge this most unpleasant substance is with the 'Skurge' scouring charm.

DIFFINDO

"Severing Charm"

"Cuts ropes, vines, webs and plant-based lifeforms."

The 'Diffindo' severing charm has a variety of uses, from severing errant plant life to severing ropes. Its use as a pruning tool in Herbology should not be overlooked either.

SPONGIFY

"Bounce to the stars on a magically bouncy carpet."

Cast 'Spongify' on special carpets and slabs to turn them into an extremely bouncy, jelly-like substance. Once activated with the 'Spongify' incantation, Harry can jump on these to bounce and soar to great heights.

WIZARD DUELING SPELLS

RICTUSEMPRA

"Dueling Knockback charm"

"Used in dueling with living creatures and other wizard opponents."

'Rictusempra' allows the skilled wizard duelist to knock back an opponent leaving him or her vulnerable to hits. As you'll find, this particular incantation is the key to successful wizard dueling.

NOTE: Reputed, by some, to be extremely useful for stunning Cornish pixies.

EXPELLIARMUS

“Disarming Charm”

“Repels spells back at an opponent.”

‘Expelliarmus’ allows the skilled wizard duelist to rebound an opponent’s spell at the original caster. As you’ll find, this particular incantation is the key to successful wizard dueling.

MIMBLEWIMBLE

“Stuttering charm”

“Causes your opponent to mess up his or her next spell.”

Casting the ‘MimbleWimble’ charm at the right time in a duel can have devastating consequences. If timed properly, it will cause the unfortunate opponent to stutter his or her spell like former Defense Against the Dark Arts teacher, Professor Quirrell. Given such an opportunity, Harry could take the upper hand with his next spell cast.

NOTE: *Though the opponent may be mumbling ineffectually, they will still be able to move around.*

Options

Choose the options you want to adjust.

- ◆ You can access the Options screen from the Main menu, click the mouse on OPTIONS.
- ◆ To access other Sound and Video Options (brightness, Color depth, Texture and Object detail), press **[ESC]** in-game, and click the Sound and Video menu icon.

VIDEO OPTIONS

Choose the desired rendered and resolution for the game to use BEFORE you start the game.

- ◆ **DESIRED RESOLUTION:** Click to adjust the screen resolution to a number of presets.

NOTE: *The game will automatically choose a resolution based upon the graphics card and drivers you have installed on your MAC, though you can change this if you want.*

NOTE: *Depending on your computer’s technical specification, you may find that the game’s image stutters if you set the resolution options too high. Your computer will automatically attempt to choose the optimum specification upon installation. However, you may find adjusting the above settings will improve the game’s performance.*

SOUND OPTIONS

SOUND VOLUME

Click the mouse on the bar to adjust the volume level of the game’s sound effects.

MUSIC VOLUME

Click the mouse on the bar to adjust the game’s music level.

NOTE: *For more control, **click**, hold and drag on the slider itself.*

DISABLE ALL SOUND

Check this box to play the game with no sound.

SAVING AN ADVENTURE

- ◆ You must find a Save Game point in Hogwarts, which takes the form of a weighty magical book, known simply as a Save Book. Walk up to the book to save your game.

TO START A SAVED ADVENTURE

1. The next time you start the game, click LOAD GAME and the Loading Game screen appears.
 2. Simply click on the previously used slot of your choice. (Each slot with a saved game states USED).
 3. The game loads and you continue from the last point at which you saved.
- ◆ Alternatively, click the mouse on NEW GAME to begin a new game.
 - ◆ If Harry faints, you'll restart the game from the last save point.

REPLACING A SAVED ADVENTURE

1. The next time you start the game, click NEW GAME and the New Game screen appears.
2. Now, click on a USED save game slot and at the prompt confirm that you want to replace the previously saved game with a NEW GAME.

NOTE: *If your Mac is used by more than one person, check before you overwrite someone else's slot.*

Creature Descriptions

You will encounter all manner of creatures during your adventure. If you are having problems defeating them or are simply interested in reading a little bit about them, you may find the below descriptions of use:

- ◆ Don't read below if you do not want to spoil the joy of discovery and learning for yourself.

BOWTRUCKLE

Guardians of the Wiggentree, these small and well-camouflaged creatures will defend their territory fiercely. However, they are vulnerable to a well-aimed Diffindo spell. Perhaps due to their close relationship with the Wiggentree, they'll drop a piece of Wiggentree bark, one of the ingredients used in the preparation of stamina-curing Wiggenweld Potion.

CORNISH PIXIES

These mischievous creatures are electric blue and about eight inches high, but don't let their small size fool you – they can be dangerous when roused. Since some escaped from a Defense Against the Dark Arts lesson, they buzz and whiz about Hogwarts' darker areas. Try your Rictusempra spell on them from a distance because if you get too close to them, they'll swoop down and bite you.

FIRE CRAB

Don't let the pretty jewels on the shell of these tortoise-like crabs fool you, they can "turn" on you in a heartbeat – blasting scorchingly hot fireballs from their rear ends. Fire crabs can grow to enormous size, so knowing how to deal with them is essential. A well-targeted Rictusempra spell will flip the creature onto its back, though larger specimens may need multiple hits to be effectively stunned. Once on it's back, use Flipendo to push the stunned fire crab around.

GIANT ORANGE SNAILS

These slimy, slithering beasts leave a bright trail of poisonous slime that is very harmful if touched. Use the Rictusempra spell to stop them in their tracks, then Flipendo them swiftly to push them around.

GNOMES

Though renowned for being a garden pest, gnomes also live in caves, within Hogwarts and its grounds. These blighters come out to hunt for Bertie Bott's Every Flavor Beans, when their favorite food, Horklump mushrooms, are thin on the ground. If you manage to release a gnome from a cave to dine on a patch of Horklumps, it'll be so excited that it will drop any beans it is carrying.

- ◆ If a hungry gnome steals your beans, get them back by casting Flipendo on it.

Tip: **It'd be wise to pick the stunned gnome up and toss it back into its cave before it comes round. A groggy gnome is not a happy gnome and will hit out at the nearest living thing it sees upon waking.**

HORKLUMPS

Horklumps are mushrooms that release a harmful (to humans) puff of purple smoke, if approached too closely. If there are no gnomes nearby to be duped into eating the Horklumps, use Diffindo to cut off the fungus head and render them relatively harmless.

Tip: Topped Horklump heads can be thrown onto other creatures to stop them in their tracks.

IMPS

Like gnomes, imps also live in caves, but they're not nearly as friendly as gnomes, who aren't a bundle of laughs themselves. The sensible witch or wizard will stun any imp he or she spots with Rictusempra and then pick it up and toss back into its cave. But be quick! Imps can wake up at the worst times – even while you're carrying one, which could turn out to be a painful experience indeed.

PEEVES

Hogwarts' resident poltergeist pest, Peeves is always up to no good. You'll find this annoying spirit popping up in the most unlikely places. Cast the ectoplasm-clearing Skurge spell on him to send him swiftly on his way.

SPIDERS

For some reason there are spiders all over the place this year. Smaller spiders will try to climb up on students if they stop moving for even a second. You may want to squish them to get rid of them. There may be larger spiders lurking and these will take a bit more skill to defeat. Rictusempra might be the spell to stun them.

Tip: To remove spider's webs from blocking passages, use the cutting spell, Diffindo.

SPIKY PLANTS

Spiky plants are pretty – from afar. Get too close to one, and it releases its harmful spikes. Cast Diffindo on the spiky plant to get it to release its spikes so that you can safely pass.

VENEMOUS TENTACULAS

It's hard to keep track of all the heads on a Venemous Tentacula. This giant plant is as dangerous as it looks. Cast the Diffindo spell on it to sever its limbs and to stun its center.

Character Descriptions

Below is a short primer on some of the characters from the world of Harry Potter. Please note that this is not a complete list of the characters, rather it is placed here to provide some background information for those of you who have not read any of the Harry Potter series of novels by J.K. Rowling.

HARRY POTTER

Harry Potter is a wizard who became known as “the boy who lived” when he not only survived an attack by the evil Lord Voldemort, but actually destroyed him and his powers in the process. Having been warned by a lowly house-elf not to return to school at Hogwarts School of Witchcraft and Wizardry, Harry's second year at Hogwarts looks like it will be every bit as exciting as the last.

RON WEASLEY™

Ron Weasley is the sixth Weasley to attend Hogwarts. He and Harry became friends at the beginning of the first year after meeting on the Hogwarts Express. With his second-hand robe and broken wand, his is a loyal and true friend whom Harry can always count on to help him out of a tight spot.

HERMIONE GRANGER™

Hermione Granger is the top student in Harry's class at Hogwarts. Hermione is eager to answer questions, studies hard and is always prepared. She is also very brave and never backs down from a challenge. On more than one occasion, her bravery and intellect play a big part in helping Harry get out of trouble.

RUBEUS HAGRID™

Rubeus Hagrid is the Keeper of Keys and Grounds at Hogwarts. A giant of a man with a gentle soul and a soft spot for all magical creatures, Hagrid is one of Harry's true friends. As the Keeper of Keys and Grounds, Hagrid has much information about the school and its history.

ALBUS DUMBLEDORE™

Albus Dumbledore is the highly esteemed Headmaster at Hogwarts School of Witchcraft and Wizardry. Considered by many to be the greatest wizard of all time, Dumbledore presides over Hogwarts with wisdom, patience, fairness and tremendous magical powers. In Albus Dumbledore, Harry has an unparalleled mentor and protector.

GILDEROY LOCKHART™

The talented author of 'Gilderoy Lockhart's Guide' to Household Pests' 'Magical Me', Gilderoy Lockhart is a five-time winner of Witch Weekly's Most-Charming-Smile Award. Gilderoy Lockhart takes the Defense Against the Dark Arts teaching post at Hogwarts during Harry's second year. However, his self-described gifts for dealing with dangerous magical creatures come into question soon after term commences.

PROFESSOR SEVERUS SNAPE™

Professor Severus Snape is the Potions master at Hogwarts. He is also the head of Slytherin™ house, and he is generally found in the Dungeon at Hogwarts. Professor Snape™ is not very friendly to Harry, and seems to go out of his way to find any reason to deduct points from Gryffindor, especially when those deductions come at Harry's expense.

Credits

KNOWWONDER

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