

Harry Potter and the Chamber of Secrets PS2 100% Guide.

By Greg Chierico

The Burrow:

1. Hit the Target then Break the Jar to your right.
2. Enter The Barn: hit the two gnomes.
3. Flipendo the toolbox to the left for beans. (optional)
4. Leave the Barn: Beat the Washing Machine.
5. Climb the small shed, then through the window and collect the Wizard Card.
6. Go back out and enter the backyard to degnome.
7. Throw the Gnomes over the wall: hit the Scarecrow, Hay bale and beat the Record, earning Wizard Cards for each one.
8. End Day.

Borgin and Burkes

1. Search all the Cabinets to collect beans (optional)
2. Enter the two black doors at the top of the room.
3. Collect the Lumos Spellbook. (equip)
4. Enter the Black doors again and make two rights, use Lumos to reveal the passage in the wall.
5. Go down the stairs and Flipendo the Imps.
6. Climb up over the cupboards and flipeno the Imps and throw them into the cages to gain a Wizard Car.
7. Climb up the middle cage and go right, open chest to get an owl treat, go back to the opposite side and call/feed Hedwig.
8. Climb the ladder, avoid the cracked floorboards, go left of the crawl space and open the chest for a Wizard Card.
9. Go through the crawl space, left through the door.
10. Go around the obstacle, Pull the box, press the button, then go back and press the button to open the locked door, and open the chest for a Wizard Card.
11. Leave Knockturn Alley.

Diagon Alley

1. Go right and talk to Mrs. Weasley and Ginny
2. Go to Flourish and Blotts, enter.
3. Buy Standard Book of Spells 2
4. Search Bookshelves for Beans (optional) (recommend searching the shelves connected to each other)
5. Leave Flourish and Blotts.
6. Flipendo the barrels and collect the silver sickle.
7. Go back down the alley and right of Gringotts, Flipendo all the barrels, then collect 10 Silver Sickles (11).
8. Enter the Apothecary (left) and buy the Potion Vial and fill it with Wiggensweld's potion, Leave.

9. Go across the street to the Magical Menagerie, flipendo the barrels, distract the shopkeeper, press the button, go through the door, pick-up Ginny's Brass Scales, open the chest for a Wizard Card. Back track, distract the shopkeeper again, leave.
10. Go right, down the stairs to enter Gambol and Japes. First go left, use lumos and reveal the secret passage, open the chest for a Wizard Card, search the cabinet for beans (optional), go down the stairs and left into the door, cast a well charged flipendo at the target to reveal a secret crawl space, enter it, flipendo the barrels and collect the silver sickles and Ginny's Quill. Crawl back out, buy the stink pellets. Leave.
11. Go left up the stairs, down the alley to the leaky Calderon, flipendo 2 barrels (two right) and walk on the false floor, press the button, enter the door, throw the Imps into the cages and collect the Wizard Card, dodge the barrels and enter the next room. Side walk the ledge, push the box off the ledge, drop down and push the box to the wall, climb it, go up the stairs, use lumos to reveal the passage door, and it'll collect Ginny's Spello-tape, leave.
12. Go back to Mrs. Weasley and Ginny, Enter Flourish and Blotts.
13. Go right to the courtyard of the leaky Calderon and talk to Ron.

Whomping Willow

1. Area 1: Go down the Whomping Willow, and go left, dodging the Willow's limbs, go up the ramp, pull the 2nd mushroom up and throw it, side walk along the edge avoiding the Willow's Limb, keep going right and jump over the gap, keep going all the way then jump down going toward the far end to reveal a crawl space covered by roots, flipendo the roots away, crawl through.
2. Area 2: Walk forward till the tree collapses, flipendo the imp until an imp appears on the tree blocking the way, he'll explode clearing the path, go down the path, after the log roll cutscene, open the chest for a Wizard Card, climb the log and go left, pull up the mushroom and side walk the ledge and open the chest for a Wizard Card. Jump down (faster than side walking back) climb the log, go right up the ledge, the left around hedwig's perch and down to the Gytrash area. Use Lumos to fight the Gytrashes. After flipendo the roots to reveal a crawl space and Crawl through.
3. Area 3: Go up the hill around the mushrooms, go left (left of the Wiggensweld Potion) and leap the gap, open the chest for a Wizard Card, leap back over the gap, flipendo the roots and crawl through the crawl space.
4. Area 4: Dodge the Whomping Willow's attacks, Flipendo the weak spot in the Limbs when they're reveals, then Flipendo the Willow's Eye behind Ron. Repeat until defeated, leave.

First Night

1. After the Snape cutscene, go right to the corner of Herbology Greenhouse, pick up the Vial Case.
2. If needed, farm beans with the bushes left of the Great Hall Entrance.
3. Go to the Gryffindor Common Room. (note: use the secret passage on the 4th floor, 2nd bookshelf, up the stairs and into a crawl space at the end of the hall on the right, which comes out to the 7th floor right before the Common Room Painting)
4. Go to Fred and George's Shop.
5. End the Night.

First Day

1. Open the chest in the Bedroom for a Wizard Card.

2. Deliver the Vial Case.
3. Leave the common room, crawl under the bookcase and back out to the 4th floor.
4. Go down the stairs to the Great Hall and exit Hogwarts.
5. Go down the Right path, past the door and to the right to the flying pitch.
6. Earn a distinction in Flying.
7. Get the Merit badge which is along the wall to the right of the flying pitch.
8. End the Day.

Second Night

1. Deliver the Merit Badge.
2. Leave the Common Room, take the secret passage to the 4th floor, go down the stairs to the 2nd floor, enter the library, avoid the prefect, enter the library, pick up the copy of Marauding with Monsters by Gilderoy Lockhart, back track through the reading room with all the prefects and back to Gryffindor Tower, go down the stairs and to the Great Hall.
3. Avoid the Prefects and exit Hogwarts.
4. Go straight down the path to the tunnel, flipendo the wall to the right 3 or 4 times, then hide on the left side of the tunnel opening, when the prefect comes out and goes to the other side go down the tunnel, run straight to the Greenhouse, don't worry that the prefect sees you (he can't stop you if you just run), enter the Greenhouse.
5. Go right, around the Greenhouse, flipendo the left Horklump and pull it up, crawl into the Greenhouse.
6. Go left and grab the Wizard Card, then get the Diffendo Spell Book, leave the Greenhouse through the crawl space, leave the Greenhouse.
7. Run back to the Entrance of Hogwarts, avoid the prefect by casting flipendo and diffendo off to the right, if a prefect sees you cast flipendo into him to stun then just run around him, enter Hogwarts.
8. Avoid the prefect and go back to Gryffindor Tower.
9. Go up the stairs to the 4th floor, use the secret passage to go to the 7th floor, enter the Gryffindor Common Room.
10. Diffendo the tapestry saving Neville, go into the room Neville was trapped in and grab the Wizard Card.
11. End the Night.

Second Day

1. Leave the common room, enter the secret passage, go to the 4th floor, then down to the third floor and into the Defense Against Dark Arts classroom.
2. Press or Flipendo the button to the right, Flipendo all the bludgers, climb the ledge the button was on, go through the door.
3. Press the button on the right wall, then go up the ramp and diffendo the rope the spiked ball is on, press the button, go up the ramp and diffendo the 2nd spiked ball, flipendo an Imp and throw him into the cage, climb the cage and press the button, run up the ramp and diffendo the 3rd spiked ball, run down the ramp, flipendo an imp and throw him in the cage, climb the cage, drop down over it, press the button, climb the cage and go up the ramp, diffendo the last spiked ball, go through the door.
4. Diffendo the large spiked ball, go through the door, obtain the Expelliarmus Spell Book, equip it.

5. Use Expelliarmus to bounce back the Gargoyles attacks.
6. Run back to the doors, crawl through the crawl space and exit the challenge.
7. Exit the Defense Against the Dark Arts classroom.
8. Go down the stairs and exit Gryffindor Tower.
9. Exit Hogwarts.
10. Run down the straight path, through the tunnel and talk to the kid on the right side of the exit, accept his request to find his Parcel.
11. Run down the grass on the other side of the tunnel toward the quidditch pitch till you reach the Lake, grab the Parcel on the left.
12. Enter Quidditch Practice and complete the Practice and Scrimmage with Hufflepuff.
13. Equip the Broom, and fly back to the kid who lost his parcel.
14. Give it to him.
15. Fly up to the astronomy tower landing and pick up the Telescope.
16. Time to find some lost items:
 - a. Rememberall: Talk to Neville by flying to hagrids hut, talk to him and accept, fly toward the Hogwarts entrance. The Rememberall is to the left of the tunnel by the tree.
 - b. Potion Jar: Fly to the flying pitch and talk to the student by the arch, accept, fly to the greenhouse and go left of the door and track down the wall, the little green potion jar is in the grass, fly back to the kid.
 - c. Race: Fly to the quidditch pitch, talk to the kid and race him around the trees, run right of the trees and circle back to the left, and run back to the quidditch pitch. You won the race congrats.
 - d. Daily Prophet: Fly to the square area before the flying pitch, talk to the kid in the far right corner, fly to Hagrid's hut and the daily prophet is on the right side of Hagrid's Hut. Fly back to the square area and give it to him.
 - e. Crockery: Fly to the flying pitch, half way down the pitch on the left is Neville (allegedly), talk to him, fly directly across the pitch toward Hogwarts Entrance, fly up and you'll see an area with shiny crockery, pick all of them up and fly back to Neville.
 - f. Mandrake Roots: Fly to the Hogwarts Entrance, the kid standing literally right in front of the stairs, talk to him, fly to Hagrid's Hut, go left of it and in the back are three mandrake roots. Fly back to the kid and he'll give you the key to the Confiscated Items Room. Congrats you've helped all the students.
17. Fly to the confiscated Items Room located by the flying pitch, fly up and you'll see the bridge, land on it and open the door, collect all the Wizard Cards and the 200 Bean Bag.
18. End the Day.

Third Night

1. Deliver the Telescope.
2. Leave the Common Room, Take the secret passage down to the 4th floor.
3. Go to the 2nd floor, enter the library and enter the Golden Annex to the right.
4. Dodge the prefect and go to the end of the hallway and crawl through the portrait crawl space.
5. Climb the ladders, side walk the ledge and dodge the books.
6. Enter the hall and go right around the bookcases, open the chest and get Hedwig's treat.
7. Go to the other side of the hall, call/feed Hedwig, and go back to the other side and climb the ladder.

8. Jump from the bookcase, to the platform, to the bookcase, to the bookcase, diffendo the rope, jump onto the ledge, run around to the other ledge, diffendo rope, jump to bookcase, bookcase, bookcase and grab Hogwarts a History.
9. Jump off the bookcase, go through the left door, and flipendo the bookcase boss, pull the block to the other side, climb it, flipendo the book, while avoiding ghosts, and jump from bookcase to bookcase, till you get to the Skurge Spell Book.
10. Jump down, go back to the main hallway, and open the door to the left with the skurge spell.
11. Skurge all 8 of the slimes in the 4 doorways.
12. Go into 2 of the doors and activate the switches, either press or flipendo it.
13. Duel Crabbe, expelliarmusless, so flipendo him and when he uses expelliarmus, flipendo him again till he is defeated.
14. Go into the last 2 doors, activate the switches, and face Goyle the same way.
15. Equip Lumps over Diffindo, Go through the door you unlocked.
16. Go in, Skurge the goo, pull the block to the other side, climb up, skurge all the slime and the levers and go through the door.
17. Lumos and exit.
18. Go right to the door and leave the library.
19. Go back up the secret passage to the Gryffindor common room and give hermione the book.
20. Go to Fred and George and buy 3 Wizard Cards, Balloons and the Stink Pellet Bag.
21. SAVE THE GAME
22. End Day

Third Day

1. Leave the common room, take the secret passage to the 4th floor, and go to the transfiguration classroom on the 1st floor.
2. Avifors: Jump down, skurge either the left side or the right side doors, and go skurge the levers, then go to the opposite side and do it. Then go back out and down the middle of the two stairs and skurge the doors and go through the door. Go right of the structure, skurge the door, avoid the ghosts, use lumos on the right wall and push out the spot in the wall. Climb it, skurge the door from a far, the jump and side walk the obstacles as needed. Go through the door, jump down and get the Avifors Spell Book. Equip Avifor's over Lumos, Broom over Skurge and Expelliarmus over Flipendo. Avifor the egg, climb the wall, repeat on that egg, then go and climb the wall and repeat on egg, crawl through the crawl space. Go up the stairs and back out, go either left or right and avifor the egg, side walk the ledge and push the bridge down, repeat the opposite side. Fight the gargoyle and avifor the egg and then leave the avifor challenge.
3. Equip Flipendo over Expelliarmus
4. Leave Gryffindor Tour and exit Hogwarts.
5. I'd Recommend bean farming till you have 75 Beans.
6. Save the Game
7. Now its time for some Gnome Throwing
 - a. Fly to the Square Area and Throw some gnomes on the ledge with the kid on it.
 - b. Next, turn around and fly up to the towers on the right, talk to the kid on it.
 - c. Next fly to the Greenhouse and get Neville's Toad, flipendo him and pick him up.
 - d. Next, fly to the platform where you found the crockery, talk to the kid on the pillar.
 - e. Fly toward the Fly pitch, the first tower, talk to the kid on the tower.

- f. Go Play Quidditch vs Hufflepuff.
 - g. Fly to the where you found the telescope and beat the last gnome game.
8. Farm Beans at the Flying Pitch till you reach 100
 9. Go back into Hogwarts, Gryffindor tower, 4th floor, go right and crawl under the bookcase, run down the hall, go into the door way, up the stairs, skurge the chest and get the Bean Bag.
 10. End the Day

Fourth Night

1. Deliver the Toad.
2. Go to Fred and George's shop and buy the Alohomora Spell book, and 4 Wizard Cards.
3. Leave and go down to the 2nd floor, girls bathroom.
4. After the potion, open the 2nd bathroom stall on the right and get the Wizard Card.
5. As Goyle: Leave the Bathroom, Leave Gryffindor Tower, Go to the Dungeons, Navigate around and enter the door and talk to Draco.
6. Leave the dungeon while avoiding Slytherin prefects, avoid Ravenclaw prefects, go back to Gryffindor tower and back to the girls bathroom.
7. End Night

Fourth Day

1. Go to charms class on the 2nd floor.
2. Equip Expelliarmus, defeat gargoyle, go through the door.
3. Drop down to the left and fight the gargoyle, avifor the egg, then climb the ramp and do it again the other side.
4. Go up the ramp and through the door, run around and collect the Incendio Spell Book.
5. Hit the flame pig with incendio charge and run, light all the torches, and run through the door, be quick because if a flame goes out the door locks again.
6. Go back to the main room and light the torches to lower the pillars.
7. Go into the first room and switch the flame with incendio, then leave and incendio the giant Boar statues and flipendo it up, be quick. You'll need to charge both attacks.
8. Press the button.
9. Drop down and either relight the other pig, then do the same stuff on the other side. More advanced you can keep the flame and get hit twice and jump around it.
10. Press the button.
11. Leave the challenge.
12. Equip Alohomora over Avifors and Broom over Flipendo, unlock the chest, then leave the classroom.
13. Leave Gryffindor Tower and go straight across, incendio the chest and open it.
14. Back track, go down the stair and go right and right, down the hallway and alohomora the chest, get Potion Vial.
15. Swap Wizard card with Ravenclaw kid.
16. Go back to the Confiscated Item Room, get a Bean Bag, and a Wizard Card.
17. Go play Quidditch.
18. Fly to Hagrid's Hut and pick up the Measuring Scales. Equip Skurge over Alohomora.
19. End Day

Fifth Night

1. Deliver Scales.
2. Go to Fred and George's shop and buy the 3rd Potion Vial, and balloon holster.
3. Pick the card up in the bathroom and exit through the fake wall (5th toilet), skurge the chest and open it.
4. Leave the common room, enter the arithmancy classroom, open 2 chests.
5. Go to Classroom 1A, pick up Wizard Card, open chest.
6. Enter the hallway right of transfiguration and skurge the chest.
7. Exit Gryffindor tower. Exit Hogwarts
8. Avoid the prefects and run down to the lake. Pick up the hat in the middle of the trees.
9. Go to Hagrid's Hut and get the key.
10. Go to the Forbidden Forest.
11. Run forward, incendio spiders if needed, find tunnel with giant web, incendio the web and open the chest.
12. Incendio the other web and go left, incendio the web. Run on the left side, up the ramp and incendio the horizontal web.
13. Run down the left side, veer left at the tree, web on your right, but go left down the path and open the chest, go back and incendio the web.
14. Go in and go right and you'll come to Aragog's first web, burn it and climb the stairs.
15. Burn the 2nd web, and go left jumping between the ledges, you come to one with a grabbable ledge, climb the steps and open the chest.
16. Go back down the stairs, jump the ledge and incendio the two webs and keep going.
17. BEWARE hitting the web strings will cause more spiders to come, keep going around to the right and burn the web with incendio and keep going.
18. Keep left and go up the ramp, incendio the spiders as needed.
19. Burn Aragog's web, burn the 3 red spiders and side walk the ledge.
20. Run around and burn his web again, then defeat the 4 spiders and open both chest, you might need the health.
21. Burn Aragog's Last support web.
22. Fight Aragog.
23. Exit Forest and equip Alohomora over Incendio and Diffindo over Broom.
24. End Night

Fifth Day

1. Deliver Hat
2. Leave Common Room, Go into Secret Passage, Alohomora the chest.
3. Go into the Defense Against the Dark Arts Classroom, and open the 2 chests.
4. Cut the tapestry on the 3rd floor for 2 more chests.
5. Go to the Library, go up left and cut the tapestry then equip Incendio over Alohomora and Avifors over Diffindo. Open chest.
6. Swap Card with student.
7. Use incendio at the end of the hall, open the door, open the chest.
8. Head to the Up Right corridor.
9. Skurge the door, avifors the egg, open both doors, open both chests.

10. Go to the Transfiguration Classroom and open chest with incendio, its behind the board on the left.
11. Enter Classroom 1E, get wizard card, open chest.
12. Go outside of Hogwarts.
13. Equip Broom over Avifors and Diffindo over Incendio
14. Go get bean bag from Confiscated Room.
15. Go get Dragon Gloves, fly left its by the lake, off to the left.
16. Go Play Quidditch.
17. Deliver Gloves, go back outside and fly to the confiscated room bridge and Gadding with Ghouls is by the tree before the bridge on the right.
18. End Day.

Last Night

1. Deliver Gadding with Ghouls.
2. Leave Hogwarts, Go through the tunnel, avoiding prefects, go right along the wall and pick up Holiday's with Hags.
3. Go to the 2nd floor, girls bathroom, fight the basilisk.

Last Day

1. Deliver Holiday with Hags.
2. Go to the 4th floor, enter history of magic classrooms, pick up Wizard Card, Open chest.
3. Exit the Classroom, go under the bookcase crawl space and run down the stairs and grab the card.
4. Cut the tapestry from a far, equip flipendo over diffindo and incendio over skurge. Go into the doorway on the left, incendio the chest.
5. Go to the Slytherin Common Room, incendio the chest at the end before the door.
6. Leave Hogwarts and swap cards with the 3 students outside.
7. Broom Racing Time
 - a. Fly straight up and the kid is on the left top pillar. Easy Race
 - b. Race him again.
 - c. Race him again.
 - d. Go to the herbology greenhouse, left side and crawl into the crawlspace and get the tarantula.
 - e. Fly to the flying pitch, and he's on top of the pillar by the lake. Race him
 - f. Race him again.
 - g. Race him again.
8. Fly to the tower to the right of Madam Hooch and light the torches for a chest.
9. Fly above the confiscated item room and search the window for a card.
10. Fly to the square grass area, and talk to the kid in the gap, there are two gaps, so he'll be in one. Race him
11. Race him again
12. Race him again
13. Fly toward the square area, and fly up right to the two towers and incendio for a chest.
14. Go get the bean bag from the confiscated item room again.
15. Go to the boat house and incendio for a chest.

16. Fly up the stairs of the boat house and you'll see a kid, race him.
17. Race him again.
18. Race him again.
19. If needed cause you lose races, get the bean bag again by entering and exiting Hogwarts to reset outside. You're going to need 150 beans for the last races.
20. Fly toward the bridge in front of you, turn left and go under the giant arch and incendio for a card.
21. Fly toward the lake, where you found the dragon gloves and use incendio for a card.
22. From here fly toward the far end of the flying pitch and the kid is on the left tower.
23. Race him.
24. Race him.
25. Race him.
26. Fly to the quidditch stadium, look down as you fly to see three bushes, go to them.
27. Throw 3 gnomes into the lake, I know that sounds heartless but you get a chest out of it.
28. Repeat for another chest.
29. Repeat for another chest.
30. Go to the Common Room in Gryffindor Tower and return the Tarantula.
31. Swap cards with the 3 kids outside the painting.
32. Go to the 3rd floor and talk to Dumbledore for the Last Wizard Card.
33. Go to the Great Hall, double check everything if you want to and End the run.

Congratulations You Have Finished 100% of the game.