



NTSC U/C

PlayStation®



# Harry Potter

## AND THE CHAMBER OF SECRETS



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

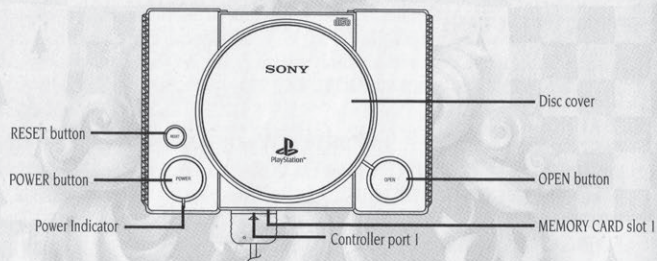
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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## Starting the Game

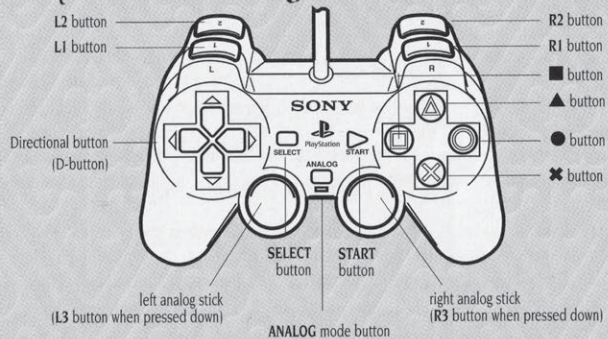
### PlayStation® game console



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
  2. Insert the *Harry Potter and the Chamber of Secrets™* disc and close the Disc Cover.
  3. Insert game controllers and turn on the PlayStation game console.
  4. After the introductory screen, select a language to advance to the Main menu. ➤ *Main Menu* on p. 5.
- ◆ Press the D-button ↔ to highlight your chosen language and press the ✕ button to select.

## Command Reference

### DUALSHOCK® analog controller

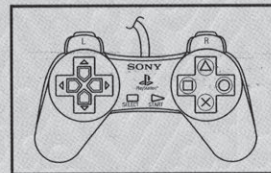


### MENU CONTROLS

Highlight menu items	D-button ↓
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	✕ button
Return to previous screen	▲ button

■ For a more detailed list of commands, ➤ *Game Controls* on p. 4.

**NOTE:** *Compatible only in Digital and Analog mode.*



## Game Controls

**NOTE:** Default options are listed in **bold** in this manual.

Move Harry	D-button ↓↔
Action/Talk To/Move Through Text	■ button
Cast Spell	✖ button (hold down the ✖ button for a charged spell)
Look Around	▲ button + D-button or left analog stick ↓/↔
Target Lock	RI button (▲ button to cancel)
Change Camera Angle	L2/R2 buttons or right analog stick ↔
Pause Game/View Pause Menu	START button
View Folio Magi/Report Card	SELECT button

## FLYING CONTROLS

Accelerate (Broomstick only)	✖ button
Fly Up/Down/Left/Right	D-button or left analog stick ↓/↔

◆ These are the default flying controls. To change the flying controls, select Flying Control in the Options menu, ► *Options Screen* on p. 16.

## 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!

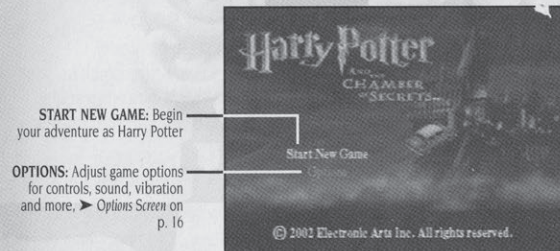
As the new term starts, this grave prediction seems to be coming true. Strange and terrible events occur—and Harry always seems to be nearby. Panic reigns, but nobody knows who—or what—is to blame. Could Draco Malfoy be behind the attacks? Is Hagrid involved? Harry doesn't know whom to suspect but, when 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!

**FOR MORE INFO** about this and other titles, check out EA GAMES™ on the web at [www.eagames.com](http://www.eagames.com).

## Setting Up the Game

### Main Menu



**START NEW GAME:** Begin your adventure as Harry Potter

**OPTIONS:** Adjust game options for controls, sound, vibration and more, ► *Options Screen* on p. 16

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As you progress through your adventure, new options appear on the Main Menu:

- CONTINUE GAME** If a saved game is found and loaded, you can continue a saved adventure, ► *To continue a saved adventure* on p. 7.
- QUIDDITCH LEAGUE** Once you've completed basic Quidditch Training, enter the league and help Gryffindor triumph, ► *Quidditch Training* on p. 14.
- GRYFFINDOR COMMON ROOM** Once you've completed the game, you can return to Gryffindor Common Room at Hogwarts.

## Getting Started

### To start a new adventure:

1. Highlight START NEW GAME and press the ✖ button—the Autosave screen appears. Press the D-button ↔ to highlight YES or NO and press the ✖ button to select.

### MEMORY CARDS and Autosave

To get the most out of *Harry Potter and the Chamber of Secrets*, we recommend that you use a MEMORY CARD for Playstation to Autosave your progress. If you choose to Autosave your adventure to a MEMORY CARD, your progress and game settings are saved automatically, allowing you to continue your adventure later (► *To continue a saved adventure* p. 7).

**NOTE:** The Autosave icon appears when your progress is being saved. Do not remove your MEMORY CARD, reset or turn off the main power when the icon is on-screen.

**NOTE:** You must have a MEMORY CARD inserted in MEMORY CARD slot 1 to Autosave.

2. If you select YES, the Autosave warning screen appears. Press the ✖ button to continue.
3. Your MEMORY CARD is checked and you are prompted to create a *Harry Potter* save block on your MEMORY CARD. Press the D-button ↔ to highlight YES or NO and press the ✖ button to select.
4. The Saved Game screen appears. Press the D-button ↔ to highlight a save slot and press the ✖ button to select. You are returned to the Main Menu.
5. To begin your adventure, Press the D-button ↑ to highlight START NEW GAME and press the ✖ button to confirm.

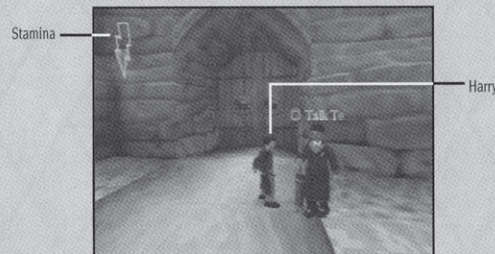
### To continue a saved adventure:

If you have a MEMORY CARD inserted into MEMORY CARD slot 1 with a *Harry Potter and the Chamber of Secrets* saved game on it, the MEMORY CARD is checked for saved games after the Language Select screen.

1. The Saved Game screen appears and you are prompted to choose a saved game to load. Press the D-button ↔ to highlight a game and press the ✖ button to select. The Main Menu appears.
2. Press the D-button ↓ to highlight CONTINUE GAME and press the ✖ button to confirm. The Autosave screen appears, ► *Memory Cards and Autosave* p. 6.
3. Press the D-button ↔ to highlight YES or NO and press the ✖ button to select. The Autosave warning screen appears. Press the ✖ button to continue.
4. A summary of your progress appears. To continue your game press the ✖ button.  
◆ To return to the Main Menu, press the ▲ button.

## Game Screen

Your adventure begins at the Burrow, home to your best friend Ron Weasley and his family. Staying with a wizarding family is fantastic fun, giving you a chance to practice your magical skills—and learn a few new ones too.



- ◆ Press the ■ button to talk to the people you meet and to complete actions.
- ◆ To move Harry, press the D-button or left analog stick ↓/↔.
- ◆ To climb up onto objects, press the D-button or left analog stick towards the object.
- ◆ To jump over gaps, press the D-button or left analog stick towards the gap.

## Life at Hogwarts

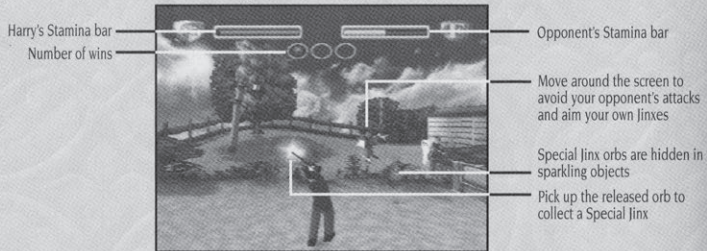
### Casting Spells

As a young wizard, you can use your magical abilities to fight enemies, remove barriers, solve problems, and more.

- ◆ To cast a spell, press the **X** button.
- ◆ To cast a charged-up spell, hold down the **X** button then release to cast.
- ◆ To lock on to a target, press the **RI** button. Once you have locked on to a target, pressing the **D**-button **↔** moves you around that target in a circle.
- Objects that can be targeted have a sparkle above them.
- ◆ To switch lock to the next target, press the **RI** button again.
- ◆ To cancel lock, press the **▲** button.

### Wizard Duels

Test your skills in a magical battle of talent, speed and cunning—Wizard Duels pit two competitors against each other, each trying to disarm the other with a succession of well-aimed Knockback Jinxes. Once Fred and George Weasley teach you the basics, you'll be ready to duel against more dangerous opponents...



- ◆ Cast normal or charged Knockback Jinx spells with the **X** button to hit your opponent. Normal Jinxes are quicker to cast, but less powerful.
- ◆ You can also cast powerful Special Jinxes. Get your opponent to hit sparkling objects to release an orb that you can run over and pick up. Each orb gives you one Special Jinx spell, which is cast by pressing the **●** button.

There are four types of Special Jinxes available:



Fires a triple shot, shooting out three red Jinxes.



Fires a double-power Jinx, a large green Jinx which inflicts double the damage of a normal fully charged Knockback Jinx.



Fires a yellow instant power Jinx, which can be cast instantly but inflicts as much damage as a fully charged Jinx.



Fires a blue super-fast Jinx, which moves at double the speed of a standard Knockback Jinx, whilst inflicting the same amount of damage.

- ◆ Reduce your opponent's Stamina bar to nothing to disarm them and win the round. Win two rounds to claim victory in the duel.

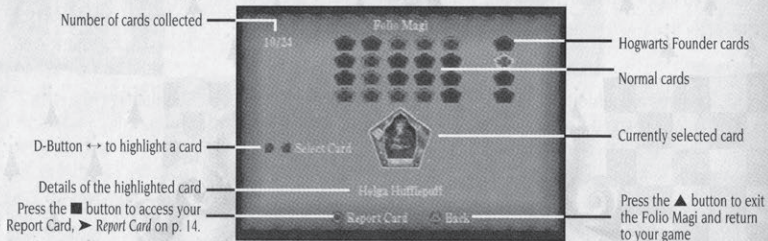
### Famous Witches and Wizards Cards

Collect these fantastic cards, which are illustrated with images of renowned witches and wizards throughout history, to unlock the ultimate Wizard Duels—battles against the best duelists in Hogwarts, the House Champions.

- ◆ There are 24 cards to collect in total, but finding them all won't be easy. You may be awarded some cards for completing tasks, finding secret areas and also for winning duels.
- ◆ Once you arrive at Hogwarts, you can also trade Bertie Bott's Every Flavor Beans to buy Famous Witches and Wizards cards from Fred and George. Each card costs 50 beans and there are five cards to buy.

## FOLIO MAGI

Your collection of Famous Witches and Wizards cards is stored in your card album, the Folio Magi. To view them at any time, press the **SELECT** button.



- ◆ Collect enough cards and you can unlock Wizard Duels against the dueling Champions of the three other houses at Hogwarts—beat these House Champions and you win their rare Founder Famous Witches and Wizards card, featuring one of the Founders of Hogwarts! For more information, ► *Founder Duel Statue* on p. 13.
- ◆ To help complete your collection, you can return to certain game areas to search for any Famous Witches and Wizards cards you may have missed (for more information, ► *Colin's Photo Album* on p. 13).

## De-Gnoming

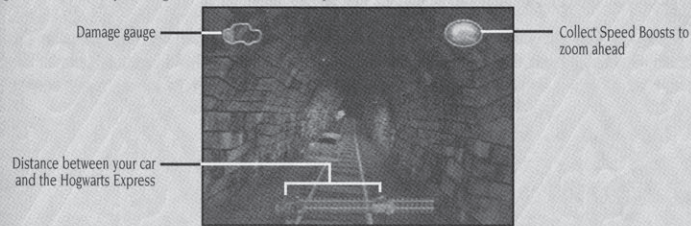
Forget slugs and caterpillars, gardens in the magical world have a bigger pest problem—mischievous gnomes! Luckily, dealing with a gnome-infestation is one chore you're sure to enjoy.



- ◆ Tap the  $\blacksquare$  button to start spinning round in a circle and moving forwards—the faster you tap, the faster you spin, filling up the speed bar.
- Your spin speed determines how far the gnome will travel when it's thrown. If you want a long throw or are aiming for distant objects, fill up the speed bar to spin quickly. If you're aiming for closer objects, fill the bar less to spin more slowly for a shorter throw.
- ◆ Once you start to spin on the spot, you're ready to take aim. Watch the aiming arrow as it moves around the ring to line up your throw—try to get it in the green section to guarantee a good throw.
- ◆ Press the  $\blacktriangle$  button to launch the gnome.
- Points are awarded for the distance you fling the gnome, plus you can earn bonus points by hitting the sparkling objects.

## Flying Car

To start the new term you must first get to school; but since you've missed the Hogwarts Express you'll have to use some most unusual transportation. You will find that controlling Mr. Weasley's flying car is almost the same as riding your broomstick—but the speeding train behind you is more dangerous than any Bludger on the Quidditch pitch.



- ◆ To **steer the car**, press the D-button or left analog stick  $\updownarrow/\leftarrow$ .



With the Hogwarts Express close behind you, you must steer the car through these Speed Boost pick-ups to zoom away from danger.



Every time you bash into an obstacle the car's damage gauge fills up—once it's full the car will crash! To repair the car, fly through these spanner pick-ups.

- ◆ Steer down shortcuts to gain extra pick-ups and zoom ahead. The red signal lights indicate a fork in the tunnel is approaching.

## Your Second Year at Hogwarts

The new term will reintroduce some familiar faces and pastimes but there are always new things to learn and new people to meet.

### House Points

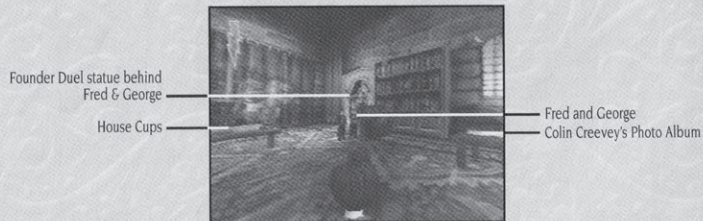
If you want Gryffindor to be awarded the House Cup for the second year running, you'd better make sure you win as many House Points as possible.

You can gain House Points for a variety of actions:

- Getting to lessons on time—race against the clock to arrive on time at your Herbology and Defense Against the Dark Arts lessons. Beat the school record and you'll also win that lesson's Race Cup for Gryffindor. If you don't get it the first time, you can always try again.
- Completing tasks.
- Defeating monsters.

### Gryffindor Common Room

This cozy room is where Gryffindors meet when they're not studying hard. Whether you're looking for advice, admiring Gryffindor's trophy collection, or want to flick through Colin Creevey's photo album, there's plenty to interest you here. And of course, this being Hogwarts, there's even a secret area to explore.



### FOUNDER DUEL STATUE

This statue hides the entrance to the areas that house the ultimate Wizard Duel challenges—duels against the House Champions of the other three Houses at Hogwarts: Hufflepuff, Slytherin and Ravenclaw. To unlock the door to each duel you must collect enough Famous Witches and Wizard cards. Defeating each House Champion will earn you a rare Founder Famous Witches and Wizards card. If you manage to collect all three, plus the Gryffindor Founder Card (see *House Cups* below) and complete your Folio Magi, you can gain access to the mysterious Founders' Tower—even Fred and George don't know what it contains.

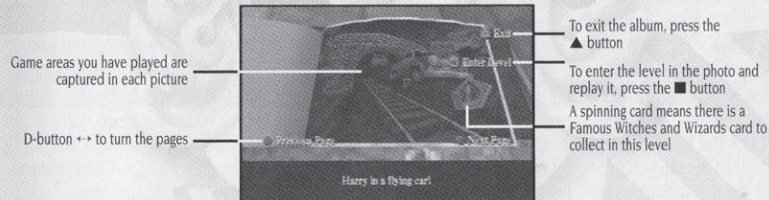
### HOUSE CUPS

Cups are awarded for excellence and punctuality in Herbology and Defense Against the Dark Arts. Arrive in good time for your lessons and study hard in class and you could win the Lesson and Race Cups for each subject for Gryffindor. If you win all four cups you'll be rewarded with the rare Gryffindor Founder Famous Witches and Wizards card!

■ If you don't win the House Cups first time around, you can return to the races and lessons to try again.

### COLIN'S PHOTO ALBUM

Gryffindor first year Colin Creevey is your number one fan—that's why he follows you around, taking photos of your every move! His snap-happy ways may be annoying but the shots in his album are more than just a record of your progress: these magical photos will allow you return to game areas you have already visited to improve your scores and complete your collection of Famous Witches and Wizards cards.



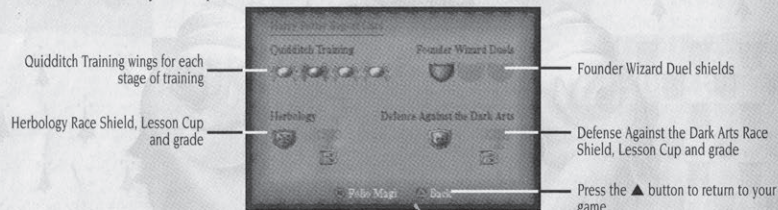
A spinning Famous Witches and Wizards card in a photo indicates that there's a card to collect in the game area shown. Collected cards appear solid, but cards you have yet to find appear translucent—return to areas with translucent cards to search again to help complete your Folio Magi. Once you have finished the game, you can select GRYFFINDOR COMMON ROOM from the Main menu to return to the Common Room. In addition to the Famous Witches and Wizards cards, the House Cups will now also appear in Colin's Photo Album.



## Report Card

Your Report Card serves as a record of many of your achievements at Hogwarts, and also gives a clue as to what other tasks you have yet to complete.

◆ To look at your Report Card, press the **SELECT** button to open the Folio Magi, then press the **■** button to view your Report Card.



◆ Press the **■** button to access your Folio Magi, ► *Folio Magi* on p. 10.

## Quidditch

With its exciting blend of daring broomstick flying and high-speed chases, Quidditch is the wizarding world's favorite sport—and yours too, after helping Gryffindor win so many matches last term! As Gryffindor's Seeker, your skill in chasing and catching the Golden Snitch could win your team the match.

### Quidditch Training

After the summer holidays your broomstick flying skills are bound to be a little rusty, but Oliver Wood is at hand to help you out with some practice lessons to refresh all the skills you need for a real Quidditch match. Depending on how well you perform, you could win Bronze, Silver, or Gold training wings. If you don't win the reward you're after, you can always return for another try.

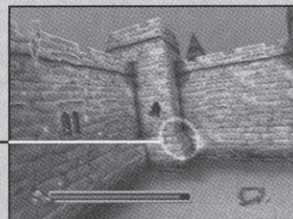
◆ Try out the two types of broomstick to see which control method you prefer. If you change your mind, you can switch Flying Controls in the Options screen, ► *Options Screen* on p. 16.

Race against your rival Seeker and beat them in the chase for the Golden Snitch.

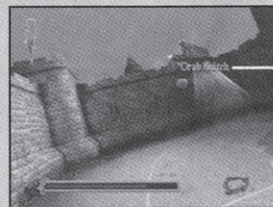
D-button or left analog stick  
↓/←→ to steer your broom

To accelerate, press the **✳** button

Fly through the sparkling rings  
created by the Golden Snitch to  
get closer to it



Once you're close enough, reach out and grab the Golden Snitch to win the match!



D-button or left analog stick  
↓/←→ to move your hand over the Golden Snitch

To grab the Golden Snitch, press the  
**✳** button

Completing basic Quidditch Training unlocks the Quidditch League in the Main Menu. Here you can pit your skills against Hufflepuff, Ravenclaw, and Slytherin in exciting league matches.

## Pause Menu

◆ Press **START** at any time to pause the game and open the Pause menu screen.

**OPTIONS** Adjust controls, sound and other options, ► *Options Screen* p. 16.

**CONTINUE** Return to your adventure.

**QUIT GAME** Exit game.

The Pause menu also displays your Stamina and the number of beans, cards and house points you've collected.

Once you've found a Remembrall, check the Pause screen at any time to be reminded of your current task.

## Options Screen

◆ To open the Options screen, select **OPTIONS** from the Main Menu screen or Pause menu.

### VIBRATION

D-button ↔ to toggle controller vibration **ON/OFF** (only available if you have an Analog Controller (DUALSHOCK)).

### LOOK MODE

D-button ↔ to switch between **REVERSE** and **NORMAL** look mode.

### FLYING CONTROL

D-button ↔ to switch between **REVERSE** and **NORMAL** flying controls.

### SOUND OPTIONS

Choose **MONO**, **STEREO**, or **SURROUND** sound and set the Sound Volume.

### CENTER SCREEN

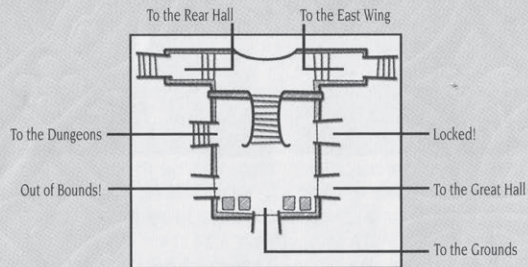
Highlight the option and press the **✖** button. D-button ↑/↔ to adjust the screen then press the **✖** button to set it.

### CONTINUE

Exit the Options screen and return to the previous menu.

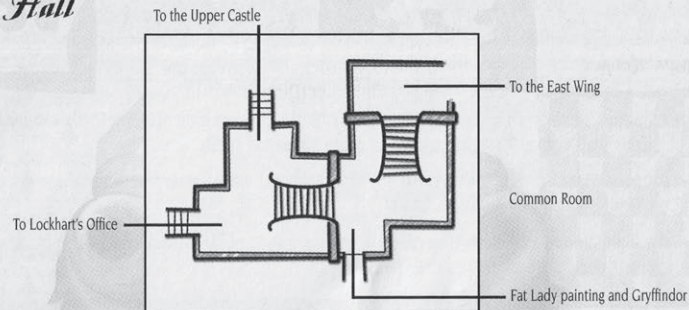
## Hogwarts Castle Maps

### Entrance Hall



HOGWARTS CASTLE • Entrance Hall

### Rear Hall



HOGWARTS CASTLE • Rear Hall

### Hogwarts School Grounds



Hogwarts School Grounds

## Also Available on PlayStation®2

- Cutting-edge graphics bring Harry's world to life like never before.
- Go deeper into Harry's second adventure—a faithful representation of *Harry Potter and the Chamber of Secrets™*, with greater magic control and more advanced spells.
- Featuring Wizard Duels, Powered Up Spells, Quidditch™ and all your favourite characters, including Ron, Hermione and Gilderoy Lockhart™!
- Take flight around Hogwarts—Hop on your Nimbus Two Thousand™ and explore the magic of Hogwarts and its grounds like never before.

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**Performed by:** Jeremy Soule and the London Philharmonia

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**Piano Solo:** David Hartley

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**Music Preparation/Booth Supervisor:** Ross deRoche

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