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[Harry Potter and The Chamber Of Secrets - Cheats and Hints](#)

Help Harry to become a wizard

Harry Potter, after a miserable summer, returns to Hogwarts to begin his second year of training to become a wizard. All is not peaceful, however: students are being petrified and there are rumors of an Heir of Slytherin being behind it all. Suspicion turns on Harry, but when Ginny Weasley is kidnapped and taken into the Chamber of Secrets, Harry is forced to go in and rescue her.

Debug mode**Note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "game.ini" file in the "system" folder. Find the following lines.** [HGame.baseConsole] bDebugMode=False bUseSystemFonts=True Then, change them to read as follows. [HGame.baseConsole] bDebugMode=True bUseSystemFonts=True **Press one of the following keys during game play to activate the corresponding cheat function.** Level select [F4] Toggle ghost mode [Delete] Change game speed [Page Up] or [Page Down] Toggle console window ~ Full health [F6] Learn all spells [F9] **Cheat mode** Enable the "Debug mode" code, then press ~ during game play to display the console window. Enter one of the following codes to activate the corresponding function. Quit game immediately - quit or exit Set Flobberworm Mucus amount - set statusitemflobbermucus ncount Set Wiggentree Bark amount - set statusitemwiggentree ncount Set Berie Bott's Every Flavor Bean amount - set statusitemjellybeans ncount Set Wiggewell Potion amount - set statusitemwiggewell ncount Set Gryffindor House points - set statusitemgryffindorpts ncount Set health points - set statusitemhealth ncount Set Ravenclaw points - set statusitemravenclawpts ncount Set Slytherin points - set statusitemslytherinpts ncount Set Hufflepuff points - set statusitemhufflepuffpts ncount Set number of Boomslang skins - set statusitemboomslang ncount Save game without searching for book; load it again from the level select option - savegame 1 Load quick-saved game - loadgame1 Get all Wizard cards - giveallcards **Less damage****Note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "defuser.ini" file in the "ea gamesharry potter and the chamber of secretssystem" folder. Scroll down to the end of the file to find the following text.** [HGame.Harry] bInvertBroomPitch=False bAutoCenterCamera=True bMoveWhileCasting=True bAutoQuaff=True fDamageMultiplier_Easy=1.2 fDamageMultiplier_Medium=2.0 fDamageMultiplier_Hard=3.0 You can change the values of "fDamageMultiplier_Easy", "fDamageMultiplier_Medium" or "fDamageMultiplier_Hard" (depending on the level you have selected) to 0.1 to get less damage. **Teleport** When you are in ghost mode, use the [Cursor keys] and Mouse to move around. When your view is above a place that you want to be at, press [Delete]. If done correctly, you should appear above that spot. This is very helpful in a challenge, since you can go through walls. Note: You must be in the same area. You cannot teleport from the inside to the outside. **Secret challenge** Go into the Gryffindor Common Room and walk up the flight of stairs inside. Then, enable the "Toggle ghost mode" code to pass through into the room behind the door on the right. If you run towards the door, you will be teleported to a secret challenge. To leave, go to the final star, which is found on top of a bookcase.