

12 February 2007

By: Silviu Stahie



## [Harry Potter and the Philosopher's Stone - Cheats and Hints](#)

### *The beginnig of an amazing journey*

Harry Potter, an orphaned eleven-year-old boy living with his aunt and uncle, learns that he is a wizard and leaves to attend Hogwarts School of Witchcraft and Wizardry. Over the course of the year, he learns the spells that will help him defeat the most evil wizard in the world, Lord Voldemort. If you need any help besides magic you could try the following:

**Cheat mode** Enter one of the following codes during game play to activate the corresponding cheat function. Debug mode; press [F7] to disable - harrydebugmodeon  
 Unknown - harrysuperkoresh Restores health - harrygetsfullhealth Super jumps - harrysuperjump Big jumps - harrynormaljump 15 beans - harrytriggercheat Invisibility - harrykoresh Silent walking1 - harrykorwalk **Cheat mode (alternate)**: Type harrydebugmodeon during game play to enable debug mode. Then, press ~ during game play and type set engine.playerpawn bcheatsenabled true to activate special cheat mode. Note: Enter the set engine.playerpawn bcheatsenabled true code every time after the game tells you the level goal (for example, "Attend Herbology class on the Hogarts grounds"). Press ~ to display the console window and type one of the following codes to activate the corresponding cheat function. Harry is weightless; disabled when using wand - fly Harry goes through walls; do not use wand - ghost Disable fly and ghost codes - walk Set how fast Harry runs - setspeed Set friction; 0 is sliding, 10 is default - setfriction Give Harry indicated number of Beans - givebeans Award indicated number o Gryffindor points - givehousepoints Get indicated number of Fireseeds - giveseeds Get all Wizard cards (except for secret one) - giveallcards Get indicated number of challenge stars set - baseharry numstars Kill Harry - killharry Kill everything - killall Save game without searching for book; load it again from the level select option - savegame 1 Quit game - quit

**Hidden items** During broomstick training fly directly at the Hogwarts seal. You will enter a secret room and find four Bertie Botts, every flavor beans and a Wizard Card. The beans will be quite old seeing no one has found the room since 1867. When you are entering for the Incendio lesson, look for an iron chest and go near it. Enable the harrynormaljump code, then cast magic on the statues. They will present you a magic card. Then, come back for your lesson. After learning the Alohamora spell, when you enter the room with Hermione for the test, cast the spell on the statue to get a bean and open a secret room with a magic card. When you first enter the garden after defeating Malfoy, finish talking with Hagrid and then look for a fountain. It will be on your right. Cast a spell on it to open a secret room behind it. Collect everything in the room, and then cast the spell again to close the room.

**Defeating Malfoy** When you are chasing Malfoy in Remembrel Chase, speed up your broom stick. Try to keep Harry ahead of Malfoy so that Malfoy chases Harry. When he tries to go ahead, collide with him. Do this repeatedly until Malfoy loses all his health. You can do this trick when you are chasing Key and playing a Quidditch Match. When at the part where Malfoy is throwing Wizard Crackers at you, you do not need to throw them back. Just walk so that you are touching him, and wait until he is about to throw a cracker. Then, walk away from him. He will end up throwing a cracker at himself. **Defeating Professor Quirrel** When at the part where you must move blocks in order to reach Quirrel, run towards him. Then move to the right, near the wall, and a few feet away from the platform that he stands on. Enable the harrysuperjump code and you should land on the platform. **Defeating**

**Voldemort** Go behind a pillar, and when it rocks, cast a Flipendo spell on it. If timed correctly, it will fall on him. Keep doing this and when all the pillars have been used, use the Flipendo spell to direct it into his green spell and it will backfire. Go behind the broken side of the mirror and when he tries to hit you, it will sometimes hit the cracks and backfire. The

pillars in the room that you battle Voldemort are slightly to the left. Hide behind these pillars and wait for him stop casting his first round of spells. If you must, while you are waiting, give him full health. He will then walk over to the left. Wait for him to start casting his spells, then use your Flipendo. It should hit him every time. Note: Once you hit him with about four of them, the final ones will explode. Use the mirror to reflect spells from Voldemort. Make sure to be on the back side so that you can see him. When battling Voldemort, after using the columns to fall on him, go behind the cracked side of the mirror. His spells will reflect it off. When he moves, cast Flipendo on the mirror to turn it so that you can stay behind it. Before you go to the mirror, enable the ghost code and look for a room with Dumbledore and Quill. Then, use the walk code to disable the code. You will see fire. Walk towards it and you will advance to the ending scene, and the game will consider him defeated.

**Escaping the Troll** When you are trying to escape the Troll, set the "Auto Jump" option on. When you reach a gap in the floor, press [Jump]. You will be able to land on the other side of the jump, even if you do not jump from where the beans lead you.

**Jump through trees** In the caves/forest where you have to knock over the tree near the waterfall, enable the harrysuperjump code on the place you are standing and you will jump through the trees.

**Skip potions** To skip the potions part altogether, simply step in the doorway and enable the harrysuperjump code. You will get almost all the way to the doorway. There will be no dialogue and no fire in the doorway -- simply walk through.

**Find characters for scenes** If you are at the place where Ron, Malfoy, his friends, and Nevil Longbottom are, but they did not appear, use the harrysuperjump code. He will jump past the location. Turn around to see Malfoy, Ron, Nevil and Malfoys friends just standing there but not talking. You may also see Professor Magonigil over by the way to Hagrid's hut. However, do not go in the forest. Use the harrysuperjump code then turn around and she will be standing there, but also will not talk.

**Hidden Filch and Mrs. Norris** After you deliver Norbert to the north tower, you will see an intermission sequence with Filch petting Mrs. Norris. When they leave, go through the door and there should be another door in front of you. Enable the ghost code and go through the door. After about a hundred feet, you will see Filch and Mrs. Norris.

**More house points** Enable the harrydebugmodeon code, then go to the main menu. Click on "Level Select", then complete an easy level such as Flying Lessons to get more points.

**Easy Wizard card** Immediately after you get out of Professor Sprout's garden, run straight over to the black trunk. Enable the harrysuperjump code. Flipendo each gargoyle once and you will get a wizard card. Enable the harrysuperjump code again to get back to the greenhouse.

**Invisible Voldemort** This trick only works for a certain amount of time. When you are at the location immediately before you have to fight Voldemort, use the harrysuperjump code to land on top of the roof. When you jump down on the right, you can walk near the mirror and he will start talking to you. When he says "Die Potter", you will walk back and he will then walk back to the mirror and continue correctly.

**Invisible Alohomora** After Neville and Professor McGonagall talk to you in Hogwarts Front 2, enable the harrysuperjump in front of the school and go in behind the fountain thing in the secret room. Go to one of the corners and face the center of the room. Cast a spell into the center of the room and release. There should be an Alohmora. Face the fountain's back side and squeeze through, just as you did in Hogwarts Front 1.

**Scatter potions** When you get to the potions, hold [Space] during the entire dialogue and the potion shuffle. The potions will scatter.

**Easy level completion** Enable the harrydebugmodeon code, then press [F2] to [F6] to get to places closest to the end. Information in this section was contributed by DarkDragon1823.

**Treasure chests in Incendio challenge** Cast Incendio on all the Spikey bushes. Then, climb up on the hedges and jump down to find treasure chests.