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[Harry Potter and the Sorcerer's Stone \(Philosopher's Stone\) Unlockables and Secrets \(PS2\)](#)

Our favorite wizard is up to his old tricks again

Harry Potter and the Philosopher's Stone (known as Harry Potter and the Sorcerer's Stone in the United States) is the name of five distinct video games. The first four versions were released in 2001 by Electronic Arts for the PC, Game Boy Color, Game Boy Advance and the Sony PlayStation. The PC version was ported to the Mac by Aspyr in 2002. Another version, for Nintendo GameCube, Sony PlayStation 2 and Microsoft Xbox, was released in 2003. The game is based on J. K. Rowling's Harry Potter and the Philosopher's Stone, the first novel in the **Harry Potter** series. Most reviews for the games were rather negative due to the simple gameplay making them only suitable for a younger audience. **Unlockables****Unlock The Nimbus 2000**Nimbus 2000 - Complete The Flying Lesson And Soon After It Will Be Rewarded To You **Secrets****Easy Cards and Beans**Every single day and night, you can explore Hogwarts' Classrooms. In those classrooms there are desks which can be opened and examined for items inside. In some classrooms, a desk will not open. In others, some desks will have nothing inside. But in every classroom there can be found at least one wizard card and at least 4 beans. These cards and beans regenerate as different flavors and cards and allow you to consistently get different cards and tons of beans. If you explore every classroom day and night, without achieving any other cards anywhere in the game, by Night 4, you should easily have all 101 witches and wizard cards, even Albus Dumbledore. I had mine by Day 3, and soon found myself trying to Triples of every card, which I achieved.Wizard Card Packs consisting on five cards also randomly regenerate themselves every day and night and can be found in Classrooms. They will only regenerate in classrooms but there are more than enough cards by now to complete your collection and obtain the five bars of health.If you find you are getting the same amounts of cards, trade with anyone in the castle until you run out of doubles of your hundreds of cards and will definitely get all 101 cards.