



## • PLACES :

- GRYFFINDOR COMMON ROOM
- THE GREAT HOGWARTS DINING ROOM
- DUMBLEDORE'S OFFICE
- HAGRID'S HUT
- WHOMPING WILLOW
- QUIDDITCH STADIUM
- THE FORBIDDEN FOREST

## • OBJECTS AND INFORMATION (SPELLS)

- BROOM
- MAGIC WAND
- PASSWORD : FORTUNA MAJOR
- SUITCASE
- ~~BA~~MANDRAGORA
- IMMOBILUS
- ALOHOMORA
- NOTE : UNDER WW "NO MANDRAGORAS"



## • SECONDARY CHARACTERS

- DUMBLEDORE
- HAGRID
- FAT LADY
- HERMIONE

## INTERMEDIATE POINTS :

- SOUTH OF HOGWARTS : MAIN ENTRANCE .
- WEST OF HOGWARTS : FOREST ~~TRAIL~~ PATH .
- NORTH OF HOGWARTS : <sup>THE</sup> STADIUM BRIDGE
- EAST OF HOGWARTS : <sup>THE</sup> HOGWARTS HILLS

## • STORY:

- MISSION: HEAL HAGRID
- WELCOME: MAIN ENTRANCE
- GO IN AND TALK WITH HERMIONE
- GO UPSTAIRS
- ASK FOR THE PUD
- GO TO D. OFFICE
- GO UPSTAIRS AGAIN
- ENTER
- OPEN THE SUITCASE
- TAKE THE WAND



- GO FIND THE HANDRAGORA UNDER THE WU.
- SEE THAT IT IS NOT POSSIBLE WITHOUT A SPELL.
- GO TO HERMIONE AND LEARN "IMMOBILUS".
- GO BACK TO THE WU, SLEEP IT, AND SEE THE NOTE.
- GO TO THE FORBIDDEN FOREST, YOU NEED A BROOM.
- GO TO QUIDDITCH STADIUM, WAREHOUSE LOCKED.
- GO TO HERMIONE AND LEARN "ALOHOMORA".
- GO BACK TO Q.S. AND OPEN WAREHOUSE.
- TAKE THE BROOM.
- GO TO THE F.F, AND TAKE THE HANDRAGORA.