Andrew Baldwin 07/29/2018
Hi Jim. Did you ever manage to find the developer version of Harry Potter and the Chamber of Secrets? If you did is it okay if you can share it with me? Thank you for your time.

August 1, 2018

Jim Studer 08/01/2018
I believe this is it. You will know for sure as soon as you hear some of the no-name NPC voices; they should sound like Filch in the developer version (specifically the NPC on the right when you first enter the Hogwarts building).
I can't really test it right now, but I'm pretty sure this is the right one:
https://drive.google.com/open?id=1_Vk1ReCX_FwEFCXavu7qdPFtwQk15xCu

> Google Docs
> **HarryPotter2.zip**

Andrew Baldwin 08/01/2018
Thanks. But by any chance you can send me it so I can test it for you. Sorry if I'm bothering you.

Jim Studer 08/01/2018
Sorry I was just waiting for it to finish uploading
Please let me know if it's the right one

Andrew Baldwin 08/01/2018
Ok.
Thank you so much!

Andrew Baldwin 08/01/2018
I think this is the correct one. There is no NPC on the right side when I first enter Hogwarts. However the hud and pause menu are different. There are also temporary voice files for the spell incantations.

August 2, 2018

Jim Studer 08/02/2018
Okay, I didn't remember correctly I suppose, good to know I gave you the right one. Also, how did you start it up? I haven't looked at the files in so long I actually don't remember how to start the game.

Andrew Baldwin 08/02/2018
I started it up by change some compatibility settings. I changed the color to 16 bit and had it run as administer. After I did all of that the game booted up.
Again thank you so much for the development build. You have no idea how long I have been looking for this.

Andrew Baldwin 08/02/2018
Hi. I am sorry if I am asking for a lot but by any chance do you have a developer version of Harry Potter and the Sorcerer' stone PC?

Jim Studer 08/02/2018
No I don't, I only had it for HP2. However, if you contact [redacted] on Skype (that was how I found him however many years ago it was) and talk to him, he may be able to point you in the right direction. If not him, try anybody on this list: https://www.youtube.com/watch?v=vx2uMECrx40
And also, which file did you have to click to start the game up though? I'm not sure which file actually starts up the game. (edited)

YouTube

Gamer 7286

Harry Potter and the Sorcerer's Stone Credits

Andrew Baldwin 08/02/2018
What is his Skype username? Also the file I used to boot up the game is Game.exe

Jim Studer 08/02/2018
okay, thanks. Unfortunately, I don't have skype any more and don't really remember his username. But if you search for [redacted] in Skype, you should find somebody whose description is about a new game he's currently working on called [redacted]
That's literally how I found him anyway, but that was a while ago.

Andrew Baldwin 08/02/2018
Ok. Thank you.

September 3, 2018

Andrew Baldwin 09/03/2018
Hi again. I have a question about the HP2 dev version. At one point you said "I'm pretty sure this is the right one." Did you mean you had multiple versions of HP2?

September 4, 2018

Jim Studer 09/04/2018
No, I didn't have multiple versions, but I just wanted to make sure I didn't give you the final version of the game that I may have accidentally had lying around when trying to move it to a computer without a disc reader a long time ago. It was just precautionary, I didn't have multiple versions.

Details

General Info

Type	Compressed Archive
Size	467 MB
Modified	9:39 AM Aug 1, 2018
Created	9:38 AM Aug 1, 2018
Opened by me	5:29 PM Nov 6, 2019

Sharing

Anyone with the link	Can View
J [redacted]	Owner

Description

No description

Download Permission

Viewers can download

rom/data dump/video game preservation.

We have had help in this project from various people at the organizations I mentioned above as the project evolved over the past 1.5 years.

The crown jewel in all of this is the HP 2 / CoS source prototype. I've spoken with [redacted] over the past year in curatorial efforts.

Can you tell me a bit about the history of how you came into possession of the HP 2 prototype? I'm to understand that [redacted] handed it over to you, and then Andrew B. found you in another Discord server, and over time there was a hand-off? (edited)

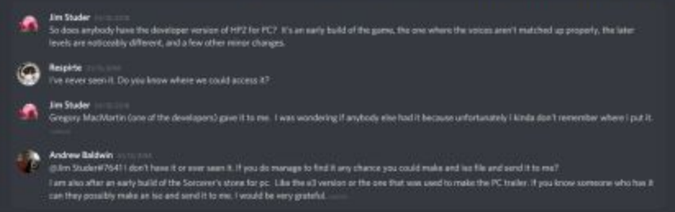
March 26, 2020

Jim Studer Last Thursday at 9:51 AM

Yeah, so it was kind of an interesting story. I wanted to rip some of the dialog from the HP2 PC game to use in some projects for fun but after digging around through the original game's files, I quickly realized that I wouldn't be able to because the dialog was contained in some .uax file. After scouring the internet, it didn't seem as though anybody had been able to properly extract the dialog, so instead I just decided to contact a bunch of the developers listed in the game's credits (it never hurts to ask). [redacted] was the only one who responded (through Skype) and he suggested that I download the old version of Unreal Engine the game was made with (UE2.something). I tried that but I still had issues and couldn't figure out how to open the file. He didn't know how to either, so then he just decided to give me the dev build since most of the game's files were still loose in there (not all of them were compacted into unreal's archive file format). Unfortunately, I still couldn't get the dialog files even from the dev build. A year or two later, I mentioned it at one point in the Dumbledore's Army Discord because I lost it and wondered if anybody else had it. Nobody else did, but fortunately I found it and then was able to share it with those who expressed interest.

[redacted]

That's the extent of it (as much as I can remember, anyway). Let me know if you have any more questions.



March 27, 2020

HP_Archivist Yesterday at 7:38 AM

@Jim Studer Hey Jim. Thank you. This is great to have the backstory for prototype.

[redacted] has kindly offered to have an ongoing dialogue and has been great answering auxiliary info-related questions. He's given his support for our Potter Preservation Project which I'm grateful for. It is, indeed, incredible that he managed to hold onto what is considered to be extremely rare in the video game preservation world. Source proto archives are not easily found and it's usually a big deal when/if they are. Which is why we went looking for any proto or pre-release material for HP Sorcerer's Stone.

We'd welcome you presence over in the HP Preservation Server, link above from earlier. Thanks again!

[redacted] **Andrew Baldwin** Today at 3:50 PM
Thanks

HP_Archivist Today at 3:50 PM
Np, just disregard what I said and message him directly if you can't find him in there

Before I go and bother people in the main server for ever-more detail, do we know the history of the hand-off from [redacted] to the server? Who was in contact with him first, and what was the convo like, eg: 'oh hey, I am a former dev and I might have something you guys could use' (this is what I've imagined, not sure if it happened in that way.)

[redacted] **Andrew Baldwin** Today at 3:57 PM
Ok. Here is the story.

I am in another Harry Potter server (idk which one as i am in multiple) and a person named Jim Studer mentioned he had a development build but couldn't remember where it was located. I decided to ask about it a few months later just to give him time to locate it. Jim told me he got it from [redacted] over skype and Jim gave it to me since [redacted] had no problem with Jim sharing it with me.
[redacted]

HP_Archivist Today at 4:00 PM
[redacted]

[redacted] **Andrew Baldwin** Today at 4:00 PM
[redacted] then it spread around.

HP_Archivist Today at 4:00 PM
I never knew this Lol
[redacted]
Since he runs the server

[redacted] **Andrew Baldwin** Today at 4:00 PM
Understandable.

Message @Andrew Baldwin