



Harry Potter and the Half-Blood Prince Guide

Overshadowed by the Dark Lord Voldemort and his Death Eaters' transgressions, Harry Potter's sixth year at Hogwarts is a grim indicator of trouble to come—something too much of the world remains unaware of. That will change quickly, and you will be responsible for Harry's fate. As he tries to make a difference amidst it all, we will guide you—and the Chosen One himself, by extension—to success! We'll provide you with practically fool-proof strategies for winning duels, capitalizing on bonuses, and masterfully navigating the Quidditch field. All that's left is for you to get started, as we'll be there every step of the way!

In this Harry Potter and the Half-Blood Prince strategy guide, you'll find:

- **BASICS** // A handful of tips for young wizards and witches.
- **WALKTHROUGH** // A complete Harry Potter and the Half-Blood Prince walkthrough with strategy for getting through every level.

Guide by: Valerie Hilgenfeldt



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Harry Potter and the Half-Blood Prince Basics

Fortunately, Half-Blood Prince has a wealth of in-game tutorials, and they'll politely guide you through everything you need to know. On top of that, you may play them again and again till you're sure you've memorized their lessons. Nonetheless, let's review a few tips.

For starters, it is wise to collect as many Mini-Crests and Hogwarts Crests as possible.

As you'll learn in the walkthrough, these glistening trinkets unlock additional in-game features and upgrades. If you have the time, stop near any Hogwarts Crest you may see, and—if it's not on the ground—try figuring out a way to get at them. Flinging objects with Wingardium Leviosa is the most common solution to such puzzles, and it provides good practice for wand-wielding in general.

Beyond Wingardium Leviosa, try to remember every bit of magic you learn along the way.

Duels help you brush up on your skills without fear, and may make all the difference when you're engaged in serious battle. By the final battle, you'll have all sorts of magic at your disposal, although two of them deserve highlighted mention: Expelliarmus and Stupefy. Prepare to hear of those spells numerous times, as they're your bread and butter to be. Many foes can be dispatched simply by knocking them to the earth and bombarding them with Stupefy. Though it's a truly inelegant method, it works!

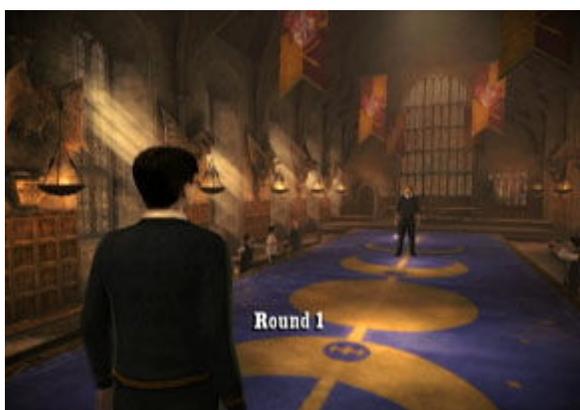
If you don't remember when the last auto-save was, consider your current situation prior to saving and quitting.

If you're in the middle of potion making, Quidditch playing, or anything similarly involved, the save likely *will not* pick up exactly where you'd left off. On the contrary, you'll normally have to repeat such events over from their very beginnings, so only save and quit if you're absolutely sure that's fine with you.

Harry Potter and the Half-Blood Prince Walkthrough

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From Flying to Potions

Shortly after the introductory scenes, you'll be handed a broomstick, and expected to fly through a variety of star-shaped checkpoints. You'll be led along by a Snitch-like flare, but you shouldn't let it distract you from the stars themselves. When you start out, don't be afraid to take it easy. You'll only be slowly weaving left and right, and turning occasionally. Once the pace picks up, you'll immediately notice—the stars will be closer together, and you'll make blind turns more frequently. By this time, you should be familiar with piloting Harry's broom. Don't fret if you miss any of the stars, as you'll be able to proceed regardless.



Your feet are back on the ground. Turn around, and wander a little. Do so until you've a firm grasp on Harry's maneuverability, then head toward your next goal—a meeting with Ron and Hermione. You'll have to dispose of several unwanted cauldrons, and Wingardium Leviosa will do the trick. Fortunately, you'll be guided through how to cast the levitation spell step by step.

At the start, you'll tip a cauldron on its side. Following that, you'll lift one and lob it into the drink. The third and final part requires your interaction at every level—targeting the object, pressing a button to lock-on, and forcefully throwing it into the water. Complete the task three times, and you'll finish your—or more precisely, Ron's—chores.



A variety of scenes follow, then you're placed on a dark path with Luna Lovegood. Along your walk, you'll find your first three Hogwarts Crests. Just as Luna implies, you can collect them, and they'll unlock a variety of features within Half-Blood Prince. Upon gathering the third, you'll be introduced to Mini-Crests. They're hidden inside objects with a glowing, bubble-like aura. Just walking up to them isn't enough, so you're shown that a simple wave of your pointer will extract them.

If you'd like to collect as many as possible, turn around and head back toward the path's beginning, collecting Mini-Crests from every lamp along the way. Luna may protest, but she will wait wherever you leave her. When you're ready to move on, rejoin her and proceed toward the castle.



A few cinematics pass, and you're expected to head across Hogwarts to Potions. You would be on your own, but there's one reliable guide, Nearly Headless Nick, whom you'll be prompted to summon. Almost always, he'll be available for help, so remember to call on him whenever you're lost. He'll lead the way, but you can stop to snag crests whenever you'd like, as Nick won't rush ahead without you.

Upon reaching your destination, you'll be asked to make a Wit-Sharpener Potion. An easy tutorial explains the process. At the start, you'll pick an ingredient, but only to familiarize yourself with that simple task. Once you've let it go, you'll see a picture that suggests a specific bottle. Choose what it displays, then release it, and repeat the process.

Eventually, you'll be able to actually mix things up. Lift and pour each bottle displayed until the cauldron's contents turn the appropriate shade, then stop immediately to avoid mistakes. You may repeat the process as many times as you'd like. To end the tutorial, select the completed potion's cauldron, and brace yourself: you'll be expected to mix up a fresh batch right away, and without any hand-holding.



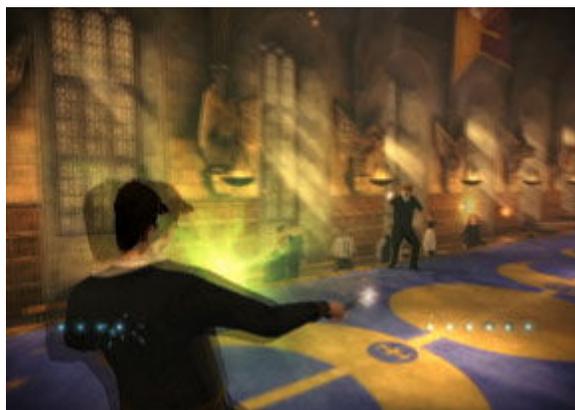
Next, you'll learn how to heat the cauldron up. This is another technique you'll want to master, and it's fortunately simplistic. A few tutorials later, and you'll be told to create a Draught of Living Death. A larger variety of ingredients will be spread before you, and some will have the same shape as others, so take care to choose the appropriate color, too. When you are finished, class will conclude, and you'll want to head outside to meet Ron. A short cutscene follows, and you're told to stop in on the Dueling Club. Head to the painting you saw in the cinematic—it's at the far end of the hall—and pass through.

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Dueling and Quidditch

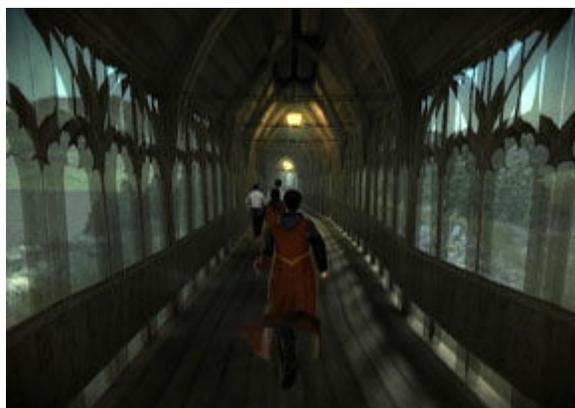
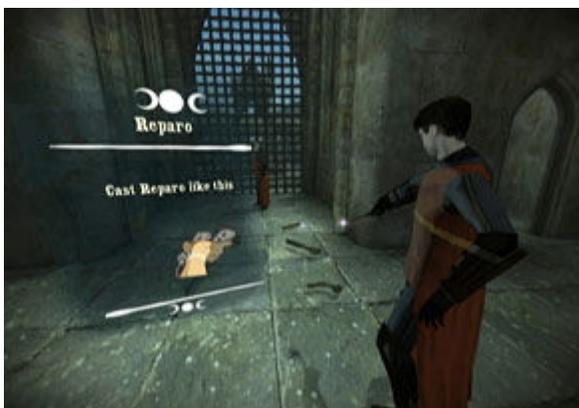
Once you're in the Grand Staircase room, you'll want to descend as straight as possible (with the portrait you'd just stepped through at your back). Take a right at the bottom, and walk up to a square set of locked double doors. Nick will automatically appear, have them opened for you, and you'll be free to head in. Another set of tutorials will start. They'll guide you through casting Stupefy, Expelliarmus, and finally, dodging spells completely. The latter only requires a simple button tap, so you should duck out of the way—at the latest—roughly a third of a second before your opponent's spell can strike.

Remember how to cast both spells, as they'll be useful in the upcoming duel. For two rounds, you and Ron will be pitted against one another. He tends to lob one cast of Stupefy, followed by three bolts of the same, so simply circling him and occasionally dodging should keep you damage free. It's easiest to whittle him down with your own Stupefy casts, but if you see an opportunity to throw Expelliarmus his way, don't be afraid to try. When the second round concludes, you'll be told of a board where you can sign up for future duels; this—like the Potion-making mini-game—is optional, and you may do them whenever you'd like.



Leave the room, and have a chat with Ron and Hermione. From there, head directly through the double doors opposite the Dueling Club's entrance. You're out in the open now, and should take a right turn. Walk up to the eagle-like gargoyles within the wall, and Harry will automatically utter the necessary password. A series of cinematics will come, and afterward, you're to journey toward the Quidditch pitch with Katie Bell. As always, don't be afraid to collect additional Mini-Crests as you go.

When you reach the Clock Tower's ground floor, the heavy iron gate will slam shut in front of you. To open it, you'll have to mend the scattered remains of its lever. A tutorial training you to perform Reparo does the trick. Coincidentally, a bunch of debris in the courtyard's corner—sitting beneath a tree—can be mended by Reparo, too, yielding a Hogwarts Crest. Keep this in mind during your travels. Continue following Katie till you've cleared the long wooden bridge, and Goyle gets in your face, demanding a fight.



Like Ron, Goyle will send a single Stupefy cast in your direction, pause, then follow it up with three more. You can simply dance around him to avoid these spells, but if you'd like to be a little more aggressive, that's an option, too. While evading the Stupefy bolts, gradually inch in toward him. If you can make it to just beyond arm's length, it should be easy to strike him with Expelliarmus. Upon defeating him, you'll be back on the hunt for the Quidditch grounds.

Katie will lead you toward the right, and from there, it's almost a straight line to the pitch. If you'd like to let loose, run as fast as you can along the way—you can always stop and look around for Katie if you've lost her, but she shouldn't have trouble keeping up. When you arrive, a short cinematic delivers a challenge, and you're expected to show off your Seeker stuff. Recall your soaring through the stars at the Weasleys'? Consider this its sequel.

Unlike your introduction to flying, this Quidditch qualification is far stricter. It's also mercifully shorter. If the stars begin flashing red, you're nearly out of time, and mustn't miss anymore. Roughly halfway through, Katie suggests you smack through dummy arrangements. To satisfy that, all you'll have to do is fly right into them, but don't forget your primary goal: the stars themselves. When you're done, another cinematic follows, and you're told to meet up with Ginny Weasley.



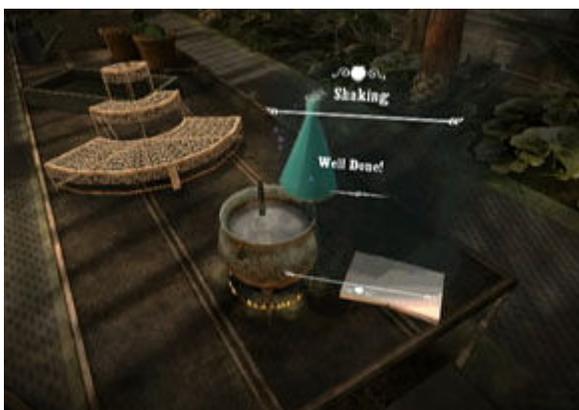
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The Potions Club and Slytherin's Interference

Since Ginny needs a Shrinking Potion, and Harry has the "Half-Blood Prince's" book, he's confident he can produce one. Venture to the Herbology Greenhouses to do it. Head straight out of the area you're in, and ascend the staircases to the green grasses of the Training Grounds. Take a hard left—it's the only direction you can head in, regardless—and run clear across the field. When you reach a solid wall, find a standard-sized door on it, and pass through. It leads to Herbology, or to be precise, a small storage room filled with their various tools. Head on through to the other side, then take a left, and enter the greenhouse there. A cinematic will play.

As the girl notes, you'll have to join the Potions Club if you'd like to use their facilities. Walk up to the Noticeboard, and make the only selection you can: Volubilis Potion. This one is easier to brew than the last you'd made in Slughorn's class, and you should try your best. Upon completing it, you'll be closer to making that Shrinking Solution you came for. Before you can get started, however, a brief tutorial teaches two new techniques: shaking and adding.

Ingredients will occasionally need a good juddering before they're poured into the cauldron, and another kind of icon will be added that denotes this. If you've shaken them too hard, they'll start spewing everywhere, and you'll need to wait till they've calmed down. As for adding, it's simple enough. You'll target the appropriate container, lift out whatever's inside, and plop it in the liquid. Take care, however; if you're too eager for the plopping part, you'll miss the cauldron entirely, so position it patiently.



You're finally able to brew the Shrinking Potion. Like the Quidditch qualification, this is a more trying form of what you've faced previously. A few missed additions can cost you the win, but don't fret, as you can try again as much as necessary. If you aren't doing too well, don't be afraid to fail it, and try again for a much higher score. When you've completed it, start heading back toward the Quidditch pitch. Unfortunately, you're not meant to make it there...

Crabbe smacks you around with Stupefy, and you naturally respond to his call for a fight. It's his main weapon, and he'll cast it in both single and triple blasts. However, the latter aren't akin to what Ron and Goyle used—they're three bolts at once, *not* in sequence—and evading them is more difficult. Dodging one may put you in the path of another, so you

must be careful. Fortunately, the technique of closing in on your foe and blasting them with Expelliarmus is still very effective, so utilize it whenever possible.

Following his retreat, the Hufflepuff Dueling Club requests a showing of Protego. A brief tutorial reveals how this reflective shield spell is performed, and you'll do well to remember it. If you'd like to return to this spot later on, you may, and you can duel away with the Hufflepuffs. For now, you should resume your trek back to the Quidditch pitch. Luckily for you, Ginny waited patiently, and she accepts your offering. A slew of cutscenes follow her departure, and then—believe it or not—you're to head right back to the Quidditch field.

Head straight out of the Great Hall, but don't go through the next set of doors (unless you'd like to take the long path). Descend toward the bottom part of the Great Staircase. When you're nearly on the very bottom, you'll see the portrait of the woman in the black dress, decorated with crescents. She's the fine lady who offered you a shortcut to the Quidditch pitch earlier. Walk through her passage.



Stroll out of the Clock Tower, and right into another battle with a Slytherin. This time, you'll be up against someone who has every spell you do, and he's quick to use them. It's not likely you'll be able to dash right up and Expelliarmus your way through this. Instead, you must dodge their barrages carefully, and use Protego. Although you did recently learn how to charge up Stupefy, there's not much need for the powered-up bolt—you won't have time to stand around and gather power, regardless.

When you emerge triumphant, continue on to the game grounds. Once you've almost reached the place, you'll pass a gentleman's portrait, which offers you a new shortcut. This will bring you even closer to the Quidditch pitch whenever you're told to head there again. Just past him, you'll meet Ginny indoors. Speaking to her will start your next set of exercises.

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The First Quidditch Match and a Date With Luna

More demanding than any practice prior, this warm-up run will test your skill. Try to avoid running into the pillars, if possible, even though you'll have to cut your turns close to them—many times, you'll weave past one column only to find a star right behind it. Along the way, strike any dummies you can, as they'll bestow more time upon you. Don't mind the razzing your teammates toss your way, either; making it through is all that matters.

Once you've conquered the exercises in one piece, your first actual match begins. Considering the very fast pace at which every star scrolls by, you can't rest till it's over. This will be your first time venturing into the pits alongside the main field, and high into the sky above it. When it comes to the trenches, try to avoid colliding with the sides, if possible. As for your single climb up toward the sun, it will blind you, making the stars invisible. To pass through them, stay the course slightly above the center of your screen. You'll soar downward immediately thereafter in an arc which also roughly centered. From there, it's nearly clear sailing to the Snitch.

When the match ends with Gryffindor triumphant, a number of days pass on their own. Afterward, you have to find Luna. Head through the double doors nearby to enter the courtyard, and walk into its middle. Turn toward the right, and you'll see an opening in the wall's center. Walk straight through, then turn left, and walk to the opening in the corner. Follow it, and you'll descend a long, long stone pathway—lined with lots of Mini-Crest auras—ultimately reaching the water.



The time has come for you to learn Incendio. Its tutorial is simple enough, and—as you're tasked with using it on every box on your trip back to the castle—you'll get plenty of practice in. There aren't many firework crates, and Luna will notify you of each, so don't worry about missing them. Don't forget to lock onto them before attempting Incendio.



Once you've closed in on the castle and have lit everything necessary, Luna will encourage you to follow her. You've a long, long way to run, so don't be afraid of sprinting down straightaways. It's impossible to lose Luna, though you can accidentally bypass her. If that happens, you should wait for her to reclaim the lead, and resume your cross-castle trek. You'll know you've reached your destination when Slughorn requests you prepare a punch (of all things). At the start, you'll learn how to stir, and after that, you'll have to make a drink that's arguably more complicated than any potion prior.

The first fruits you'll be told to add—citrus slices—are at the bowl's left. When it's time to add the soda water, shake it gently—the bottle will quickly burst if you're careless. The second requested fruit is directly above the bowl, and the bright red strawberries to the right won't be used till later. You can easily time out on this one, and if that happens, worry not—you won't be penalized for second (or third) attempts.

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The Death Eaters Appear

Shortly after the party's begun, you'll depart, intending to stealthily trail Severus and Draco. As implied, you'll *not* want them notified of your presence, else you'll have to start over. Slowly walk behind them. They'll walk to the hallway's end, then turn right, and ascend the staircase. At the top, they'll walk right through the Floor 7 door, and continue straight ahead. If you ever fear you've fallen too far behind, you *can* catch up by sprinting, but should always stay at least five strides behind.

They'll reveal a few things to you in the pursuant cutscene, and you'll not have control of Harry again till it's time to battle Bellatrix Lestrange. Fittingly, she's a deft spellcaster, and will intelligently protect herself with spells like Protego and Expelliarmus. Due to that, simply lobbing tons of Stupefy bolts her way isn't worthwhile. Instead, you too should take a more thought-out approach, blocking her magic with Protego and retaliating whenever she's charging a spell. Chances are she'll down you with Expelliarmus more than once, but even this can be evaded with well-timed dodging, and if you

get close enough, you can knock her to the floor with it, too!

Don't celebrate once you've defeated her, as round two of Harry versus Bellatrix starts immediately afterward. Her spell repertoire is identical, but her newfound aggressiveness is fearsome. She'll surprise you with instantly charged Stupefy shots and well-timed Expelliarmus, which love to slip through your Protego casts. Like before, Bellatrix will counter you wisely—casting Protego against repeating spells, and using Expelliarmus whenever you draw near—meaning there's no real pattern to look for. That alone would be bad enough, yet she'll further justify her reputation—*after* you're on the floor—by bombarding a helpless Harry with Stupefy.

There's only one way to avoid that dirty trick: don't let Lestrage knock you down. Try casting Protego only seconds before she launches something your way, and retaliate quickly as manageable. If you feel you've missed your window of opportunity, trust your instincts, and act defensively until another chance to attack presents itself. That's the safest way to win, but anyone wishing to utilize Expelliarmus can do so by stepping into Bellatrix's personal space. Should you take that route, she'll try the same spell on you—be ready to deal with that. Once she's on the ground, don't hesitate to give her a taste of her own medicine.

When Lestrage flees, the werewolf Fenrir steps right up—literally. He'll charge directly toward you, leaving himself vulnerable to Expelliarmus. This in-your-face approach is Fenrir's weakness. Take advantage by knocking him down, getting right on top of his body, and barraging him with Stupefy. A few rounds of it will utterly deplete his life meter.

Several cinematics later, you'll have to find Draco. He's located on Floor 7. To get there, use the newly bestowed "Happy Headlines" shortcut. This brings you to the Grand Staircase. Take a right, and gradually make your way up and around toward the top left corner, which is where you'll find the Floor 7 passageway you need.



Push through the doorway, and follow the hallway until you can make a right turn. Walk forward till you've triggered a cutscene, then return to the Grand Staircase. You'll want to find the Potions Class Shortcut. Since it's beneath the Floor 7 entrance, use that corner as your guideline while descending. After heading through, charge directly forward, and you'll eventually find the Potions class on your left.

You may have located Hermione, but that doesn't mean she's going to help you. Left to your own devices, you must create the potion described on the paper, which is ultimately revealed to be Polyjuice. Though that gives Harry a clue, he's not allowed time to mull over it—Dumbledore's waiting to see him.

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Slughorn's Stubbornness

If you can recall where Dumbledore's Office is located, you'll know that it's in the courtyard opposite the Great Hall's entrance. To get there from Gryffindor Tower, follow the spiral downward—counter-clockwise—until you've reached the stationary staircases, then take a right. If you've come upon the Clock Tower Shortcut, you've gone too far, and should head back up two flights—the hallway you're searching for will be directly in front of you then.

Once you're out in the open, follow the wall at your right to the gargoyle, where you'll confront a girl whose Gobstone's been stolen. To retrieve it, challenge the designated Slytherin student. Hardly anything to be scared of, he can easily be defeated by the same means Fenrir was: closing in, casting Expelliarmus, and constantly blasting Stupefy bolts while they're down. If you'd like to take a more honorable approach, beware their special Stupefy cast. Upon leaving their

wand, it splits in two, but then reunites in the center prior to impact. A simple dodge should evade it well enough.

Return the Gobstone to its rightful owner, and Harry will finally visit Dumbledore. Though you're told to uncover one of Slughorn's memories, you must first follow Hermione to a meeting with Professor McGonagall. There, you'll learn Levicorpus, which snatches your foes from the earth and drapes them by their ankles. Successfully land it, and you'll be able to cast a bevy of attacks unchallenged. You should test it out on the moderate Ravenclaw you subsequently duel against.

With another battle won—and a new dueling area unlocked—charge on to the Quidditch patch. Use the nearby Grand Staircase shortcut, and ascend to the Quidditch Gate painting. Stroll down into the room where Ginny's waiting, and she'll get things started.



Your teammates' competitive presence—alongside the time-giving dummies—increases the difficulty a bit, but keeping your eyes on the stars will ensure your triumph. There are no blinding climbs into the sunlight, nor any terrible dips into the trenches, so you've made it through tougher flights before. As such, this should be a nice warm-up for you.

When it's over, Hermione chats with Harry about gaining Slughorn's favor, and Ron takes you back to Potions class. That's his intention, at least, but you'll not make it there before a Slytherin forces a fight. The student won't bother charging his Stupefy bolts before flinging them your way, but he's not particularly talented. A close-range Expelliarmus or Levicorpus followed by constant Stupefy casting will work just fine.

Upon running into Lavender Brown, Ron—not in the mood to see his "girlfriend"—desperately asks Harry to send her elsewhere. Beforehand, you'll need to use Wingardium Leviosa on her big red handbag, and use it as a net for all the aimlessly flying books. They mostly soar in circles, so anticipating their path and letting them run right into the bag is a fine way to handle it. When the job's finished, she'll leave, and that's the last of your delays—it's directly to Potions after that.



Unsurprisingly, Slughorn doesn't help you. Head outside the classroom to meet up with Ron. He'll leave for food, and you'll be confronted by a Slytherin student.

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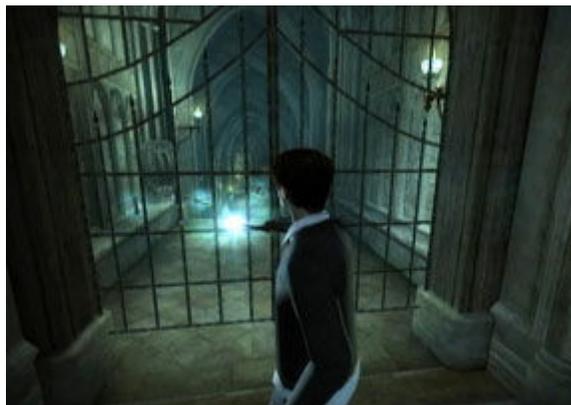
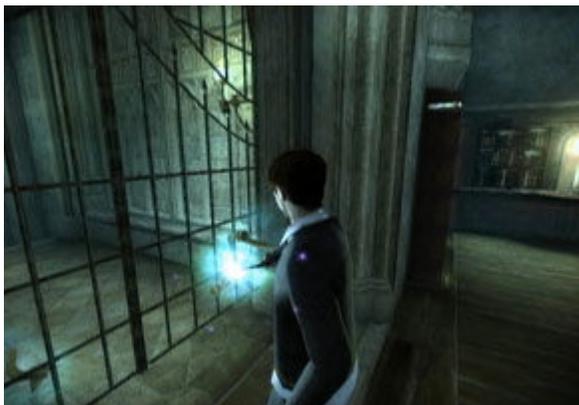
Ron's Plight and the Hufflepuff Match

Supposedly, Professor McGonagall wants to see you, and she's waiting in the formerly closed-off Astronomy Tower. To reach it, start with your back to the Potions door. Head right, and run straight through the Grand Staircase shortcut. Ascend clockwise until you've reached the Quidditch Gate portrait. Walk through, then descend to the wide-open grounds. Take another right, hugging the wall, and start running forward. You should turn right as soon as possible. If you're in the courtyard, you've gone too far, and must backtrack.

Sprint forward along the cobblestone walkway until you reach a door you've never entered. Enter, then take the hallway till you can turn left. Climb the spiral staircase, then turn right as soon as you're able. Continue onward until you've reached a large, reasonably lit room, filled with books and various gadgets. This is your destination, and you won't be able to explore much of it before you're thrown into battle.

Your first fight can be won with the oft-used *Expelliarmus* and *Stupefy* barrage, but the follow-up isn't so simple. Although you aren't up against the most brilliant tactician, their power can easily floor you, and—if there's nothing separating you and your foe—you may never be able to get back up again. Considering, you'll want to watch for their charged *Stupefy* bolts, and either pre-emptively blast them with one of your own, or fire off *Protego* appropriately. Use the bookcases to your advantage—ducking behind them and steadily encroaching on your opponent's territory—until you're near enough to use *Expelliarmus*. Wait for them to attack you again, defend yourself, and then fire off the powerful spell. As usual, take the opportunity to pummel them with magic.

When it's all over, Crabbe and Goyle flee, and there's no sign of Draco. The gate that slams down before you is locked, but the lever needed to open it is at your feet. To get it through the gate, throw it against a surface to break it, then levitate it through the holes. Once it's on the other side, cast *Reparo*, and guide it into the hole.



A few cinematics pass before you're given control of Ron, though he's hardly responsive. The young man's saturated with love potion, and you must lead him to Slughorn's office. Harry will lead you there, slowly, but you should still endeavor to keep up. Once there, you'll have to concoct an antidote. Shortly after it's administered, Harry discovers Ron's poisoned, and solves that threat on his own.

The next day arrives, and you're back in Harry's shoes. There's a match being held against Hufflepuff. Charge down the hallway, then descend to the Clock Tower's ground level. Don't exit to the courtyard; instead, take the Grand Staircase shortcut nearby. From there, ascend clockwise until you reach Floor 1, then start heading up. When you've reached the entrance for Floor 5, face away from it, and you should see the Quidditch Gate shortcut to the lower left.



Travel to the pitch for an encounter with McLaggen, and a subsequent practice flight. It's longer than most of your previous sessions, but isn't particularly taxing. However, the time limit is strict—slack off too much, and you'll need to restart. Keep your aim steady—there are plenty of straightaways where you can easily hit several stars in a row—and you should be fine.

Like the warm-up run before it, this match has an unforgiving time limit. There are several situations where you'll be swaying to and fro, and you'll have to straighten your aim right afterward. In short, this Quidditch game requires precision movements. Should you have any trouble, you may entertain the thought of starting over again, but consider yourself forewarned—the game doesn't save between practice and the match; completing both in a row is required.

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Felix Felicis and the Quidditch Cup

When it's all said and done, Katie Bell will be waiting for you. Exit Gryffindor Tower, then head downward in a long, counter-clockwise spiral, until you've reached the Great Hall. Walk inside. During your very brief chat, Draco shows himself. Prepare yourself for a chase, as he'll take off the moment you approach, and you'll have to frequently run in order to keep up. When he enters the courtyard, he'll take a hard left through the archway in the wall, and shortly thereafter, he'll turn right. Sprint after him—you're about to hit a long stretch, and you'll lose him if you don't—and after you take another left, keep going straight. Before long, you'll both stop, and a duel will begin.

Draco won't hesitate to use every spell you're aware of, and there's nowhere to hide in the boy's bathroom. Use Protego to block his split Stupefy blasts, and steadily close in on him. When you're near enough, distract him somehow—stunning him while he's charging magic is a good method—and use Expelliarmus. By now, you know what to do once he's on the ground—non-stop Stupefy.

An unfamiliar spell caps off the battle and sends Draco to the infirmary, and—with an order from Snape—you're free to go. A few cinematics follow, and Harry decides to down his Felix Felicis. From this point until you meet Draco's right-hand men, you won't have control of Harry. Keep an eye on the screen at all times nonetheless, because you're about to pass a ton of auras brimming with Mini-Crests. Plunder as much as you can while Potter hurries along!



You'll have an easy enough time defeating Crabbe and Goyle—Expelliarmus, as usual, leads the way—and immediately afterward, your uncontrolled progression resumes. Continue snagging whatever Mini-Crests you can, then—when you come to a stop—complete the fertilizer mixture. Several more cinematics ensue, and when they're through, you'll want to revisit Dumbledore. Along the way, you'll be interrupted by a duo you certainly expected to see, but this duel can be won as easily as those prior.

A few developments later, you're given control of Ginny Weasley, and must complete a Quidditch warm-up. This one requires tons of fast-paced zig-zagging, so prepare yourself for weaving. When the actual match begins, the to and fro stylings continue. It's imperative that you miss as few stars as possible, as four to five in a row can cost you the match, and there are long stretches between each time-replenishing bunch. Despite this, you shouldn't panic. After each turn, you normally have plenty of time to straighten up and hit the next star, even though things get relentless from there on to the next area. Utilize those moments as best you can.

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The Conclusion

Now that Harry's free of detention, he'll have to carry out Dumbledore's request for a Wiggeweld Potion. Biology isn't far away, and that's where you're going to concoct it. Head on through the storage room and into the greenhouses, then approach the Potions Club. Check out the board. On the third list, you'll see the Wiggeweld mixture. Select it to begin. It's a nasty one, but if you're careful with each ingredient, you should not have a hard time completing it. In the end, drinking it—and receiving a greater life meter for duels—is your reward.

From the Potions Club, head out of the greenhouse by the way you came, and turn left. From there, gradually make your way to the top of the Astronomy Tower. A bit of eavesdropping later, you'll want to walk up to Dumbledore, and swear you'll do whatever he asks. Afterward, you'll have the option of leaving to explore the grounds, or heading out with him. If you would like to collect more Mini-Crests, Hogwarts Crests, or do anything else on the grounds, go ahead. When you're satisfied, return to Dumbledore, and you will leave together.

A short while later, you will have to fend off oncoming hordes of Inferi. At first, few will bother you, and knocking them back into the water with Stupefy casts will come easily. By the third round or so, you should be strafing from left to right and back again constantly to keep up with their pace. If an Inferius gets close to you, it will take numerous blasts to knock them backward, and you shouldn't neglect to completely get rid of them (unless another is about to reach you). Should you hold out long enough, Dumbledore will save you both, and you'll return to Hogwarts.

More cutscenes come after, and then you're forced to duel.



The first two Death Eaters are unspectacular combatants, and your commonly used strategy of Expelliarmus and Stupefy is perfectly adequate. That will also work for Fenrir, who challenges you next, but not as easily for Bellatrix. You surely remember how she oft cast Protego—among other spells—to complicate your day. Not only will she utilize those, but she'll call on the Full-Body Curse too, which temporarily immobilizes Harry. Thus, you'll want to approach this battle with a defensive mindset.

Either Levicorpus or Expelliarmus should be used whenever you've stunned her. Subsequently, close in on Lestrage and let loose with every Stupefy bolt you can manage. After a few seconds of that, she'll be ready to attack you again, so withdraw, and wait till another prime opportunity presents itself. There's no need to rush, and once you've defeated her, congratulate yourself—you're through with the tale of the Half-Blood Prince!

At this point, you're free to wander the school grounds. Dueling, Quidditch, Mini-Crest collecting—everything is yours to enjoy! Though the story is over, the adventure is not. There are matches to win, potions to make, and many things to find. Have fun!