

GET EA CHEAT CODES AND GAME HINTS

Register your game online at
ea.onlineregister.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

15410

IT'S EASY. IT'S FAST. IT'S WORTH IT!



Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the product described in this manual are copyrighted. All rights reserved.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

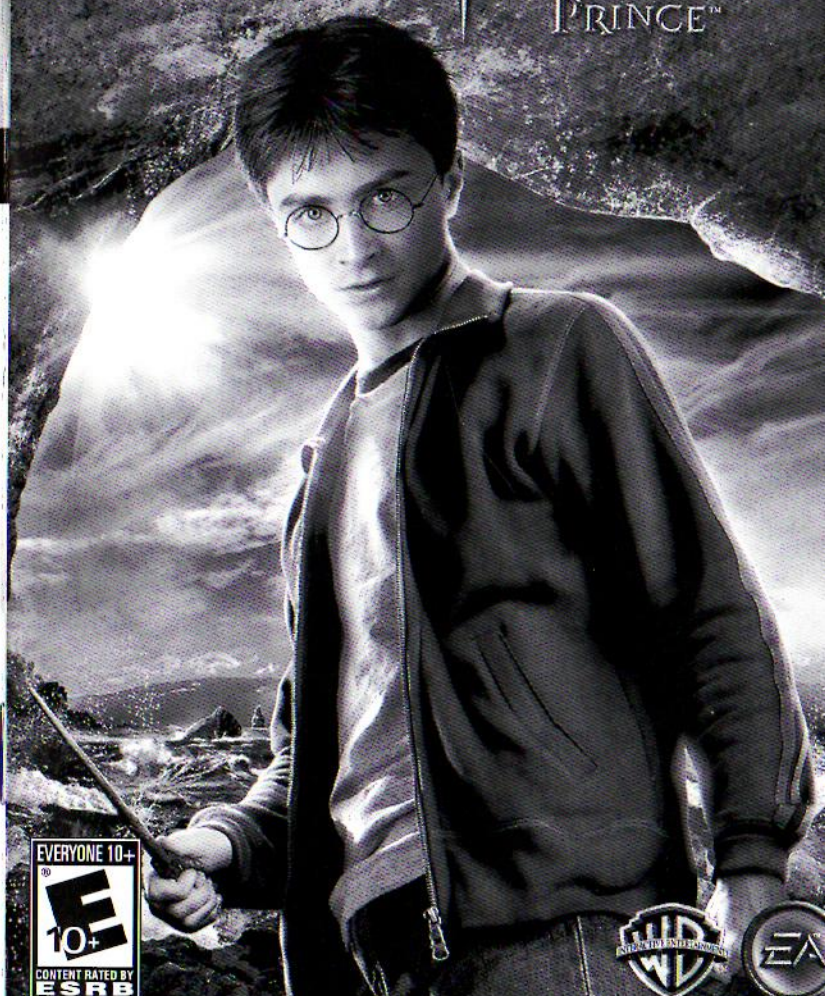
Mailing Address: Electronic Arts Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

Proof of Purchase
Harry Potter and the
Half-Blood Prince™
1541005



Harry Potter

AND THE
HALF-BLOOD
PRINCE™



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- ✦ Use in a well-lit area and keep as far away as possible from the television screen.
- ✦ Avoid large screen televisions. Use the smallest television screen available.
- ✦ Avoid prolonged use of the PlayStation®2 system.
- ✦ Take a 15-minute break during each hour of play.
- ✦ Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- ✦ This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- ✦ Do not bend it, crush it or submerge it in liquids.
- ✦ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✦ Be sure to take an occasional rest break during extended play.
- ✦ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

HARRY'S SIXTH YEAR	1
GETTING STARTED	2
STARTING UP	3
COMPLETE CONTROLS	4
PLAYING THE GAME	5
FINDING YOUR WAY	6
MAIN GAME	7
CLUBS	9
QUIDDITCH™	10
ENDLESS DAY	11
HINTS AND TIPS	11
LIMITED 90-DAY WARRANTY	13

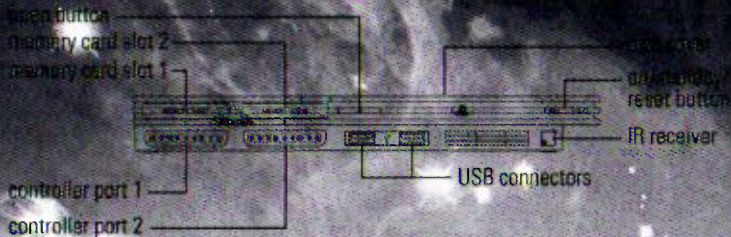
HARRY'S SIXTH YEAR

Join Harry as he embarks on another adventure-filled year at Hogwarts™ School of Witchcraft and Wizardry. As new romances surface among the students, an old adversary takes part in a devious plot. Can Harry retrieve a key memory from Professor Slughorn to determine Voldemort's ultimate plan? Will Harry learn the identity of the mysterious Half-Blood Prince? Play through Harry's sixth year, from his carefree end-of-summer days playing Quidditch at The Burrow, to the disturbing memories Dumbledore shares with him via the Pensieve, to the thrilling climax battling Death Eaters at Hogwarts.

www.harrypotter.ea.com



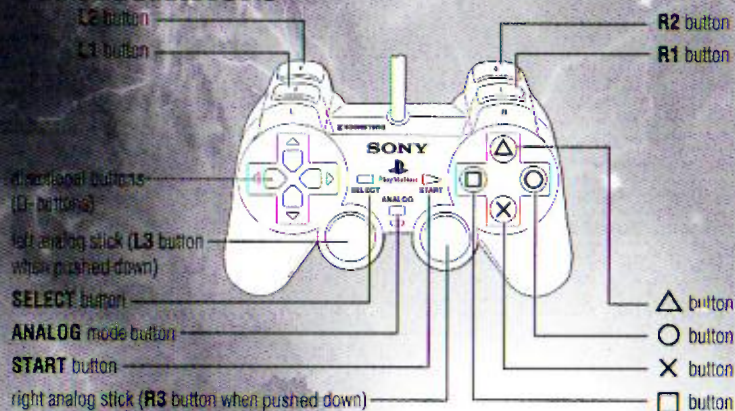
GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *Harry Potter and the Half-Blood Prince™* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS

GENERAL GAMEPLAY

Move character	left analog stick
Move camera	right analog stick while pressing and holding the R2 button
Talk to/Interact	X button
Sprint	Press and hold down the L2 button while moving with left analog stick
Centre camera on Harry	O button
To use your wand/Put wand away	△ button or right analog stick
Call Nearly Headless Nick™	SELECT button

COMBAT/DUELING

Cast spells	right analog stick
Dodge	L2 button or R2 button
Move Harry	left analog stick

✓ For more detailed information on spell-casting, see *Casting Spells*.

FLYING

Move character	left analog stick
----------------	-------------------

POTIONS

Select ingredients	left analog stick
Pick up/drop ingredients	X button
Move ingredients	left analog stick
Pour ingredients	right analog stick

PLAYING THE GAME

To start a new adventure, from the main menu press the **START** button. Then select **NEW ADVENTURE**, select a game slot, and then choose **CONTINUE**.

GAME SCREEN



SAVING AND LOADING

The game automatically saves your progress as you play.

✓ To load the most recent saved game, from the main menu choose **CONTINUE ADVENTURE**.

CASTING SPELLS

Casting advanced spells is easy using the right analog stick. First target the item on which you want to cast a spell, pressing either the **L1** button or the **R1** button once the item is selected, and then perform the actions detailed below for the spell you want to cast. Not all spells are available to Harry at the beginning of the game.

WINGARDIUM LEVIOSA levitates objects.

Push the right analog stick **↑**, then roll from left to right until the spell is cast. After you've lifted an object, press the left analog stick to move it in any direction.

INCENDIO conjures flames to burn objects.

Push the right analog stick **↑** and **↓** repeatedly.

REPARO repairs broken objects.

Rotate the right analog stick clockwise until the object is repaired.

DEPULSO allows you to release Mini-Crests, and can be used with *Wingardium Leviosa* to throw objects.

Double-tap the right analog stick **↑**.



COMBAT SPELLS

STUPEFY stuns your opponent.
Press the right analog stick \uparrow to cast.

CHARGED STUPEFY stuns your opponent even more.
Press and hold the right analog stick \downarrow to charge the spell and press the right analog stick \uparrow to cast. The longer you charge it, the more powerful the spell.

EXPPELLIARMUS knocks your opponent to the ground.
Press the left analog stick \leftarrow and press the right analog stick \rightarrow at the same time.

PETRIFICUS TOTALUS freezes your opponent.
Press the left analog stick \rightarrow and press the right analog stick \leftarrow at the same time.

PROTEGO deflects spells that are cast at you.
Press the right analog stick \downarrow and then let it go back to its central position.

LEVICORPUS levitates your opponent's body.
Press the left analog stick \leftarrow and press the right analog stick \leftarrow at the same time to cast a spell that makes your opponent levitate.

FINDING YOUR WAY

Nearly Headless Nick knows his way around Hogwarts well, and he's always available to help Harry by giving him hints, directions and more. To call Nearly Headless Nick, press the **SELECT** button.

PORTRAIT SHORTCUTS

As Harry's adventures progress, he can gain access to a variety of shortcuts in Hogwarts protected by various portraits. To gain access to a portrait shortcut, Harry must approach the portrait and provide the password (assuming he knows it) by pressing the \otimes button.

MAIN GAME

Join Harry as he makes his way through his sixth year at Hogwarts. During this eventful year, Harry must retrieve a memory from Professor Slughorn, tries to learn the identity of the mysterious Half-Blood Prince, and witnesses some disturbing memories which Dumbledore shares with him via the Pensieve.

DISCOVERY

The magical world is filled with a variety of objects that Harry can discover and with which he can interact.

CRESTS

A number of Crests can be found around Hogwarts. Some of them are fairly obvious – Harry just needs to walk over them to collect them. Others may be broken, obscured by plants or spider webs or hard to reach. By using the spells that he knows, Harry can retrieve, repair and gather these Crests.

MINI-CRESTS

Mini-Crests can be found all over the castle. Double-tap the right analog stick \uparrow when you are near a glowing object to cast *Depulsa*, and Mini-Crests fly out for Harry to collect. Time it right and you are rewarded with a shower of Mini-Crests. To collect them, simply walk over them.

CREST REWARDS

Both Crests and Mini-Crests unlock bonuses, including Mini-Games in the main game menu.

GOOD DEEDS

Look around the castle for lion statues holding Crests. Press the \otimes button to talk to them, and they will give Harry a "good deed" task to perform for his fellow students. If Harry successfully completes the task, his reward is a Crest.

BADGES

When Harry accomplishes noteworthy feats, he earns a badge commemorating his achievement. You can see badges you have collected via the pause menu or in the main game menu.

BREWING POTIONS

Harry can brew potions in the Potions classroom or by joining the Potions Club and using their equipment in the Herbology Greenhouse.

Brewing potions is as easy as following the on-screen recipe instructions, but here are a few basics to remember:

- ✓ To select or de-select an ingredient, press the right analog stick and press the **X** button.
- ✓ Pour ingredients by pressing the right analog stick.
- ✓ Stir your potion by rotating the right analog stick in full circles in either direction.
- ✓ To shake an ingredient, press the right analog stick **↑** and **↓**.
- ✓ To heat up a potion, quickly press the right analog stick **↑** and **↓**.



Tip: If you make a mistake, the screen fills with smoke. To continue with your potion, press the **L2** button and the **R2** button in succession repeatedly until the smoke clears.



After you concoct your potion, you can see how well you did at the summary screen where you receive a grade for your work. You can earn badges for certain potions achievements.

CLUBS

Harry can join the Duelling Club, Potions Club and Flying Club. Clubs provide Harry with a variety of challenges. As Harry completes the challenges, he earns badges and unlocks increasingly difficult challenges.

DUELLING CLUB

Early in his adventures, Harry is invited to join the Gryffindor Duelling Club. To join, he must first engage in and win a duel against Ron. Fire off combat spells while dodging Ron's to come out the winner.

- ✓ To access the Gryffindor Duelling Club (after Harry has joined), approach the Noticeboard in the Great Hall and press the **X** button.



Harry can take on four different duelling challenges. Each one is progressively more difficult than the last, and is unlocked after succeeding at the previous level. If you cannot complete a challenge, try returning to it later after Harry's adventures have progressed, as he may need to learn additional spells.

FLYING CLUB

Although Harry has been named Captain of the Gryffindor Quidditch team he must still practice his Seeker skills. Once Harry successfully completes the Quidditch tryouts by deftly flying through the stars over and around the pitch and catching the Golden Snitch™, the Flying Club is unlocked.

- ✓ To access Flying Club, approach the Noticeboard in the Quidditch Gate and press the **X** button.

POTIONS CLUB

Harry enjoys new-found success with potions (thanks to the Half-Blood Prince's Potions book). He joins the Potions Club so that he can brew potions outside of class time.

- ✓ To access Potions Club, approach the Noticeboard in the Herbology Greenhouse and press the **X** button.

QUIDDITCH

Test your broomstick skills in the most popular sport in the wizarding world. In *Harry Potter and the Half-Blood Prince*, you can qualify as Harry for the position of Gryffindor Seeker, take part in team practice sessions and play against rival houses.



POLISH YOUR SEEKER SKILLS

Chase the Golden Snitch and show off your flying skills by manoeuvring through the stars over and around the pitch.

- ✓ Press the left analog stick to guide your broomstick through the stars.

TRAINING SESSION AND MATCHES

Play as Gryffindor against the other Hogwarts houses to see who can come away with the Quidditch Cup.

- ✓ When playing as Harry (Seeker), fly through the stars and shove your opponent to grab the Snitch.

ENDLESS DAY

If you haven't found all of the Crests or completed all of the challenges, you can continue in the ENDLESS DAY. Once the narrative game is complete, you can access this mode to focus solely on finding the Crests and completing all of the challenges.

HINTS AND TIPS

- ✓ Look all around you for Crests, some will be stuck on the walls high up in the castle, some will be hidden in bushes.
- ✓ Complete all the challenges in your school clubs to collect all the badges.
- ✓ Use Exploding Cauldrons and Dungbombs to help you release Crests that are hard to reach.
- ✓ Practise hard in the Duelling Clubs before taking on Death Eaters in Wizard Duels!
- ✓ Nearly Headless Nick will take you to where you're supposed to be in the missions. He only appears in Hogwarts castle and grounds.
- ✓ Use the Portrait Shortcuts to get around the school more quickly.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at the service center, postage paid, with proof of purchase. Electronic Arts reserves the right to replace the Recording Medium or Manual with a different version of the software program and the Manual that were originally provided by Electronic Arts. The replacement of the Recording Medium or Manual shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, misstatement or neglect. Electronic Arts makes no other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then the above warranties to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period. Electronic Arts does not warrant that the software program(s) will meet your requirements or that the software program(s) will be free from viruses. Electronic Arts will not be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this software program(s), including resulting damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusion or limitation of incidental or consequential damages or the above limitation and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the extent allowed by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the CD/DVD along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will email a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products that are returned.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, misstatement or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://www.ea.com>

Automated library: <http://www.ea.com>

Automated library: <http://www.ea.com> You can contact our automated phone system 24 hours a day for any and all warranty questions.

24 1 (800) 608-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty

9001 N. 35 Suite 110

Austin, TX 78753



HARRY POTTER characters, names and related indicia are trademarks of and © Warner Bros. Entertainment Inc. Harry Potter Publishing Rights © JKR.

WBIE LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc. (s09)

HARRY POTTER AND THE HALF-BLOOD PRINCE Software © 2009 Electronic Arts Inc. EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners.