

Harry Potter: Quidditch World Cup Guide

by SRMorris

Updated on Dec 3, 2003

This walkthrough was originally written for Harry Potter: Quidditch World Cup on the GBA, but the walkthrough is still applicable to the PC version of the game.

Harry Potter: Quidditch World Cup

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Any questions or correspondence, please email me at mail@srmorris.com

Futhermore, enjoy yourself!

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|| Section 1: Introduction ||
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"welcome to hogwarts" chirps a happy Harry Potter. The star of the acclaimed series has now returned in another Gameboy Advance interactive game. Focusing on the fantasy game of Quidditch, it gives the player another chance to interact within the mystical realms of imagination.

Although the game is highly descriptive, there are times when extra information can help unravel its mysteries. This guide aims to deliver a highly comprehensive and informative insight into "Harry Potter: Quidditch World Cup" to help and further any players there may be.

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|| Section 2: Background ||
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This game is likely to be bought by Harry Potter enthusiasts and so many will understand the background and rules of Quidditch. However, this section is dedicated to the small minority and ones who require some refreshment.

The Quidditch pitch is composed of 3 goals at each end. The aim is to score as many points as possible by throwing the Quaffle into them. Each successful throw earns the team 10 points.

Quidditch is played with 14 players divided into 7-player teams. Players are seperated into Chasers, Beaters, Keeper and a Seeker. Following is a brief description of them all:

||Chasers:

Three (3) per team. Their aim: to score goals and to intercept the ball. With these chasers, you tackle opponents, intercept passes and score

||Beaters:

Composing of two players per team, they are on the lookout for bludgers (black balls that try to knock players off their brooms). They can be called in to defend your team-mates or to direct a bludger at an opponent

||Keeper:

There is one (1) keeper per team. They are the last bastion against an opponents attack. They protect the goals with their quick reactions.

||Seeker:

There is only one (1) seeker per team. Not used throughout the majority of the game, they hover above the playing field straining their eyes for the Golden Snidget. Once spotted, they make a run and catch them. The Golden Snidget represents 150 points and the end of the match

-- Attacking (In control of the Quaffle)

|| A: Passes/Shoots Quaffle

Pressing a direction on the D-Pad towards a team-member and tapping A will pass the Quaffle. Pressing in the direction of a goal will attempt a simple shot

The throw can be strengthened by holding A for longer. Attempts on goal will be stronger and harder to stop. The Quaffle can be thrown further around the pitch aiding team-mates to dodge all the opposing team

|| B: Dodge

Pressing B will perform a dodge move (barrel roll). Useful when you know the enemy is close and attempting to steal the Quaffle.

-- Special Attack Moves

These moves can only be attempted once you have earned them from playing matches in exhibitions, practices and world cups. Please see section 10 to see how to obtain these cards.

|| Left + A: Launches Special Move

This move will get an automatic goal from anywhere on the pitch however it consumes a little bit of energy. The player will perform a small animation.

|| Left + B: Launch Team Move

This move will enable the entire team to work together to obtain 3 goals. The goals are automatic but the price is the entire stored energy is used. Used in drastic situations

-- Defense (Opponent has control of Quaffle)

|| A: Tackle

Pressing a direction and A will direct your selected team-member in that direction. The player will get a speed boost and attempt to steal the ball.

|| Left + A: Special opponent tackle

This move will automatically tackle the opponent and automatically get the Quaffle

Miscellaneous:

|| Right Shoulder:

Pressing the Right Shoulder button will call a Beater to the top of the screen. The Beater will then direct a Bludger to the attacker and stop them in their tracks. If the opponent has called a Beater, calling your own Beater will protect your team-member from the Bludger

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||                               Section 4: Starting the Game                               ||
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Upon starting, you are presented with 4 slots for saved data. Select one of the data slots to use. As you keep playing, the data slot will be updated with your progress on the collection of cards, represented as a percentage value.

You will then be welcomed by Harry Potter and invited to choose a house. Selection will then take you to the main menu. As a friendly reminder to your loyalty, your house shield will be displayed in top left corner.

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||Main Men
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    Go to Hogwarts
    Exhibition Match
    World Cup
    Quidditch Cards
    Options
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When you first start, you will notice there are weird icons (with a number inside) beside an unselectable option. This means they are awaiting to be unlocked, the number indicating the equivalent Quidditch card.

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||                               Section 5: Welcome to Hogwarts                               ||
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Welcome to Hogwarts School of WitchCraft and Wizardry

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Challenges
Practice Game
Quidditch Cup
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                                Challenges
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|| Passing
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Basic chaser techniques. This challenge tests your accuracy by randomly creating goals around you. You have to throw your quaffle into them as many times as the limit given. A simple throw will deduct your target by one whilst a harder throw will deduct by two instead.

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Bronze: 100 seconds. 10 Targets
Silver:
Gold:
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Passing charges your Power Bar which then allows for special moves and release of the Snitch

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|| Tackling Challenge
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Basic chaser technique. This challenge tests your accuracy by using a moving target to tackle. Edgar Cobbs carries the Quaffle and you must obtain it. After tackling, you must dodge his tackling attempts and throw the Quaffle back into the box.

Bronze:

Silver:

Gold:

|| Shooting Challenge

Basic chaser techniques. This challenge again tests your accuracy in addition to your dexterity. Building upon previous technique, the aim of this challenge is to score goals. With your Quaffle, you must score against Madam Hooch.

|| Beaters Challenge

You must dodge the surrounding geometry whilst avoiding being hit by a bludger.

Gold- you can afford to be hit once otherwise you cannot reach the end in time

|| Seeker Challenge

The Snitch leaves behind a trail that you can use to your advantage. Keeping to the trail will help increase your speed. At certain intervals, the Snitch will also drop globes of power on either side of its wake which, upon capture, charge up your power bar. An indicator on the left (Snitch indicator) depicts the proximity of the snitch to yourself.

Once you get to the silver stage, an opponent is introduced to complicate matters. The Snitch indicator will also have their image so you can see who is the closest and who is gaining on the Snitch.

Pressing A will give you a Speed Boost

Bronze Challenge: 60 Seconds

Capturing the Snitch entitles your team to 150 points. It also ends the match

Now that you have completed all the training, you are now free to use your hard earned skills in a practice game or if you are feeling more confident, take on the Hogwarts Quidditch Cup!!

Practice Game

A good way to practise your new skills against an opponent. From here you can choose your opponent out of:

- Gryffindor
- Slytherin
- Ravenclaw
- Hufflepuff

Obviously, dependent on your chosen house, you cannot choose your own team to challenge so there will only ever be 3 teams to challenge.

Some new elements now become evident in this match. Across the top of the screen is your power bar. On either side, there are split halves of a ball representing the snitch. The left half is yours whilst the other the opponents. Every successful pass you do will earn you more power and your half will move to the right to represent this. The harder the throw, the

more power you earn. Once the halves meet, the Golden Snitch will have been spotted and so the Snitch Chase will start.

The power earned can be used to perform special moves as well as your initial amount for the Snitch chase. By keeping a close eye on this, you can effectively command the game and win everytime.

Passing the quaffle around is a simple affair, you pass the Quaffle in the direction you intend to and your players will make an effort to catch it. Passing ahead will force your team-mates to speed up however take care that the opposing team is closer as they will grab it. As an indicator of your selected player, a outline star will appear when you haven't got control of the Quaffle. Once control is yours, the star will become filled and sparkles will be emitted from your broom.

Finally, once the hoops appear on screen, you are now given a chance to shoot for goal. A halo will appear around the selected hoop you are aiming for. Pressing up will select the hoop furthest from you whilst down will select the hoop closest.

Good Luck!

Quidditch Cup

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|| Section 6: Exhibition Match ||
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Exhibition Match:

Single Player: A match between yourself and the GBA

Multiplayer: Connect with a friend to have a friendly show-down

Connectivity: Using a Gamecube-to-GBA connection, it gives you another way to bring forth the rivalry

Single Player:

Once chosen, you are given a skilllevel to choose from (only available if you have unlocked the cards for them)

After this, you can play as any of world teams provided you have unlocked them

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|| Section 7: World Cup ||
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Congratulations!! You have now made it to the World Cup!!

The world cup brings together the best of Quidditch players together to contend for the ultimate prize: The Quidditch Cup Trophy

|| World Cup:

Prior to every match, you are given the chance to quit so you can go about with your normal life. Once you return, you are given the option to continue where you left off or to restart the world cup. The game also gives you a

quick summary to your achievements to date.

The World Cup consists of eight matches that pits your refined skills against the computer. After each match, you will unlock a new card. Please see section 10 as to the cards you can unlock and when.

The rankings of each time are based on the total amount of points scored within the championship. You can lose every single game but earn enough points, you can win the championship. In the event of a draw, the one who has won the most matches win.

If this is a new game, you are given a chance to select your difficulty level. Depending on the cards you have unlocked, you have an option of:

- * Comet 260 : Easy
- * Nimbus 2000 : Normal
- * Nimbus 2001 : Hard
- * Firebolt : Expert

With your difficulty level chosen, you are then given a choice of the team you wish to represent. Then it is off to your first match.

Prior to every match, you are given a quick summary of all the moves and buttons available to you.

After the end of every match, you are given the scores of both teams and given a chance to play a re-match. Default is no.

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||                               Section 8: Quidditch Cards                               ||
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Quidditch Cards
View Cards
Trade Cards

View Cards:

You will be informed by Potter on how to view your hard earned cards. Use the D-pad to move to each card. Cards that have been Won are displayed in blue whilst cards still awaiting collection are in red. Pressing A will view the selected card in full view. Whilst in full view, you can use the left|right arrows to move between the cards

To see how to collect all the cards, please see section 10: Unlocking the secrets.

Trade Cards:
Choice between GBA and Nintendo GameCube

This mechanism is not fully understood by myself as yet as I do not own or know anyone who owns a Gamecube version - anyone wishing to contribute, please do

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||                               Section 9: Options                               ||
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The credits will display the team behind the beloved game. Pressing down will stop the scrolling whilst up will move it faster. Pressing either A, B or Start will cut back to the options menu

|| Matches:

Pressing start will bring up a menu offering:

Continue
Options
Quit

-- Options:

- Music: On|Off
- SFX : On|Off
- Brightness: Normal|Light
- Credits
- Sleep Mode

Prior to entering sleep mode, the game tells you how to switch it back on by pressing Left + Right + Select. Use this when you temporarily have to do something and in the middle of a game. This will help conserve your batteries and keep your data in memory. Do not switch it off otherwise you will lose your current data. Stored data (such as quidditch cards) will still be kept.

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|| Section 10: Unlocking the Secrets ||
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>From Left to right on Quidditch Cards (Gryffindor Order)

Complete Silver Passing Challenge...: Hufflepuff Chasers
Complete Gold Passing Challenge.....: Ravenclaw Chasers
Complete Bronze passing Challenge...: Gryffindor Chasers
Complete Silver Tackling Challenge...: Slytherin Chasers
Complete Gold shooting Challenge.....: Hufflepuff Keeper
Complete Gold shooting Challenge.....: Ravenclaw Keeper
Complete Bronze shooting Challenge...: Gryffindor Keeper
Complete Gold shooting Challenge.....: Slytherin Keeper
Complete Silver Bludger Challenge...: Hufflepuff Beaters
Complete Gold Bludger Challenge.....: Ravenclaw Beaters
Complete Bronze Bludger Challenge...: Gryffindor Beaters
Complete Gold Bludger Challenge.....: Slytherin Beaters
Complete Silver Seeker Challenge.....: Hufflepuff Seeker
Complete Gold Seeker Challenge.....: Ravenclaw Seeker
Complete Bronze Seeker Challenge.....: Gryffindor Seeker
Complete Gold Seeker Challenge.....: Slytherin Seeker

Win second match of Quidditch Cup...: Hufflepuff House Logo
Win second match of Quidditch Cup...: Ravenclaw House Logo
Win second match of Quidditch Cup...: Gryffindor House Logo
Win second match of Quidditch Cup...: Slytherin House Logo
Complete Gold Tackling Challenge.....: Hogwarts Stadium (summer)
Hufflepuff Team Photo.....: Win first match of Quidditch Cup
Ravenclaw Team Photo.....: Win first match of Quidditch Cup

Hogwarts Stadium (Winter).....: Win third match of Quidditch Cup
Gryffindor Team Photo.....: Win first match of Quidditch Cup
Slytherin Team Photo.....: Win first match of Quidditch Cup
Madam Hooch.....: Complete Silver Shooting Challenge
Hufflepuff Special Move 1.....: Win Practise Game against Hufflepuff
Hufflepuff Special Move 2.....: Win Practise Game against Ravenclaw
Hufflepuff Special Move 3.....: Win Practise Game against Slytherin
Ravenclaw Special Move 1.....: Win Practise Game against HufflePuff
Ravenclaw Special Move 2.....: Win Practise Game against RavenClaw
Ravenclaw Special Move 3.....: Win Practise Game against Slytherin
Gryffindor Special Move 1.....: Win Practise Game against HufflePuff
Gryffindor Special Move 2.....: Win Practise Game against RavenClaw
Gryffindor Special Move 3.....: Win Practise Game against Slytherin
Slytherin Special Move 1.....: Win Practise Game against HufflePuff
Slytherin Special Move 2.....: Win Practise Game against RavenClaw
Slytherin Special Move 3.....: Win Practise Game against Slytherin
Hogwarts Quidditch Cup - Hufflepuff.: Win Quidditch Cup
Hogwarts Quidditch Cup - Ravenclaw..: Win Quidditch Cup
Hogwarts Quidditch Cup - Gryffindor.: Win Quidditch Cup
Hogwarts Quidditch Cup - Slytherin..: Win Quidditch Cup

Germany Team Photo.....: Win third World Cup Match: Nimbus 2000
German Stadium.....: Win third World Cup Match: Nimbus 2001
Germany Special Move 1....: Win second World Cup Match: Comet 260
Germany Special Move 2....: Win second World Cup Match: Comet 260
Germany Special Move 3....: Win third World Cup Match: Comet 260

France Team Photo.....: Win fifth World Cup Match: Nimbus 2000
French Stadium.....: Win fifth World Cup Match: Nimbus 2001
France Special Move 1.....: Win fourth World Cup Match: Comet 260
France Special Move 2.....: Win fourth World Cup Match: Comet 260
France Special Move 3.....: Win fourth World Cup Match: Comet 260

USA Team Photo.....: Win sixth World Cup Match: Nimbus 2000
American Stadium.....: Win sixth World Cup Match: Nimbus 2001
USA Special Move 1.....: Win fourth World Cup match: Comet 260
USA Special Move 2.....: Win fifth World Cup match: Comet 260
USA Special Move 3.....: Win fifth World Cup match: Comet 260

Germany Team Photo.....: Win second World Cup match: Nimbus 2000
German Stadium.....: Win second World Cup match: Nimbus 2001
Germany Special Move 1....: Win first World Cup match: Comet 260
Germany Special Move 2....: Win second World Cup match: Comet 260
Germany Special Move 3....: Win second World Cup match: Comet 260

Japan Team Photo.....: Win first World Cup match: Nimbus 2000
Japanese Stadium.....: Win first World Cup match: Nimbus 2001
Japan Special Move 1.....: Win first World Cup match: Comet 260
Japan Special Move 2.....: Win first World Cup match: Comet 260
Japan Special Move 3.....: Win first World Cup match: Comet 260

England Team Photo.....: Win fourth World Cup match: Nimbus 2000
English Stadium.....: Win fourth World Cup match: Nimbus 2001
England Special Move 1....: Win third World Cup match: Comet 260
England Special Move 2....: Win third World Cup match: Comet 260
England Special Move 3....: Win third World Cup match: Comet 260

Spain Team Photo.....: Win sixth World Cup match: Nimbus 2000
Spanish Stadium.....: Win sixth World Cup match: Nimbus 2001
Spain Special Move 1.....: Win fifth World Cup match: Comet 260

Spain Special Move 2.....: Win fifth World Cup match: Comet 260
Spain Special Move 3.....: Win sixth World Cup match: Comet 260

Australia Team Photo.....: Win seventh World Cup match: Nimbus 2000
Australian Stadium.....: Win seventh World Cup match: Nimbus 2001
Australia Special Move 1..: Win sixth World Cup match: Comet 260
Australia Special Move 2..: Win sixth World Cup match: Comet 260
Australia Special Move 3..: Win sixth World Cup match: Comet 260

Nordic team Team Photo....: Win seventh World Cup match: Nimbus 2000
The Nordic teams' Stadium.: Win seventh World Cup match: Nimbus 2001
Nordic Team Special Move 1: Win seventh World Cup match: Comet 260
Nordic Team Special Move 2: Win seventh World Cup match: Comet 260
Nordic Team Special Move 3: Win seventh World Cup match: Comet 260

Bulgaria Team Photo.....: Win World Cup: Comet 260
Bulgarian Stadium.....: Win World Cup: Nimbus 2000
Bulgaria Special Move 1...: Win World Cup: Nimbus 2001
Bulgaria Special Move 2...: Win World Cup: Firebolt
Bulgaria Special Move 3...: Win World Cup: Comet 260

Comet 260.....: Win World Cup: Comet 260
Nimbus 2000.....: Win World Cup: Nimbus 2000
Nimbus 2001.....: Win World Cup: Nimbus 2001
Firebolt.....: Win World Cup: Firebolt
Ludo Bagman.....: Win World Cup: Comet 260

Quidditch World Cup - Germany.....: Win third World Cup match: Firebolt
Quidditch World Cup - France.....: Win fifth World Cup match: Firebolt
Quidditch World Cup - USA.....: Win sixth World Cup match: Firebolt
Quidditch World Cup - Japan.....: Win second World Cup match: Firebolt
Quidditch World Cup - England.....: Win first World Cup match: Firebolt
Quidditch World Cup - Spain.....: Win fourth World Cup match: Firebolt
Quidditch World Cup - Australia.....: Win sixth World Cup match: Firebolt
Quidditch World Cup - Nordic Team.....: Win seventh World Cup match: Firebolt
Quidditch World Cup - Bulgaria.....: Win seventh World Cup match: Firebolt
Queerditch Marsh.....: Win Quidditch Cup
Edgar Cloggs.....: Complete Bronze tackling challenge
Golden Snidget - Get all 104 previous cards

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|| Section 11: General Strategies ||
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* Aim to score as much as you can before the Golden Snitch is let loose.

The successfull capture of the Golden Snitch earns the player 150 points.
It also means that the game has ended so to make sure you win, aim to be
160 points clear of the opposing team in case they happen to grab the
Snitch.

* Attack as often as possible

This goes hand-in-hand with the above, by attacking often you ensure
that you will have a lot of attempts on goal.

* Charge those shots

Charging your shots up will make it harder for the opponent to stop

the Quaffle. A good way of making the shot is to charge the throw before the goals appear on screen. Once they appear, your throw is already charged and prime for throwing

* Catching the Snitch

In the easier difficulty settings, this is very easy to do as the opponent will not attempt to get the boosts often. However the opponent in the harder stages does attempt to do so and can get very frustrating when they regularly catch the Snitch.

As a way of preventing a long wait, the one closer to the Snitch will catch it after a certain time limit. Attempting to boost too far will mean you can't pick up the boosts that are left behind the Snitch as you are too close. Keep careful attention to the amount of boost you have left and stay just ahead all the time.

Summarise:

- Stay ahead of your opponent
- Get every boost that is dropped

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