

Harry Potter: Quidditch World Cup FAQ/Walkthrough

by Asian Gamer

Updated to v1.0 on Aug 2, 2007

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

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Harry Potter: Quidditch World Cup
FAQ/Walkthrough by Asian Gamer
Version 1.0 (Updated 7-10-07)
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                                Version History [VH]

July 10, 2007
Basic overall view of the game, including information on most aspects of the
game,
how to play, all the teams, and a basic walkthrough.
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                                About Me [AM]

Hi. My name is Asian Gamer. I am a 13 year old male who lives in Chicago. This
is my
first FAQ/Walkthrough, and I might make some mistakes. Email me ifI do. My email
address is:
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Email: shorthairjj132@yahoo.com

AIM: shorthairjj

If there are any mistakes you happen to notice, please email me or IM me.

Game Information

[GI]

This is a 1-2 player game. The 2 player game is where you go against each other with 2 controllers. There is not really a "story mode" but it does kind of follow a story of from the Quidditch Cup on the the World Cup and you play as different teams and all, but its not like StarFox Assault where you would go through multiple stages and you gain information and beat a big boss at the end. It requires 3 memory blocks (not much really...) and is Game Boy Advance compatible. It links with a game that I can't really remember...hmm (for those of you without sarcasm, the game is Harry Potter: Quidditch World Cup for GBA). You can trade Quidditch Cards (to find out more, scroll down the part called About Quidditch Cards), and play together (but that requires another GBA and the Harry Potter: Quidditch World Cup for GBA).

Controls

[C]

Here are the basic controls of the game. No special combos (when I say special, I mean ones you unlock) are listed here yet. I will update this in version 1.1. Some of these are taken from the Instruction Booklet.

Control Stick - Control chaser's and seeker's broom direction, and direction of Bludgers.

+ Control Pad - Pick menu options

A button - Pass quaffle (hold down to increase power) , select menu option, and boost as seeker.

B button - Shoot quaffle, cancel menu selection , and special move*/**/***.

C Stick - Control quaffle (push and hold in the direction you want the quaffle to go)

Control stick also works too.

X button - Dodge.*

Y button - Whack bludger at opponent.*/**

Z button - Team Special Move*/**.

L/R buttons - Combo buttons.

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Combos

Special Move Shot: Depending on how far you are from the goal and the timing of the

shot, you will perform one of three special shots, that guarantee a goal scored.

How to use: Hold down BOTH L and R and press B within range of goal posts.*

Special Dodge Left: A dodge that swirls you to the left by doing a loop in a forwards direction.

How to use: Hold down L and press X.*

Special Dodge Right: A dodge that swirls you to the right by doing a loop in a forwards direction.

How to use: Hold down R and press X.*

Special Dodge 360 Loop: A 360 degree loop that goes straight up and back down in a loop.

How to use: Hold down BOTH L and R and press X.*

Combo Pass 1: The first combo pass in a continuous series of three.

How to use: Hold down R and press A.

Combo Pass 2: The second combo pass in a continuous series of three.

How to use: Hold down L and press A.

Combo Pass 3: The third combo pass in a continuous series of three.

How to use: Hold down BOTH L and R and press A.

Combo Shot 1: A special shot that looks somewhat like a combo pass but is used in

range of the goal to score a shot. Can be squeezed into a combo using the combo buttons and pressing B instead of A.

How to use: Hold down R and press B.*

Combo Shot 2: A special shot that looks somewhat like a combo pass but is used in

range of the goal to score a shot. Can be squeezed into a combo using the combo buttons and pressing B instead of A.

How to use: Hold down L and press B.*

*Must gain to use. See How to play for details.

**Only used when not in possession of the quaffle.

***Only used when in possession of the quaffle.

****See Special Move Shot.

About Quidditch

[AQ]

Quidditch is a sport played on broomsticks (watch the Harry Potter Movies to see what im talking about). It was first introduced in Harry Potter and the Sorcerer's

Stone (Philosopher's Stone) when Harry is at flying class and catches a

Rememberall

(again, see Harry Potter!! The movies probably talk about all this stuff I'm talking about now!!) that was thrown by Malfoy. He becomes the seeker for Gryffindor and stays like that for 4 years...so far. The sport is played all over the World, hence World Cup. Countries all over the world compete for the World Cup. There are many good teams, average teams, and bad teams. They will be listed at the bottom, but let's get on the the positions of the sport.

There are 3 types of balls in this game. They are:

- The Quaffle
- The Bludgers
- The Golden Snitch

The Quaffle - The ball that is used to score. Each goal is worth 10 points. It is handled only by the Chasers. It is a brown ball, probably the size of a basketball. There are indents in the ball for handling reasons...and for some reason, there has never an incident where it was dropped...o_0

The Bludgers - These balls are magical, and have a mind of their own. They are "wicked fast" according to Harry Potter. They are smaller, probably the size of an average bouncing ball that you find at Wal-Mart or something. Probably smaller, but anyways, they can susutain speed after you hit it for a long time. In Harry Potter: Quidditch World Cup, you controll it with the controll stick.

The Golden Snitch - The fastest moving ball in the game, and probably the whole world. It is an almond sized ball, made of gold with wings the size of feathers. It's almost impossible to catch, but seekers are specially trained to catch the snitch. The snitch seems to respond to seekers, allowing itself to be caught by seekers. It is worth 150 points. Catching it ends and MOST of the time wins you the game. Unless you catch the snitch and you opponents still have more points than you, you will win the game.

Positions

[P]

There are 4 different positions in the game. They are:

- 3 Chasers
- 2 Beaters
- 1 Keeper
- 1 Seeker

Chasers: Their goal is to score. There are 3 on each team. They handle the quaffle, as said before, the ball used to score goals. They are the ones on the team who perform special shots, team special shots, etc. There are more details in the instruction booklet which talks about how they are hit with bludgers and

all...but

you probably already know that. Also, I wanted to get this FAQ/Walkthrough up ASAP

for you to read it. :-)

Beaters: The beaters have two goals. They are:

To protect their teammates from getting hit by a bludger

To knock a bludger at their opponent's chasers

The beaters have a small object like a bat, made of wood. They are used to hit the bludgers. They can whack the bludger away from their chasers, they can whack

they bludger at their opposing chasers. I think I said that already...but anyways

there are 2 on each team. In the game, when a bludger is hit towards your chaser with the quaffle, the 2 beaters are on both sides of the chaser. If you get hit, you loose the ball. It is kind of hard to avoid though.

Keeper: Have you ever played soccer? If you had, then it is safe to say that the keeper is goalie in Quidditch. For those of you who have not played soccer, the keeper guards the 3 hoops on their side of the field. If you start at a lower difficulty, they are rather slow and easy to pass. But on a harder difficuliy, like Nimbus 2001 or Firebolt, they are very fast and harder to score on.

Seeker: This is probably the most important position of the game. As said above, the

seeker only worries about the golden snitch. It is worth 150 points, and catching it

ends the game. Most of the time you win, but sometimes if a team has great chasers

but a horrible seeker they can win a game without needing to catch the snitch.

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How to play

[HTP]

Now comes the rules. I'll just talk about the rules and such instead of listing them. Sound good?

So, in Quidditch, the goal is like most other sports. To end the game with the most points to win. The game starts when the Head Coach throws the quaffle into the air and then the game begins. The chasers begin to start to attempt to score goals on their opponents. They can tackle each other, which is a steal, they can pass it to each other, they most often show off great looking shots (like in Harry Potter: Quidditch World Cup, there is a type of Special Shot where you toss

the quaffle into the air, get off you broom, and whack the quaffle with your broom like a baseball and into the hoop.) and they are all legal in the game. You can do almost anything to score, like hit other players to get the quaffle, etc. The beaters basically fly around waiting for a bludger to come by. If it gets

close and the opposing team has the quaffle, then they will most likely hit the bludger towards the chaser with the quaffle. The seekers fly around looking for the snitch, because most of the time at the beginning of a Quidditch game, the snitch is not seen by anyone. It is flying around until it is ready for a race with

the seekers.

That is a general look at what Quidditch is. Now, in the actual game...

It is kinda more complicated in the real game. You start as the chasers. The ball is thrown, and then the game begins. There are things you can do. To make it easier, I will give it one star if it is least recommended, and up to 5 stars if it is highly recommended to do. Some of these things must be gained though.

If you have the ball...

- you can go towards the hoops and shoot.*
- you can pass it to your teammates.**
- you can perform a pass combo.****
- you can perform a team special move*****
- you can perform a special special shot***

If you dont have the ball...

- you can whack a bludger at your opponent to get the ball.****
- you can perform a special steal.**
- you can attempt to tackle your opponent for the quaffle.*****
- you can attempt to intercept a pass.***
- you can just sit there.* :P

Heres the part that kinda sucks. You now have to learn to play game. There are 6 challenges. They are as listed here:

1. Passing
2. Tackle and Shoot
3. Seeker
4. Beaters and Bludgers
5. Special Moves
6. Combos (The best one)

1. Passing - This is probably one of the easiest challenges you will face. your goal is to simply make 10 successful passes. But there are some rules. You must pass it to the player with the green ring around them, or you will be put on a penalty and then your time will increase. Oh, right. I forgot to tell you. You are timed. There are certain times you have to beat. The:
Team Record (Bronze award)
House Record (Silver award)
School Record (Gold award)

I dont know the times you have to beat yet...I'll post them on the next version of this FAQ. Now, if you pass it to someone with a yellow ring, your time increases by 5 seconds. If you throw it at random and your chasers has to chase the quaffle, your time increases by 10 seconds. Well, this one doesnt take long to beat. It only took me about 5-10 minutes to get used to and beat all together.

2. Tackle and Shoot - This is a slightly harder one, but there is a really good technique to get a great time. Ok, now in this challenge, you and a ghost are practicing tackling (Tackle - when you go up to your opponent and steal the ball) and shooting (Shoot - Attempt to make the shot). Now at the beginning when i first tried this challenge, it took me 2 minutes total to finish this challenge (HORRIBLE). Now, this is what you do. Try your best to take the quaffle by tackling with A. This might take a while for a beginner, but its ok. Then when you get the quaffle, go right ahead to make a shot. Now, make sure you dont see the ghost and shoot in one of those hoops, cause throwing the quaffle at the ghost is not very helpful...but once you make the shot, dont stop!! Once you see the ghost with the quaffle, tackle him!! It would be easy this time cause

he's closer. Do that for the 3rd goal and you will have completed the challenge.

3. Seeker - For some reason I like playing as the seeker. So in this challenge the golden snidget has escaped from it's cage and they "have asked you to get it". Now as the seeker, you have very small amount controls to handle which is a good thing. The only controls you have is the control stick to stay with the trail and press a to boost using your energy. You get energy from staying with the trail. Stay in the middle of the trail and your controller should rumble. Then when you press (and hold) down A, it should rumble even more and then you should speed up. One of the downfalls is that sometimes like you are not speeding up...it really is that you and the Snitch/Snidget speeds up (by the way the snidget is the one in the challenge and the snitch is the real thing in a Quidditch game). When you get close, press B to try to catch the snitch. It might take a few attempts to get the snitch, but once you get the hang of it its not that hard.

4. Beaters and Bludgers - Ugh. I hate this one. It got on my nerves to beat the school record. Anyways, in this challenge, you play as the beaters on the team you pick and a chaser on your team. First, you find a target. Hmm...not that hard, not is it? Now when the target glows around it with a gold light, press Y to send the bludger. It will launch, and then you will gain control. Hit the target with the control stick and then the target will break. Then on the screen the words AVOID THE BLUDGER will appear...then avoid the bludger! The best way to avoid it is by going straight, turning one way, then go back to the point where one of your beaters is by the bludger. Then he/she will hit it away and you can go to the next target until all 5 targets are busted. This one might take a while the beat...

At this point, you are "ready for a real match", but not quite. I suggest you go and do a practice game against any team and then play a real game against any team except Gryffindor/Slyterin (depending who you pick, read walkthrough for details). Play a game, and then do these next challenges...

5. Special Moves - Ahh...this one is classic. It is also very easy. Basically, you do the exact same thing you did in the Tackle and Shoot challenge but instead of tackling, you use a special move. When the challenge starts, go towards the ghost, not at it, but towards it and press B. A swirly white circle will appear, and you have to guide it onto the ghost. When done so, the ghost will stop, and you can now go up to it and simply take the quaffle without pressing any botton. Now as soon as you get the quaffle, turn around and press X. X helps you dodge, and in the challenge, holding the quaffle too long without dodging/shooting will result in the ghost using a special move on you. Keep dodging until you reach the hoops. Make the shot, and then the ghost will have the quaffle. Now, immediatly use a special move on it (B) and score again. Do it a third time, and you will have completed the challenge.

6. Combos - Now to be honest, of all challenges, this one is probably the one that is most worth your time to complete. You learn how to use combos which can increase

the snitch bar a lot and also get you a whole load of points in a game. Now the goal for you is to put together a nice combo and then put a combo shot. This is what you should do:

Hold down L or R or L+R and hold down A. Get another chaser on your screen and release A. You should see the quaffle lit red leaving a trail of yellow dust-like stuff going at a fast speed, along with the words Combo 1 on the screen. That's the first part of the combo. Then do that again, but as soon as your chaser catches the quaffle, press A like crazy!!! The quaffle lit red leaving a trail of yellow dust-like stuff going at a fast speed should be bouncing across the screen and your combo should go up pretty good by 2 or 3. You should be close enough to make a shot. If so, go for it. But MAKE IT!! You will get a +30 second addition to your time (WTF?! THAT IS SOOO MUCH). Do that 3 times and that's it for this last challenge.

Now, here are some paragraphs of good tips and techniques to playing a real game:

The game sequence goes as so:

1. Ball is thrown
2. Chasers begin the game
3. Seekers search for snitch
4. Beaters waiting to knock out players
5. Keepers ready to defend
6. Chasers score points
7. Snitch meter increases
8. To halves of snitch meet
9. Snitch chase begins
10. Seekers chase snitch
11. One seeker gets the snitch
12. Game ends

1/2/5/6. So, the game begins. When you start, aim the control stick in the direction the quaffle. This should get you to start with the ball if done correctly. If not, it's ok. Now, follow that chaser with the quaffle. He/she is marked with a blue solid star. You are the chaser with a yellow dashed star. Now once you get in a good position, press A to tackle. Your chaser will speed up with a swirly trail, then go and snatch the quaffle. Now, you have the quaffle. Turn around and go towards your opponent's side. If you have trouble finding that, look for other players wearing the same thing you are and go towards them. That might help. But now, go towards the hoops. Once the music changes and the hoops begin to glow, aim the quaffle to a hoop WITHOUT the keeper in front of it. Then press B before you get the quaffle stolen from you. If you did that, good. You just got yourself 10 points. If you got the quaffle

stolen

from you, why are you just sitting there? GET THAT QUAFFLE!!! Continue to do this

until the two halves of the Snitch meet up. I'd recommend putting together a good combo, cause the larger the number (i.e. Combo 7) the more your Snitch meter will go up, giving you an advantage during the Snitch chase. Very helpful. Dont forget about using bludgers, special moves, special shots, and if you put together a really good combo, a team special move, which can earn you up to 30 points

(depends on what team you have) just by pressing one botton!!

3/5. Don't worry about these. I put them there for you to know what role they play in the game at the beginning of the game.

6/7/8. At this point, you should have maybe 70-150 points? That's if you are doing well.

The 2 halves of the Snitch should be close, and you should now do your best. It is not going to get any easier, but the Snitch chase is going to begin at anytime now.

9/10/11/12. THE GOLDEN SNITCH!!! THERE IT GOES!!! OMG!!! Now as soon as your controller

rumbles, HOLD DOWN A!!! THIS IS YOUR ONLY CHANCE AT CATCHING THE SNITCH!!! As soon as

your meter runs out, release A. Wait for it to charge. If you have a small meter,

just hold it down the whole way. If it is a medium sized meter, wait for it to charge half way or all the way, depending if the opposing seeker is getting ahead

of you. That is the worst thing that can happen to you at this point. If you have

a large meter, charge it halfway. When you get close, very close, press B a couple

times. Once the cut-scene comes up, then you have just gained 150 points and ended

the game.

Congratulations!! You have completed your first match! (If you are reading this for

help, congrats on finishing this match with my help :-)

--

About Quidditch Cards

[AQC]

Quidditch cards are pentagonal shaped cards that have a 3D image in it. The more you have, the more things you unlock. You can unlock difficulties, which are:

DIFFICULTY	(LEVEL)	# OF QUIDDITCH CARDS TO UNLOCK
Comet 260	(easiest)	None. First difficulty.
Nimbus 2000	(easy, normal)	15 Quidditch Cards
Nimbus 2001	(hard)	35 Quidditch Cards
Firebold	(very hard, hardest)	50 Quidditch Cards

You can also unlock special moves, which will be listed in later versions.

You also unlock one of the best teams around, the BULGARIANS!! It requires 65 quidditch cards to unlock...in which their seeker is Viktor Krum!!At this very

point
in time (7-12-07, 9:39 pm) I have 51, and one way to get a lot of Quidditch
Cards
is to get all of them for the Hogwarts teams and then play as multiple World Cup
teams and get some quidditch cards as them and you should have about 60-ish. I
dont
have that many yet, but I got that many off of all 4 Hogwarts teams and 2 world
cup
teams. As I play as more of them or just beat the World Cup with one team all
the
teams and special moves and you know.

--

About Brooms

[AB]

As I have said before, brooms are the levels of difficulty in this game. They go
as Comet 260, Nimbus 2000, Nimbus 2001, and Firebolt. The one you can only start
with in the game is the Comet 260, and then which it is rather easy to unlock
the Nimbus 2000. Now, the comet 260 is probably too easy. You can score points
like
crazy!!! It doesnt even take much effort to put together a good combo against
them.
Then with the Nimbus 2000, which is still easy at Hogwarts, but is rather ok in
the
World Cup. The Nimbus 2001 at Hogwarts is probably as hard as the World Cup with
the Nimbus 2000. Now the Firebolt, whoa!! Unless you are obsessed with video
games
or specifically Harry Potter Quidditch, it might take months to beat the World
Cup
with this difficulty. Well, maybe. Weeks? Something like that. As said before,
Hogwarts is now somewhat of a challenge. Not really, but somewhat.

--

Teams

[T]

The Teams in Hogwarts are probably the most common. They are:

Gryffindor
Hufflepuff
Ravenclaw
Slytherin

Now, the teams will be explained as follows:

Gryffindor
Chasers: Angelina Johnson, Katie Bell, Alicia Spinnet

Beaters: Fred and George Weasley
Keeper: Oliver Wood (Captain)

Seeker: Harry Potter
General View: The most commonly known team; most players start playing as them
first. I dont know why...maybe because its easier to just pick them instead of
trying to decide from all other teams and they look better in the movies.
Special Move: Weasley Wangler - As Fred and George Weasley smack a bludger back

and forth between each other with Alicia Spinnet holding the quaffle. Once they get close enough, one of the Weasley twins smacks the bludger at the keeper and Alicia tosses the quaffle into the highest ring. This is the worst special move of the 4 teams.

Hufflepuff

Chasers: Malcolm Preece, Heidi Macavoy, Tamsin Applebee

Beaters: Maxine O'Flaherty, Anthony Rickett

Keeper: Herbert Fleet

Seeker: Cedric Diggory

General View: As the second house introduced in the first Harry Potter movie, Hufflepuff is one of the better teams. Though it doesn't have the best special move, but it's decent (I think I spelled that wrong w/e). As Cedric Diggory is the seeker (had no idea about it until I played the game), the team is overall ok.

Special Move:

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