

Harry Potter: Quidditch World Cup FAQ/Walkthrough

by serpentsnake

Updated to v0.30 on Jan 3, 2004

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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|FAQ/Walkthrough for Harry Potter: Quidditch World Cup|
|GameCube|
|Version .30 (12/31/03)|
|(c) Serpentsnake 2003|
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1. Introductions/Contact Info.
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This is Harry Potter: Quidditch World Cup for the Nintendo GameCube. It is rated E for everyone. It is 1-2 players simultaneous. It uses 3 blocks of memory and is Gameboy Advance Compatible. You can use the four Hogwarts teams (Gryffindor, Slytherin, Ravenclaw, and Hufflepuff.) You can only use these teams to win the House Cup at Hogwarts. You can use international teams (USA, England, France, Germany, the Nordic Team, Japan, Spain, Australia, and Bulgaria.) But not IRELAND! Anyway you can only play with these teams while competing for the Quidditch World Cup. So don't cast your hopes on killing the Hufflepuff team with Bulgaria.

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If you have questions, please e-mail me. I'm not AIM everyday, so the most convenient thing for me would be to e-mail me. Do not e-mail me with things already in the guide. Only e-mail contributions, corrections, requests, records, etc. DO NOT SEND E-MAIL REGARDING WIZARD CARDS! I will include info. about these cards but I am not dedicating all of my time to them.

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2. Quidditch (This can be found in the game manual)
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Quidditch is like soccer in the non-magical world. Every wizard follows it. However, you may be unfamiliar with the rules of this most illustrious and ancient of sports. If you have not had a chance to read the popular book *Quidditch Through the Ages*, we've provided a brief overview for you here.

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THE PITCH  
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Since the fourteenth century. The Quidditch pitch has remained a regulation oval 500 feet long by 180 feet wide. A central circle, approximately two feet in diameter, is used by the referee as the 'release point' for the four balls that make up a Quidditch game. At each end of the pitch is a 'scoring area', containing three posts supporting scoring hoops. These posts are known as 'goalposts'. The surface of the pitch is ordinarily made of turf, though in some countries, pitches of sand, ice, and even water are employed, which changes the nature of the game more than one might think!

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THE BALLS  
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The quaffle is used by both sets of chasers to score goals in the opposing team's 'scoring area', much like the round object used in the strange and slow-moving non-magical game, soccer. The modern quaffle is a seamless, reddish, leather ball, twelve inches in diameter. The well know wizard tome, *Quidditch Through the Ages*, describes the quaffle as follows: It was first colored scarlet in the winter of 1711, after a game when heavy rain had made in indistinguishable from the muddy ground whenever it was dropped. If the Chaser gets the quaffle through the hoop of the 'goalpost', his or her team scores ten points and the quaffle is giver to the opposing Keeper.

While the original bludgers, or "blooders", were once charmed flying rocks, the regulation bludgers is now made of iron. Ten inches in diameter, two of these fast-moving objects are always present in a game of quidditch. Bewitched to indiscriminately chase any player on the pitch, the bludgers will ordinarily fly headlong at the player closest to them. As the only players on the pitch with bats, it is the beaters' job to beat the bludgers away from their teammates.

The golden snitch is a walnut-sized 'ball' with wings. Charmed to evade capture for as long as possible, it is the fastest and nimblest of Quidditch balls. It is also the hardest to spot. It is the seeker's role to search constantly for the Golden Snitch, while avoiding the barges of opposing players and the ever-present threat of a game-stopping (or even life-threatening) bludgers strike. When the seeker catches the golden snitch, the game ends and the Snitch-catching team is awarded one and fifty points. This may or may not be enough to secure a victory, as some mathematical challenged seekers have found to their costs.

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THE PLAYERS  
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There are two teams of seven players in a regulation Quidditch match, made up as follows:

- Three Chasers
- Two Beaters

One Seeker  
One Keeper

The chaser's position is the oldest in Quidditch, since the game once consisted of goal-scoring alone. The modern game specifies three chasers per team. These individuals must possess a keen eye and a string arm for the constant passing, catching and shooting necessary in their role. The chasers set up play by passing the quaffle to one another, while avoiding the tackles of the opposing team's chasers. They should also be constantly aware of the ever-present threat of bludgers attacks. A successful bludgers strike inevitably causes the unfortunate chaser to fumble and lose the quaffle to the opposing team/s chasers. The chasers' overriding aim is to get the quaffle through one of the three goalpost hoops in the opposing team's scoring area. If successful, ten points are added to their team's score.

Two bat-carrying players known as Beaters represent the main defensive aspect of Quidditch. As the only players allowed to wield a bat, they're kept busy beating speeding bludgers away from their teammates, notably the chasers. When defending, they are often found launching bludgers attacks against the quaffle-carrying opposing chaser. IT should also be noted that the beaters do not score goals nor do they handle the quaffle.

The seeker's role has traditionally been filled by the fastest, lightest, and most nimble of broomstick flyers. Almost always possessed of hawk-like sight and the ability to confidently fly with one or no hands, the accomplished seeker is totally at ease on his or her broom. It is the seeker's job to search out- and catch- the golden snitch, a task that is by no means easy. Some games have been known to last for over six months! That said, the seeker often snatches victory from the jaws of defeat. A successful catch of the snitch means 150 points for the seeker's team. For this reason, the seeker is often singled out for some attention - of the rougher variety - at the hands, shoulder, and bats of the opposing team's players!

In the modern game, the keeper almost always stays within his or her team's 'scoring area', defending the goalposts from the attentions of the opposing team's chasers. The keeper's primary role is to stop the quaffle from passing through any one of the three goalpost hoops. The more able the keepers may be adept at picking up a loose quaffle and feeding it back to the chasers to launch a swift sure counter-attack. However, the real test of the keeper is whether their nerve holds long enough to place themselves between the hoop and a rocketing quaffle shot!

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### 3. Controls

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MENU CONTROLS  
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- Highlight menu item - Control Pad (any direction) Control Stick (up or down)
- Change highlighted item - Control Pad (any direction) Control Stick (<-or->)
- Select/Go to next screen - A button
- Cancel/Return to previous screen - B button

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GENERAL GAMEPLAY  
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Action button (Pass & Tackle) - A button (hold down for more power)  
Broomstick directional control - Control Pad or Control Stick (any direction)  
Shoot - B button  
Bludger - Y button (only when the Y button icon appears under the bar that shows your points)  
Quaffle control - C Stick (push and hold in desired direction of pass or shot)  
Pause Game - START/PAUSE

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WITH THE QUAFFLE  
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Pass - A button (hold for more power)  
Shoot - B button (hold for power)  
Dodge - X button (can only be used when icon appears under score)  
Quaffle Control - C Stick (push and hold in desired direction of pass or shot)  
Special Move shot - B button (hold L + R and press B button)  
Special Move dodge right - X button + R button  
Special Move dodge left - X button + L button  
Special Move 360 loop - X button + R button + L button  
Combo Pass 1 - A button + R button  
Combo Pass 2 - A button + L button  
Combo Pass 3 - A button + R button + L button  
Combo Shot 1 - B button + R button  
Combo Shot 2 - B button + L button  
Team Special Move - Z button (can only be use when icon appears)

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WITHOUT THE QUAFFLE  
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Tackle - A button (when in range of opposing chaser)  
Launch Bludger Attack - Y button (when icon appears)  
Guide Bludger - Control Stick

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SEEKER CONTROLS  
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During the game watch the meter on the top of the screen. When the two meters connect it is time to chase the snitch. Depending on how many combos, special moves, scores, etc. that you make, your side of the meter increases. When the two bars connect, whose ever bar is the longest is whose going to get a bigger lead and a bigger power bar. While chasing the snitch the power bar shows how much boost you have.

Broomstick Control - Control Stick  
Broomstick boost - A button  
Barge other player- Y button  
Grab Snitch - B button

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SPECIAL MOVES  
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Some of these moves have the same button combinations. I do not know why, but I believe that different teams use different moves.

You can only use some of the moves when their icons appear at the upper-left of the screen. I'm not sure if that goes for all of them, though I have done a few like that,

Volley 1 - L + R + double tap A

Volley 2 - L + double tap A

Volley 3 - R + double tap A

Chelmondistion Charge - L + R + B

Dionysus Dive - L + R + B

Sabryn Steal - B

Speelman Steal - B

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4. FAQ/Walkthrough  
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Hogwarts  
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Here you are allowed to pick any of the Hogwarts teams. You can practice certain skills and play games with these houses. You play the same Challenges with every house. I will use Gryffindor as an example as my team.

Challenge One

Passing Control - All you have to do is pass the quaffle through the green hoops. If you are straight on with a green hoop, waste no time pressing A. You shouldn't have to worry about using the Control stick unless you are shooting at an angle. You can make plenty of mistakes and still complete the challenge, so don't worry if you mess up. I think you get ten passes.

Challenge Two

Tackle and Shoot - What you are doing here is stealing the quaffle and then turning around and shooting it. When the ghost has the quaffle just keep pressing A to catch up with him. Then press A to pounce and pick up the quaffle. He will just be flying around the middle of the field. He will be going in circles though, so your going to have to chase him around a bit. Once you get the quaffle, go to the goalposts. The ghost will be playing keeper. Just go one way and shoot another. You have to do this three times.

Challenge Three

Seeker - You have to chase a golden 'snidget'. Just follow the golden trail it leaves, best if you stay in the middle. Hold A to use your boost until you are right behind the snidget. Then press B to grab it. You only had to do this once.

Game One

Gryffindor vs. Ravenclaw

You will only be using the skills that you have learned in the first three challenges. It should be very easy to get at least 200 points. You should have no problem beating Ravenclaw. They usually won't try to tackle you or nothing, so you can put on a one man (or in this case woman) show if you'd like. Remember you're playing for the Hogwarts Quidditch Cup!

Challenge Four

Beater and Bludgers - You have to hit five targets throughout the

Hogwarts grounds. Use your beaters by pressing Y near a target. Use the Control stick to steer the bludger into the target. Then control your chaser and avoid the bludger until one of your beaters can hit it away. Just hit five targets, and try to escape the bludgers five times.

#### Challenge Five

Special Moves - You are facing the ghost again only it's supposed to be harder. When you are chasing the ghost, look for the B button icon in the upper left-hand corner of the screen. Then press B. Use the control stick to steer the special move at the ghost. Then when you gain the quaffle, look at the screen. When the X button appears, press it. You will shoot forward in a dodge attack. Then go back to the goal and shoot. Just score three goals to win.

#### Game Two

##### Gryffindor vs. Hufflepuff

You will be using all the skills that you've learned so far. Just pass the ball forward until you get to the goalposts, then shoot. Keep doing this, and using your bludgers, and you won't have to worry about catching the snitch to win.

#### Challenge Six

Combos - You're controlling three chasers here. Just perform combos while passing it down the field. (Look for combos under the controls section of this guide) When you get to the goalposts, shoot. Do this three times to win.

#### Game Three

##### Gryffindor vs. Slytherin

This game is harder than the other two, but not by much. Just keep scoring, but don't forget to use combos! The more you use, the higher your snitch meter goes up. Hopefully you'll win this match and the Quidditch Cup!

MORE COMING SOON IN THE NEXT UPDATE

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#### 5. Wizard Cards

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These are the cards I have unlocked. I do not have all of them, only some of them. Your results may vary due to what you do during challenges and matches.

#### Event - Card(s) unlocked

- Gry. Passing Control - Ravenclaw Chaser, Hufflepuff Chaser
- Gry. Tackle and Shoot - Slytherin Chaser
- Gry. Seeker - Gryffindor Seeker
- Gry. Vs. Rav. - Gryffindor Special Move, Gryffindor House Logo, Slytherin Team Logo, Special Card: Hogwarts Summer Stadium.
- Gry. Beater and Bludgers - Ravenclaw Beaters
- Gry. Special Moves - Hufflepuff Seekers
- Gry. VS. Huf. - Hufflepuff Team Photo, Ravenclaw Team Photo, Special

Card: Hogwarts Winter Stadium  
Gry. Combos - Slytherin Seeker  
Gry. Vs. Sly. - Slytherin Team Photo, Gryffindor Quidditch World Cup,  
Gryffindor Team Photo, Special Card: Madam Hootch

Sly. Passing Control - Have not tried  
Sly. Tackle and Shoot - Hufflepuff Keeper  
Sly. Seeker - Have not tried  
Sly. Vs. Gry. - Slytherin Special Move, England Special Move

MORE TO COME IN LATER UPDATES!

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## 6. Unlockables

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### BROOMS

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Nimbus 2001 35 Cards

Firebolt 50 Cards

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### TEAMS

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Bulgaria

MORE TO COME SOON!

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## 7. Ending

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I hope you enjoyed this guide as much as I enjoyed writing it. If you need additional info on this game, check out my review, which is a [GameFAQs.com](http://GameFAQs.com).

I would like to thank...

CJAYC for accepting this FAQ and creating GameFAQs.

J. K. Rowling for making Harry Potter

EA Games for making the game and the game manual in which some of the things in my guide are from.