

Harry Potter: Quidditch World Cup FAQ/Walkthrough

by Canadian Dude

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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.

Harry Potter: Quidditch World Cup
FAQs/Walkthrough by Adam Marx

This guide is for the GCN version of the game only. You can use it as a reference for other versions, but there will be times when you'll find yourself unable to use it due to the vast but necessarily unavoidable inconsistencies in the controls. You see, I might tell you something like, "Hold L, then tap A." But that's not going to help you at all if you're playing the PC version.

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Those letters in square brackets are handy-dandy codes. Use your browser's Search function (Ctrl+F in Internet Explorer) and type in the letters, square brackets and all, then click "Find" or whatever. Click it again and you'll be instantaneously transported to the desired section. So for example, to find the information for Exhibition Matches, hit Ctrl+F (in Explorer), type in "EXH" (with square brackets), and hit Find twice. You're there! Maybe I'm explaining this too thoroughly though; unless you've never read a FAQs before this shouldn't be anything new.

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|                INTRODUCTION [INT]                |
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Welcome to Harry Potter: Quidditch World Cup!

Quidditch is unarguably one of the most entertaining aspects of JK Rowling's 'Harry Potter' universe. Ah, the majesty of it all: Fourteen players speeding up and down the pitch at sixty miles an hour, the Quaffle little more than a red blur as it changes hands faster than the eye can see...the iron Bludgers doggedly assaulting them, the Seekers craning and searching for any sign of the elusive Golden Snitch...so many readers have tried to capture these feelings and cork them.

can use your Dodge move to go at one hoop, then quickly cross to the other and toss it in. You get the picture. Every successful goal nets you 10 points, which are useful seeing as how the team with the most points at the end is the winner.

In the event you're scored upon, you'll be in control of your own Keeper, who gets a green star. Pass to one of your Chasers and press the attack.

Your Golden Snitch Bar will fill due to various actions in a game. I'll elaborate on this later, but you want your half of the Golden Snitch as far to the right as possible. Anyway, you build up the bar primarily through passing, and filling the bar also powers your special moves. To make it fill faster, use Combos. To start a combo, hold L (or R, or both) before passing. Do this several times in a row and then score to rack up a nice Golden Snitch Bar bonus, proportionate to the number of times you passed. Just don't get greedy and focus too much on comboing, or an opponent will swoop in and intercept. If they do, not only will you lose possession, but you won't have gained anything on the Golden Snitch Bar, meaning it was all wasted effort.

As your combo level rises, you will be able to perform a Combo Shot. To do this hold L and R, then press B. Your Chaser will perform an impressive shot, you'll get an automatic goal, your Snitch Bar will fill a bit, and your opponent's Snitch Bar will empty a bit.

You'll get other Special Moves, though, too. They're great if you use them right. First up is the Dodge, which is probably the least interesting and least useful of the four Special Moves. It's not so much a dodge as it is an instant speed boost. I suppose you can use it to get out of the way of an approaching Chaser, or to tear up the pitch. It would be a lot better if you could use it to escape a Bludger assault, but as it is I practically never use it. But if it compliments your personal tactics, a quick tap of X does the trick.

Speaking of Bludgers, when you have the option use Y to whack one at an opposing Chaser. If you hit him, he'll drop the Quaffle and you'll take possession. Basically, just drag it straight down and you're likely to hit him. Guide it a little if you have to, but don't try to be clever about it or you may miss entirely.

If someone hits a Bludger at you, your Beaters will fly on either side of you and do their best to defend you. Their best isn't very good, so you're going to have to dodge the Bludger. It's quite tricky since the computer is very good at it. Just as it starts to turn back and come after you, duck to one side, wait a second, then whirl to the right and speed off. If you do it right one of your Beaters will bat it away and you'll be good to go, otherwise you'll have to try a quick tackle on the opposing Chaser as he makes the steal. You can't pass, Dodge, or do anything like that while being pursued by a Bludger, but you can still shoot, and the other players will give you a wide berth since they don't want to get hit either, so if you're within the scoring area you may as well let it fly.

Eventually you'll receive the option for a Special Move Tackle. Press and hold B and a cursor will appear. Guide it to the Chaser with the Quaffle using the Control Stick. If you can get it to zero in on him you'll do a cool little move and automatically steal the Quaffle. However, doing a Special Move Tackle will place you on the centre line, so only use it if you're on your own half of the pitch or you'll be losing ground.

Last, we have the Team Special Move. At the World Cup level, you'll need to perform certain actions in a game before you're allowed to use your Team Special Move. When you do finally earn enough pops on the Golden Snitch Bar,

press Z. You'll be treated to a sometimes spectacular cinematic sequence that depicts your Chasers performing marvellous feats of Quidditch. You'll score either one or two automatic goals. Those that score two goals get you 20 points rather than 10, but those that score only one have a greater effect on the Golden Snitch Bar.

Okay, so enough of my talking about this Golden Snitch Bar without having explained what it is! As I said before, you want your half of it to be as far to the right as possible, and you accomplish this by performing various actions in a game. Special Moves also affect your opponent's Golden Snitch Bar. As your half of the Snitch moves to the right, your opponents' moves to the left. When the two inevitably touch, the Golden Snitch suddenly appears. You'll now have to enter the Golden Snitch Chase.

The farther to the right your half of the Snitch was when the two halves collided, the higher your Boost Metre will be and the lower your opponent's will be. The Seeker with the higher Boost Metre has an advantage, of course being able to sustain a longer boost. Keep your Control Stick tilted forward and follow the Snitch's golden trail, trying to get ever closer to it. If you're a good flier like me, you can just keep the A Button rammed down and not worry about waiting for it to fill up again: As long as you stay within the exact centre of the golden trail, your Boost Metre will perpetually recharge, allowing you to keep up that Boost. If the opposing Seeker gets too close, give her a kick with the Y Button. When you get close enough - that is, the camera is right on top of your Seeker - press B to grab the Snitch. You'll get 150 points, end the match, and probably win it!

Whew! After all that, the match is over. That long-winded explanation might sound slow, but in reality all that stuff happening at once keeps the game moving. Hopefully that helps you to better grasp the concept of playing a game of Quidditch. You'll understand more clearly once you start playing, and as you get practiced it'll become like second nature.

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|                HOGWARTS [HOG]                |
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Hogwarts, Hogwarts, hoggy warty Hogwarts...

When you first select 'Hogwarts,' Oliver Wood and Harry Potter will treat you to an explanation of the game of Quidditch. Ah, but you don't need it, do you? I just spent three entire sections giving you the lowdown on Quidditch, and truth be told I'd have to say mine is better. Anyway, after that you'll get to choose a team. Right now you're limited to one of the four Hogwarts House Teams, but that will change soon enough, oh my yes. Later on I'll talk about the teams individually a little more, but it's up to you for now. Choose Gryffindor if you're a purist, Ravenclaw if you badly want to win, Hufflepuff if you want to work for it just like they do, or Slytherin if you're evil. It doesn't especially matter at this point.

Once you've picked a team, that team's Seeker is now your guide. Well, so am I, and like before I'm the one you'd better pay closer attention to. Anyhow that team's Seeker doesn't think you're very smart, so now you'll have to face six training exercises of progressively greater difficulty.

==Training Exercises==

You'll have to pass the first three before you'll be allowed to play a match.

Once you have, play for a while, then return to the Training Exercises by selecting your own team's Seeker. More exercises will become available as you progress. Also, the more you pass the more moves will be available to you during matches. If you're going for all Quidditch Cards you'll eventually want to get the School Record on all six exercises, so read my tips closely if a particular challenge gives you trouble.

==Exercise 1: Passing==

This one isn't terribly difficult once you get the hang of it. As you start you'll have control of one of three Chasers. The other two are buzzing around you with rings that stay between you and them. Press A to pass the Quaffle to the Chaser who has the green ring around them. If you make a pass through a ring while it's yellow, or if you miss the ring, you'll incur a 10-second time penalty - that is, 10 seconds will be added to your total time, reducing your chances of making a record.

After you've made ten successful passes, regardless of whether or not they went through a green ring or not, your practise session ends. If you were relatively quick about it and didn't miss too many rings, you'll get a record and probably win a Quidditch Card. Hey, it's the first of many! Return as often as you like until you get the School Record, or move on to Exercise 2. For every exercise I'll try to give you some general tips to get that prestigious School Record (though personal talent and luck is also important) like so:

TIPS:

As the challenge begins, there is a 3-second countdown before you can move. As this is happening keep your eye on the Chaser with the yellow ring surrounding them, not the green one. Almost by the time the countdown is over the green ring will have turned yellow and the yellow, green, so watch for the switch and make the good ol' Bullet Pass forthwith.

The key thing is to keep your Chasers close. You have no control over the other two Chasers, so you'll just have to be ready. It's a little difficult to string together passes but you can do it if you're on the ball, so to speak. It's also a good idea to keep one eye on the Chaser you aren't aiming for in case the rings change colour unexpectedly. Remember, just one mistake can send the whole operation crashing down around your ears, with the School Record so close yet so far.

You can try and stay between the other two Chasers in case there's a need for a quick switch, or you can try and get them into a line and hope for a speedy two volleys, turnaround, and another pass or two. Exercise 1 is actually much harder than passing during a match, so it's good practise I suppose (especially when playing with Slytherin, whose passes are kind of...awful.)

==Exercise 2: Tackle & Shoot==

One of your Chasers is matched up with Edgar Cloggs, formerly the local Quidditch expert who now haunts the Hogwarts pitch. I could write a whole paragraph about him, but all you need to know is that you need to tackle him, then shoot. You probably figured that one out for yourself, though.

Okay, unlike last time, you don't start with the Quaffle - Edgar does. He floats around erratically with no other objective than wasting your time and taking away your record, so move towards him and press A while facing him to tackle. If you're successful in this, immediately turn around and head for the goalposts. Edgar will fly on ahead and take on the roll of Keeper. Once you're inside the scoring area, press B to unload. Edgar takes the approach of choosing one goalpost and hoping that's the one you'll aim for, so punish him

for it and pick the one that's farthest from where he is. If he catches the Quaffle you'll gain 10 seconds, which is a bad thing since we're going for the low time.

If you score a goal or he blocks the Quaffle, he'll re-take possession and you'll need to chase him down again. Make another tackle, take another shot, and go through this sequence one more time. The challenge ends when you've successfully scored three goals. He won't ever take a shot himself, so don't go worrying about that, but he will tackle you if you let him get too close, so don't.

TIPS:

If you don't have your wits about you you'll often miss your tackle. Either get right in his face or pay attention to the direction he's going to ensure you don't go diving past him. As long as he's still in front of you keep holding A, but if you zoom off to the side immediately let go of A and pull back on the Control Stick.

When you're taking your shot, it's paramount that you don't allow Edgar to catch the Quaffle. Like always, charging up the shot (by holding B, then releasing to shoot) increases your chances of putting it away. However, if he's guarding one of the side hoops you can sneak one past him into the centre goal hoop rather than the far one, which will save you a few seconds. I beat the School Record by one tenth of a second.

==Exercise 3: Seeker==

This has got to be the easiest of all the challenges, by far. Oh nose! A Golden Snidget has escaped from a nearby Snidget reservation! You've been asked to round it up. Since the Snidget is the ancient predecessor of the modern Golden Snitch, which stopped once the animal rights witches and wizards started mixing it up, this is exactly like the Golden Snitch Chase in a full-on game of Quidditch. Don't listen too closely to Madam Hooch; by the time her dialogue finishes, the thing she's talking about has already happened. That is, the filling of your Boost Metre. They should've caught that one in beta.

As soon as your Boost Metre fills you're ready to chase after it. I'm not going to explain how to do this twice, so read the 'Playing a Match' section if you're frothing at the mouth for more detail. Basically, tilt the Control Stick forward and press A to Boost. Press B when you get close - that is, the camera is right on top of you - to catch the Snidget and end the challenge. Now if I said any more than that, I'd either be redundant or have a very small section for...

TIPS:

Honestly, this one shouldn't give you much trouble. I got the School Record first try, by quite a margin I might add, so I'm sure you can too. The first and best piece of advice I can give you is this: Fly well. Honestly, beyond that there's not much left besides practise. The idea, by the way, is to stay directly in the centre of the Snidget's trail - the darker part of it. Flying within this area is what refills your Boost Metre, and you're pretty much hooped if that isn't happening. React to its movements and, if you have to, memorize its route so you can anticipate its turns, but it honestly shouldn't take that long.

If you really are having trouble, there is some strategy involved in the Boost Metre. But before I talk about how to do that, let me tell you this: I prefer to just gun it the whole way. Whenever I'm controlling my Seeker, be it Exercise 3 or the Golden Snitch Chase, I always have the A Button firmly depressed. You see, if you're constantly boosting but flying in the dark part

of the Snidget's trail, your Boost Metre will perpetually be both being emptied and being restored simultaneously. It empties a little faster than it fills, as you would expect, but the effect means that it empties very slowly if you're doing it right. Overall, you can sustain a longer boost with this method, you just have to be doing it right.

Now I only recommend judicious use of the Boost Metre if you aren't a skilled flyer, and in fact I actually find it harder to win that way, but I'll try to help you with this. First, you can wait for it to be completely or half-filled, then jam the throttle and head for the Snitch. You'll be quite close after doing this several times. Better yet, you can actually use your Boost to cut corners. When the Snitch makes a violent turn, pull out of its slipstream, realign yourself and head right back in. Since you've been Boosting the whole time you won't actually have lost any ground! This will take some practise but it might work for you. However, in case I haven't made it clear already: I prefer my way.

==Exercise 4: Beaters and Bludgers==

Hoo, boy. This one's a bit of a toughie. You're in control of one of your Chasers. You're flying around flanked by the team's two Beaters. Your goal is to break the ten targets scattered around the area by smashing them with Bludgers. As you approach a target, you'll hear a little chime sound. Press Y to take control of a Bludger, then direct it to the target using the Control Stick. When you're not doing that, make very sure you weave around the Bludgers.

TIPS:

To do well in this challenge, you have to be proficient both at hitting and dodging Bludgers. Hitting is easy. Hit Y as soon as you can in order to give yourself more room to manoeuvre the Bludger. The worst thing that can happen is being too late with the hit, which could result in you having to play the Bludger out then send it back in, costing you precious seconds. Otherwise it's a simple matter to guide the Bludger towards the target.

Dodging is a little more complicated. Essentially this challenge is the same as if you were to hit a Bludger at the opposing Chaser, then have your opponent immediately hit his own Bludger at you. The same tactics for avoiding a Bludger apply here, and you'll want to do it well: Every hit will cost you 15 seconds! OUCH, OUCH, OUCH! If you don't remember or haven't read that part, what you have to do is head to one side just as the Bludger starts to come after you, wait a second, then head in the opposite direction and make a clean break. Again, making a loop is the absolute worst thing you can do in this situation.

Once you escape the Bludger, things return to normal and you can head for your next target uninhibited. The annoying thing here is that the view you receive when being assault by a Bludger limits your field of vision, so you might be heading way to the left of your next objective and not even realise it.

The key here is to figure out a pattern and stick to it. You can develop one of your own, probably one that's better than what I came up with, but here's mine:

Start off with the target immediately in front of you and slightly to the right. Swerve left after this and head for the lake, where another target awaits. Turn around a good 300 degrees and head straight over the copse of trees in the middle of the field, just behind which is another target. Keep heading in that same direction for another target. After this, head back towards the castle and mop things up.

Yeah, pretty bad, and kind of hard to follow, I know. The point here is, do

what works for you. This one will definitely take some practise to master, but once you do you might find your opponent listed as having 0 Bludger Hits rather often...this one, in my opinion, is actually about the dodging, not the hitting.

==Exercise 5: Special Moves==

This is the one exercise that doesn't accurately portray a function's mid-match effects. This aside, it's remarkably like Exercise 2, Tackle & Shoot. You're once again put to the brutal trials of Edgar Cloggs, but rather than a normal tackle, you must use a Special Move Tackle.

In a match, as time goes on you'll eventually gain the option to try a Special Move Tackle against an opposing Chaser. In this exercise, you start off with that ability and immediately regain it every time you shoot. But just so you understand, your chances to use a Special Move Tackle in a real match will be few and far between.

At any rate, Edgar is flying around randomly just like last time, in no particular hurry to do anything at all. What you have to do is get relatively close to him, then press B. A whirling cursor will appear in front of you, which you guide with the Control Stick. If you can get it to focus on Edgar, you've successfully done your Special Move Tackle. Now in a real match, you'll automatically steal the Quaffle. What happens here is that Edgar will sit there, stunned. Zip in there, press A to grab the Quaffle, and speed off to the goalposts. Edgar will try to stop you again. Get three goals to complete the challenge.

TIPS:

This is a fairly straightforward challenge. There's nothing really tricky you can do here, you just need to try it a few times until you get better at the game. Again, you can anticipate Edgar's moves to ensure your Special Move Tackle doesn't fail. Really, you just need to get a feel for it. The same goal-scoring tactics you've been using for some time now will be more than sufficient for our purposes here.

There are a couple things to note, though. Make sure you're dogged about getting to those goal hoops, because Edgar, if only very occasionally, may try to hit you with a Special Move Tackle of his own, costing you as much as 8 seconds and at least 3. Moving right along, if Edgar saves a goal or if you hit him (or are forced to hit him, because you failed to home in on him) with a regular tackle instead of a Special Move Tackle you will incur a 10-second time penalty. Don't allow that to happen, with a little practise that sort of thing is inexcusable. No pressure!

==Exercise 6: Combos==

Note: I'm afraid I still haven't **quite** got this one figured out. What, exactly, are the conditions upon which time penalties are incurred? (In simpler terms, I keep getting times with +40.2 on them, what am I doing wrong?) If anybody can tell me this, I'd be greatly appreciative; please drop me a line. (Contact information is in the 'Legal Garbage' section, it's kind of lumped in.)

This exercise is sort of a hybrid between Passing and Tackle & Shoot, only slightly more complicated and minus the tackling. All three of your Chasers are trying to score a goal. Since there's nobody working against you this should be a piece of cake, but there are some unusual requirements of you. You have to make Combo Passes and Volley Shots, otherwise you'll incur time penalties.

You'll start out a goodly distance away from the goal hoops, but in possession of the Quaffle. The first chance you get, do a Combo Pass to one of the Chasers way out in front of you. Hold L, then pass as normal for a Combo Pass. Eventually you'll be in a position to score. Now, here the instructions mislead you. They say you need to perform a Volley Shot, which you do by double-tapping B. What you actually need to do is shoot while holding down the R Button. Hey, I didn't make it up, I'm just the FAQs guy.

If the Keeper blocks your shot, it'll still count but you'll get a 30-second time penalty. (I'd sooner just lose possession!!) There's a 10-second penalty for not doing a Combo shot. You also rack up penalties for reasons I have yet to understand.

TIPS:

It's impossible and somewhat unethical for me to offer tips until I better understand this challenge. As soon as I can find somebody who can help me out with this, I'll go more in-depth on Exercise 6. I hate to leave this unfinished, but I have to. (If you're really having trouble, try your luck with Gryffindor - their Chasers are the best.)

Well, that's it! After a while those laudable School Records will be yours, as long as you keep practising. Remember, you'll need all of the House and School Records if you intend to get every Quidditch Card like a good young boy or girl, but otherwise there's probably not much point in going for that perfect score.

==The Hogwarts Quidditch Cup==

There's not a lot I should need to explain here. Select your own Seeker to practise the basics some more. Select Madam Hooch for a practise game, which I don't recommend doing, by the way, just jump right in. Finally, select another team's Seeker for a competitive match. This plays out just like a normal Quidditch match, only it's much, much easier than the World Cup, as you will see soon enough.

After your first match, you'll find out about the league. As long as you won, and you should have, you should be at the top or at the very least in second. Now it's time to play another match. Play three matches and you'll win the Quidditch Cup, and with that, you'll be ready to go on to the World Cup! Don't get too excited, though; you have to do this with all four teams, and you might as well do it sooner rather than later. I'd say you're pretty darn ready for no less than Nimbus 2000 difficulty once you've gone through Hogwarts once or twice.

Also, you might like to know that you'll see shots of team members, the commentators or audience members cheering and congratulating each other after a goal. The Captain and the Seeker of the team you won with last are the ones who will appear when you see the audience members. Make sure it's a team you don't despise; you don't want to see Marcus Flint's disgusting face contort into a victorious grin every time you pull off a Combo, do you? Nope, you want Cho to cheer instead.

==Teams==

Hogwarts fields four amateur teams for you to choose from, one from each house. The team listing for Hogwarts and the World Cup is the same. I'll give you my two cents, the names of the members, et cetera. The headings are painfully self-explanatory, so let's get to it.

==Gryffindor==

Overview: Well, I'd have to say that Gryffindor is a pretty good team to learn the ropes with. They're very well rounded: Like so many people in video games these days, they don't excel in any one area, but have no blinding weaknesses either. Actually, the Chasers are worthy to note, since they're probably the best of the Hogwarts teams - their passing is great.

Uniforms: Scarlet with gold trim

Home Stadium: Hogwarts

Seeker: Harry Potter

Chasers: Katie Bell, Angelina Johnson, Alicia Spinnet

Keeper: Oliver Wood (Captain)

Beaters: Fred Weasley, George Weasley

Team Special Move: The 'Weasley Wangler.' One of the Chasers makes a straight drive down the centre of the pitch. The Weasley twins trap a Bludger and hit it back and forth between them. Not wanting to get hit, the Chasers abandon their defensive positions. Finally, the twins pelt the Bludger at the Keeper, who falls out of the way giving the Chaser an easy goal. (1 goal.)

==Ravenclaw==

Overview: Ravenclaw is probably the best team overall. They're widely acknowledged as simply being a cut above the rest, and I'm inclined to agree. Their players are the best, they have an absolutely awesome Team Special Move, and they've got Cho Chang! (Not that that matters...)

Uniforms: Sapphire with bronze trim

Home Stadium: Hogwarts

Seeker: Cho Chang

Chasers: Randolph Boon, Roger Davies (Captain), Jeremy Stratton

Keeper: Grant Page

Beaters: Duncan Ingleby, Jason Samuels

Team Special Move: The three Chasers fly high into the sky, blue smoke trailing from behind them. The opposing Chasers gape in awe. Covered by the smoke, the Chasers dive and come in low. The startled defenders try to stop them but are kicked and punched out of the way. They then come up and score three great goals. This is the most of any Team Special Move, but remember it also has the least effect on the opponent's Golden Snitch Bar. (3 goals.)

==Hufflepuff==

Overview: Sorry Hufflepuff fans, this one is simply the worst team. But if you don't mind doing a bit of legwork or would like a challenge, go for it. Honestly though, who wants to play as Hufflepuff? I only did to get its Quidditch Cards.

Uniforms: Yellow with black trim

Home Stadium: Hogwarts

Seeker: Cedric Diggory (Captain)

Chasers: Tamsen Appleby, Heidi McAcvoy, Malcolm Priest

Keeper: Herbert Fleet

Beaters: Maxine O'Flanagan, Antony Rickett

Team Special Move: (1 goal.)

==Slytherin==

Overview: A bit of an average team. More or less on par with Gryffindor, which would make sense, the two houses being such great rivals. However, a Slytherin player holds like a rock. The most noticeable disadvantage with this team is the terrible passing. Rather than giving you passing opportunities, the other two Chasers actually fly *behind* you, which is great for maintaining possession but slows you down and makes comboing tricky.

Uniforms: Emerald with silver trim

Home Stadium: Hogwarts

Seeker: Draco Malfoy

Chasers: Marcus Flint (Captain), Warren Montague, Adrian Pucey

Keeper: Miles Bletchley

Once you've chosen a team (detailed at the end of this section) and a difficulty level, you'll be taken to the 'Fixture List.' This shows you who will be playing whom for Round 1. Your team is the one with the red shield beside it. Look across to see your opponent for this round and press A to begin the match. At the end of the match you'll see which teams beat which, how many points each team garnered, and finally the league standings. Just like in Hogwarts, the team who earned the most points during its first match will be at the top of the league. Hopefully that's you, but if you messed up you'll have plenty of chances to redeem yourself.

There are 18 Rounds in a single Quidditch World Cup. You are required to play every other team twice. However, you skip Round 6 and Round 13. This ensures that everybody plays the same number of matches. Every round there's a team who isn't playing, but you probably don't notice. The last round, Round 18, pits you against Bulgaria. Well, usually Bulgaria, but not always. If you beat them, you win the World Cup! Give yourself a pat on the back, considering you probably earned about 12 Quidditch Cards, but remember you're just getting started; you have another eight teams to lead to victory!

==Teams==

==Australia==

Overview: Australia falls into the category of the three 'average teams' in the game, the other two being England and the USA. They're termed as such because they've really got nothing to them. It's quite easy to learn the game while playing as them because they have no particular quirks, but as in any game with proper balance, their exceedingly even nature makes them powerful in the hands of a master.

Uniforms: Dark yellow with some green

Home Stadium: A massive canyon in the middle of the outback, pretty cool.

Seeker: Ebunga

Chasers: Mathew Eschunga, Kenneth Hastings, Maria Montine

Keeper:

Beaters:

Team Special Move: This one is focussed on the element of water, and on the theme of surfing. This is probably the Woollongong Shimmy (seeing as how this team is most likely the Woollongong Warriors). They zigzag their way up the pitch, riding their brooms like surfboards with water trailing behind them, then deke around the Keeper to score. (2 goals.)

==Bulgaria==

Overview: Since you need 65 Quidditch Cards just to use them, it's understandable that Bulgaria is one of the better teams overall. If you're playing against them, they can be quite a pain since they seem to be set just a tad above your chosen difficulty level. The biggest thing you'll need to get used to is their passing. The Chasers move in an erratic formation. While this theoretically makes it harder to steal from Bulgaria, it makes passing a hassle for you. Still, they're great once you have them figured out, the Wronski Feint is fun, and since they were featured in Goblet of Fire they've got tons of character behind them.

Uniforms: Bright scarlet

Home Stadium: In the middle of a slab of rock. lame.

Seeker: Viktor Krum

Chasers: Vasali Dimitrov, Clara Ivanova, Alexi Levski

Keeper: Zograf

Beaters: Volkov, Vulchanov

Team Special Move: The Wronski Feint. Krum dives as though he's seen the Snitch. The other Seeker falls for it and chases after him, but Krum lures her towards her team's Chasers, then barges her into them. His own Chasers whip

past their dishevelled opponents and go for the undefended goal hoops. (2 goals.)

==England==

Overview: Another one of the average teams. Not precisely bad, but certainly not breakout in any way. Sorry, there's just not much to say about England, which shouldn't be the case if you think about it...

Uniforms: Chequered red and white

Home Stadium: An English castle from yore.

Seeker:

Chasers: Keaton Fligny, Avery Hawksworth, Edrick Vospar

Keeper:

Beaters: Whitney

Team Special Move: The English team shows its love of football and handles the Quaffle using feet only for several seconds. Two Chasers approach, each at different goal hoops. The first passes across to the one in front of the unguarded hoop for an Assist and a goal. (1 goal.)

==France==

Overview: France is fairly average, but not as average as the three most average. Passing seems a little laggy, but maybe that's just me. The thing that actually sets this team apart is that it fields women almost exclusively. I don't know if EA is trying to get that token all-women's team or what, but whatever.

Uniforms: Powder blue

Home Stadium: Made of marble, has a hedge maze and a fountain

Seeker: Pelletier

Chasers: Hildegard a Lafarge, Matilda Mallard, Josephine Marat

Keeper:

Beaters:

Team Special Move: So average I hardly remember what it's like. Well, there's some trippy passing and some dangerous hanging from broomsticks, then a quick goal. (1 goal.)

==Germany==

Overview: This team is better than average and will do well at the higher difficulty levels. You'll want to be a fairly good player before you take them under your charge, however: The German team has a very unforgiving combo window, so you really need to keep that Quaffle moving if you don't want to lose precious time and energy. All of this means that keeping that Golden Snitch Bar up to speed is quite a chore, and I'm sure you can see why that's not a good thing.

Uniforms: Dark greyish-blue

Home Stadium: Marble floor, pattern in centre. Somewhere in the Black Forest

Seeker: Bryce

Chasers: Kirsten Blake, Igor Brandt

Keeper:

Beaters:

Team Special Move: A brutal clearing-house. It's more interesting to watch than I can explain it, sorry. Just know that there's lots of punching and barging involved, and that sort of thing. (2 goals.)

==Japan==

Overview: This is easily by favourite team, not so much because of the team itself, but because I love the country, and because Watanabe's really hot...um, but that's a discussion for another day. In all seriousness, though, Japan (probably the Toyohashi Tengu) has above-average passing, an awe-inspiring Team Special Move, and Ludo Bagman himself even says Watanabe is the best flier in the league.

Uniforms: No real pattern. Kind of a hippyish, discordant style associated with

the stereotypical anime fan.

Home Stadium: I forgot to mention their stadium is the best, too. It's in the theme of an ancient feudal Japanese fortress, with a bridge across the centre line and a pond at the bottom, with lotus blossoms drifting across its surface.

Seeker: Watanabe

Chasers: Noriyuki Sato, Yoshihiro Suzuki, Ryotaro Tanaka

Keeper:

Beaters: Takahashi

Team Special Move: Definitely the most visually satisfying Team Special Move, it involves lots of kicking and spinning and flipping. I can't quite explain it, you need to see it for yourself, but it is very very impressive. (2 goals.)

==The Nordic Team==

Overview: They handle as you would expect from a team that fields seven lumps of muscle in place of players. Everything with the Nordic team is exceptionally slow and laggy. They do make up for it somewhat with above-average power, but after being spoiled with the quick and forgiving teams like Japan or France you'll need to practise for a bit before the Nordics feel right in your hands.

Uniforms: Big, woolly parkas

Home Stadium: Blanketed in snow and ice

Seeker: Lundstrom

Chasers: Olaf Anderson, Lou Gustafson, Peter Hanson

Keeper:

Beaters: Peterson

Team Special Move: Much as Australia's theme is water, the Nordic theme is - as one might imagine - based on ice. It's nothing very impressive, though. (2 goals.)

==Spain==

Overview: Spain seems to be one of the better-liked teams in Quidditch World Cup, don't know why that is. They don't have too much that sets them apart, except for one thing: They can really keep that Quaffle moving! If you want to consistently end up scoring goals up the wazoo, then topping it all off by catching the Snitch within five seconds of the Golden Snitch Chase beginning, this is a good team to try.

Uniforms: Yellow cloaks, red shirts and pants

Home Stadium: It seems to be a bullfighting arena

Seeker:

Chasers: Cartire, Garcia, Librong

Keeper:

Beaters:

Team Special Move: There's some pretty crazy acrobatics going on here, but it's all too easy to liken it to the unremarkable French TSM. (1 goal.)

==USA==

Overview: The USA has never won the Quidditch World Cup, and here we can clearly say why. If you asked me honestly, I'd have to say that the USA is easily the worst team in the league. I group it as an 'average' team, but really all of its attributes are below average. They do have a relatively lenient combo window, however.

Uniforms: Kind of a colonial American style, dark blue cloaks with tan pants and shirts.

Home Stadium: Halloween

Seeker:

Chasers: Shiani Fredole, Robert Green, Debbie Monts

Keeper:

Beaters: Kersinski

Team Special Move: Rather like England's, but with a basketball motif rather than a football one. Nothing to write home about. (1 goal.)

You'll note that, just for fun, I've tried to name the members of each team. Since I have had to figure it out entirely by ear, where a name isn't listed it's because I don't know what it is. Do you know a name I haven't figured out yet? Feel free to send it in!

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|                EXHIBITION [EXH]                |
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If you're in the mood for a quick game of Quidditch, the outcome of which will have no effect on anything at all, this is the place to be. You have three basic options here: You can play against the computer, compete with another human, or play cooperatively with another human against the computer. Of the three, only the cooperative selection takes very much figuring out, but I'll explain your options for all three anyway.

==Versus Computer==

This is a regular game of Quidditch, only you earn nothing if you win and sacrifice nothing if you lose. Furthermore, you can't win Quidditch Cards based on your actions in an Exhibition Match, though you DO need to have unlocked your Team Special Move to use it. This is basically for those 'Oh, look at that, it's still a half-hour before my show starts, I think I'll play a little Quidditch' moments.

When you choose to play an Exhibition Match versus the computer, you'll first have to choose who will be the home team and who will be the away team, then which of the two you want to play as. You can choose any of the Hogwarts teams OR any of the World Cup teams, but you can't mix the two; you can't choose Ravenclaw to be the home team and Bulgaria to be the visiting one, for example.

After that, you pick the difficulty (anything from Comet 260 to Firebolt is fair game as long as you've unlocked it - what do you think of those 'easy' Hogwarts teams NOW, eh?). You also get to choose which stadium you'll play at. You're allowed to use any stadium you've unlocked, but in the same vein, you can't play a Hogwarts match at a World Cup stadium or vice versa. At this point, it's all straightforward - you play a game of Quidditch just as you would under any other circumstances.

==Competitive Multiplayer==

For this, all you're going to need is a second controller. You probably got a free WaveBird when you bought your Cube anyway, so that shouldn't be a problem even if you're not a multiplayer kind of a gamer.

With that, you're ready to go to it. Each of you chooses a team, then Player 1 chooses the stadium. The same rules apply: You must stay within league. So if Player 1 chooses Gryffindor, Player 2 must choose a Hogwarts team and you must play at Hogwarts, and if Player 1 chooses Australia, Player 2 must pick a World Cup team and you must play at a World Cup stadium. You get it.

Now, Quidditch World Cup is a well-designed game. Like any proper sports game, it can be played in multiplayer mode without any modifications to the control scheme, the camera or the mechanics. Just play your regular game! However, keep in mind that you're playing somebody with half a brain rather than a series of reactionary algorithms, so many of your usual tactics will be startlingly ineffective in this context. It can make for quite a challenging game. Also,

the 2P aspect does kind of mess up the Golden Snitch Chase, but that's a minor drivél.

==Cooperative Multiplayer==

First of all, let me state for the record that since I don't own the GBA version of Quidditch World Cup, this area is a little fuzzy for me. Compounding the problem is the fact that my actual playing experience in this mode is limited. That said, I'm going to do my best to outline everything you need to know as the GCN player, plus a little more.

Okay then. This is probably the most complicated form of play, and certainly the one that requires the most hardware. I'm glad to see the Connectivity Feature getting proper use, and here's another good one, maybe even one of the better ones. While it means those of us lacking the necessary equipment get shafted, it means that cooperative play is exclusive to Nintendo's version of the game. You'll need to tick off all of the following items on this laundry list before you're ready:

- Nintendo GameCube
- Nintendo Gameboy Advance
- GCN Controller
- GCN-GBA Link Cable
- Harry Potter: Quidditch World Cup (GCN)
- Harry Potter: Quidditch World Cup (GBA)

Once you've got that taken care of, hook everything up. You should be able to figure out which version of the game goes in which system on your own. Put the GCN Controller into Controller Slot 1. Attach the GCN-GBA Link Cable to the top of the GBA and put it into Controller Slot 2. Turn on the GCN first, THEN the GBA.

I have no idea what the GBA player is supposed to do, but once you reach the Main Menu you need to select 'Exhibition Match' and choose the teams. Once you've done that, you have to pick which of the teams you're playing as and also make sure your game realises that a GBA is involved. After you've got your connection worked out and everything, choose the difficulty level and stadium. The GCN player gets to choose while the GBA player sits there and watches. Harsh, I know.

Once the match starts, however, your paths diverge. As the GCN player, you have the more important and more interesting job: To control the Chasers and try to score goals. For you, it's pretty much the same game you're used to playing under normal circumstances. Just use your regular tactics and keep those goal-scoring - and combos - coming. Leave the GBA player to his own devices for now. As you play, you'll accrue Dodges, Special Move Tackles, and even Team Special Moves as normal...but hold on. No Bludgers?

As you're playing the match, the GBA player has something quite different going on. As I understand it they have a player flying through something of an obstacle course, avoiding Bludgers. (One of the GBA Exercises is of this nature.) If they do well, you will gain the Bludger option. If not, you hopefully honed your skills, because you're about to come under attack by an enemy Beater. Of course, all that's at stake is possession of the Quaffle, so it would seem the GBA player has little influence on the outcome of the match.

Ah! The two halves of the Snitch join in a flash of golden light! This is familiar, but you're not about to start the Golden Snitch Chase. That's for the GBA player! They have a different task now, a bit of a mini-game but one of rather great importance. All your work could be undone right here, unless you

World Cup has to offer within a week. They're partly right. You can unlock the World Cup, Queerditch Marsh, maybe even Bulgaria in a DAY, never mind a week. However, the real value of Quidditch World Cup comes in the Quidditch Cards.

There are 104 collectible Quidditch Cards. You earn them for performing assorted feats in a match and beating various teams at your home arena, or theirs, among other things. Like any Trophy Hunt, it is long and arduous, but satisfying. This one, however, is substantially easier than most, since you can collect every Quidditch Card with relatively little difficulty once you're somewhat practised at the game.

When you earn a Quidditch Card, it becomes viewable in your Inventory under 'View Cards.' You can ogle it for a while - tilt the Control Stick to see the parts of the card not visible while at rest, though sadly there is no zoom function - but they're primarily for show, for pride. Furthermore, collecting every card doesn't earn you anything special. No secret team, no secret stadium, no secret difficulty level, not so much as a secret referee. ('There is no evidence to suggest Slytherin built so much as a secret broom cupboard!') It's for bragging rights only. It's kind of a shame, but then again, those who would rather not suffer through it don't feel like they have to if they want to unlock everything. Whether or not you pursue the task of collecting every card is up to you, but I heartily recommend it.

In this section, I'm going to list every Quidditch Card and what you need to do to earn it. They're organized by culling, starting with the World Cup, proceeding counter-clockwise, and ending in Special.

For the harder or more complicated requisites, I'll give you some tips about how to earn that card. Many just need to be set up properly. Don't worry if you can't get a specific card; leave it alone for now and try a different one. If you keep it up you'll eventually get it, though I understand how frustrating it is to try again and again without success.

Don't give up, though! The vast majority of the cards are quite easy to obtain. I'll give you a quick idea to that end right now: Get the School Record for all six Exercises, complete Hogwarts with all four teams, and complete the World Cup with all nine teams. When you've done that you should have fairly near all of the cards, and you'll just need to mop up the last few. You might be missing some of the Team Photos and Stadium cards, because whom you play at which stadium is entirely out of your hands, as well as some the more gimmicky TSMS (*coughBulgariacough*).

By the way, see the Hogwarts [HOG] section for advice if you're having trouble with the Exercises, they can be aggravating.

Now, as if I haven't beaten the life out of this point enough yet, the Quidditch Cards add a lot to the game, so here we go!

==World Cup==

==Germany==

1. Stadium
Beat Germany at German stadium
2. Team Photo
Beat Germany at home stadium
3. Team Special Move
Score 15 goals in a match
Strike a Chaser 3 times with a Bludger

Win a match without catching the Golden Snitch

4. Quidditch World Cup
Win World Cup with Germany

The Team Special Move is very easy at the Comet 260 level. Just play until you're 160 points or more ahead of the other team. So if your opponent has 20 points, you need at least 180 points in order to get that part of the Team Special Move. Then start up the combos or just pass over and over until the Snitch appears - this is what I call 'Aggro Snitch Tactics.' When it does, just hang back and let the other Seeker grab it. If you do this, you'll satisfy both the first and third requirements. As for the second, just combo a lot to get those Bludger moves, try some stalling tactics if the Snitch halves are getting too close, and make sure to whack a Bludger at every opportunity. It won't be hard at all.

==France==

5. Stadium
Beat France at French stadium
6. Team Photo
Beat France at home stadium
7. Team Special Move
Score a goal through each of the three goal hoops
Score 15 goals in a match
Perform a 4-part Combo
8. Quidditch World Cup
Win World Cup with France

France's TSM is nothing after you're fairly good at the game. You'll probably get it by accident. You can get the first requisite without even thinking about it and the second one is a snap once you know a couple of advanced moves. The same goes for the Combo - a four-parter is really not all that impressive, to be honest! If this one does give you trouble, it's probably because you haven't got the basics quite figured out, which is easy enough to fix.

==USA==

9. Stadium
Beat USA at American stadium
10. Team Photo
Beat USA at home stadium
11. Team Special Move
Perform 3 Special Move Tackles in a match
Perform a 3-part Combo
Score 25 goals in the Quidditch World Cup
12. Quidditch World Cup
Win World Cup with USA

As with Germany's three Bludger hits, the three Special Move Tackles involves doing lots of combos so you build up that 'Special Move' button. Remember to be relatively close to the opposing Chaser to ensure success, or else you may miss and waste time. As you're doing that, you're sure to score a 3-part combo. Finally, 25 goals across the entirety of the Quidditch World Cup is nothing at all. I mean, come on, you can score that much in a single MATCH.

==Japan==

13. Stadium

Beat Japan at Japanese stadium

14. Team Photo

Beat Japan at home stadium

15. Team Special Move

Score 3 goals through each of the three goal hoops

Perform a 4-part Combo

Win a match without conceding a goal

16. Quidditch World Cup

Win World Cup with Japan

This is similar to France's TSM requirements, but it's a much better move, so huh. For the first one, you should be fine as long as you spread your fire. For the second, this won't give you any trouble unless you don't know how to do a Combo. You don't even have to score out of it, just work it up to four. The last one can be quite a trick on the higher difficulties, though, largely because your opponents have no scruples against using their unblockable shots (supershots, TSMs, etc.) The solution, therefore, is to attempt this one at Comet 260, under which circumstances it should be a snap.

==England==

17. Stadium

Beat England at English stadium

18. Team Photo

Beat England at home stadium

19. Team Special Move

Perform a Combo

Perform 3 Special Move Tackles in a match

Score 20 goals in the Quidditch World Cup

20. Quidditch World Cup

Win World Cup with England

Getting this move is easy as pie, and it deserves to be: The English Team Special Move is pretty boring. You should know by now how to perform a combo. It says *A* combo. So throw it once and toss it in, you're there. Getting those three Special Move Tackles involves doing lots of combos anyway, which builds up that 'Special Move' button. Remember to be relatively close to the opposing Chaser to ensure success, or else you may miss and waste time. Finally, 20 goals across the entirety of the Quidditch World Cup is nothing at all. I mean, come on, you can score that many in a single MATCH.

==Spain==

21. Stadium

Beat Spain at Spanish stadium

22. Team Photo

Beat Spain at home stadium

23. Team Special Move

Score 12 goals in a match

Perform a 5-part Combo

Play and win a match scoring only through the right goal hoop

24. Quidditch World Cup
Win World Cup with Spain

Scoring 12 goals in a match is nothing, once you're practised you can routinely score 30 or more. Meanwhile, five parts is the biggest combo you're likely to see very much of, and certainly the biggest for a Team Special Move requisite, but it's nothing you can't handle. For the third requirement, you're going to need to be careful. If you aren't consciously reminding yourself not to stray, you'll score in one of the other goal hoops without even thinking about it.

==Australia==

25. Stadium
Beat Australia at Australian stadium

26. Team Photo
Beat Australia at home stadium

27. Team Special Move
Score from a Combo
Strike a Chaser 5 times with a Bludger
Score 3 goals through each of the 3 goal hoops

28. Quidditch World Cup
Win World Cup with Australia

Scoring from a combo isn't difficult, you should be doing it without even thinking about it at this point. Just set it up: Hold L, pass to another player, pass again, pass again, score, let go of L. Simple enough, no? Just take time to aim and don't let any one player hold the Quaffle for very long, otherwise your combo will run out. The same rules as normal apply for the five Bludger hits: Just combo a lot to get those Bludger moves, try some stalling tactics if the Snitch halves are getting too close, and make sure to whack a Bludger at every opportunity. As for the last one, just make sure you spread your field of fire and you'll fine.

==The Nordic Team==

29. Stadium
Beat the Nordic team at Nordic stadium

30. Team Photo
Beat the Nordic team at home stadium

31. Team Special Move
Score 15 goals in a match
Strike a Chaser 3 times with a Bludger
Score 25 goals in the Quidditch World Cup

32. Quidditch World Cup
Win World Cup with the Nordic team

The 15 and 25 goals are easy as all get-out. You can score 25 goals in a single match, never mind the entire cup. I've started just copying and pasting everything about Bludger hits: Just combo a lot to get those Bludger moves, try some stalling tactics if the Snitch halves are getting too close, and make sure to whack a Bludger at every opportunity.

==Bulgaria==

33. Stadium
Beat Bulgaria at Bulgarian stadium

34. Team Photo
Beat Bulgaria at home stadium
35. Team Special Move
Score 3 Combo goals in a match
Win a match without scoring any goals
Lose a match but catch the Golden Snitch
36. Quidditch World Cup
Win World Cup with Bulgaria

Of all the Team Special Moves, Bulgaria's is the trickiest to obtain. The first one shouldn't give you much trouble as long as your comboing skills are good. Remember, keep that Quaffle moving and you're golden. Winning a match without scoring any goals is sort of difficult. In my opinion, the easiest way to do it is with Aggro Snitch Tactics. However, that plan is fundamentally flawed since Bulgaria's passing is so lousy! Well, not if you have a lot of experience with the Chasers' erratic movements, but you'll want to have your wits about you for this one. Anyway, it'll take a LONG time, but when the Golden Snitch Chase starts you'll have an enormous lead over your opponent if you did it right. Go, Krummy, go! Losing the match but catching the Golden Snitch requires the same tactics. The problem is you need to let your opponent score at least sixteen goals, but your half of the Golden Snitch needs to be substantially farther to the right than theirs in order to ensure you catch the Snitch. To do that, make sure they stay ahead, but keep the passing coming. Furthermore, use the Special Move Tackles and Bludger hits you accrue to lower THEIR Golden Snitch Bar while raising your own, but not actually scoring any goals. When the time comes, just hope the other Seeker flies as badly as Lynch and beat her to the Snitch...All in all a highly gimmicky way to obtain that TSM, but hey, it's a special team, isn't it?

==Special==

37. Comet 260
Win World Cup for first time at Comet 260 level
38. Nimbus 2000
Win World Cup for first time at Nimbus 2000 level
39. Nimbus 2001
Win World Cup for first time at Nimbus 2001 level
40. Firebolt
Win World Cup for first time at Firebolt level
41. Ludo Bagman
Win World Cup on all four skill levels
42. Queerditch Marsh
Win World Cup for the first time

Remember what I said earlier about winning the World Cup with all nine teams? Well, winning it once immediately earns you five cards in addition to the many you'll have won along the way: Ludo Bagman, Queerditch Marsh, your team's Quidditch Cup, the broom for whichever difficulty you were competing at, and the Bulgarian stadium. Then don't forget you probably got your team's Team Special Move card as well as, in all likelihood, more than five Stadiums and Team Photos. Great!

It slows down substantially after your first World Cup win, but you'll always earn at least one Quidditch Card: Your team's Quidditch World Cup. You'll

probably earn another card or two from time to time as incidentals, and then there's the whole thing about your TSM. It's a laborious and occasionally tedious task to go through the World Cup over and over, but sometimes you must do what you don't want to do.

==Hufflepuff==

43. Chasers

Challenge One: Passing - Team Record

44. Keeper

Challenge Two: Tackle and Shoot - House Record

45. Beaters

Challenge Three: Seeker - School Record

46. Seeker

Challenge Five: Dodging & Special Move Tackle - Team Record

47. House Logo

Challenge Six: Combos - House Record

48. Team Photo

Match Two: Win

49. Team Special Move

Score 5 goals in a match

Successfully complete 10 passes in a match

Be the first to the Quaffle

50. Quidditch Cup

Win Hogwarts Quidditch Cup with Hufflepuff

The 5 goals is hopefully not a problem by any means. You should be passing constantly to build up your various metres and abilities, so the second one should happen right quick as well. Being first to the Quaffle is somewhat difficult, however. You're kind of on your own with that one, there's no real strategy involved other than timing. Every time you play a match of any kind try to grab the Quaffle first - you have to kind of jerk the Control Stick and press A like you want to tackle it - and you'll eventually be able to do it with some semblance of consistency.

==Ravenclaw==

51. Chasers

Challenge One: Passing - House Record

52. Keeper

Challenge Two: Tackle & Shoot - School Record

53. Beaters

Challenge Four: Beaters and Bludgers - Team Record

54. Seeker

Challenge Five: Dodging and Special Move Tackle - House Record

55. House Logo

Challenge Six: Combos - School Record

56. Team Photo

Match Two: Win by 100 points

57. Team Special Move
Score 12 goals in the Hogwarts Quidditch Cup
Be the first to the Quaffle
Score 5 goals in a match

58. Quidditch Cup
Win Hogwarts Quidditch Cup with Ravenclaw

The Team Photo is easy to snag with Aggro Snitch Tactics. After a while you'll be scoring twenty and thirty goals a game, so the first and third TSM requirements aren't much to gawk at. Being first to the Quaffle is somewhat difficult, however. You're kind of on your own with that one, there's no real strategy involved other than timing. Every time you play a match of any kind try to grab the Quaffle first - you have to kind of jerk the Control Stick and press A like you want to tackle it - and you'll eventually be able to do it with some semblance of consistency.

==Gryffindor==

59. Chasers
Challenge One: Passing - School Record
60. Keeper
Challenge Three: Seeker - Team Record
61. Beaters
Challenge Four: Beaters & Bludgers - House Record
62. Seeker
Challenge Five: Dodging & Special Move Tackle - School Record
63. House Logo
Match One: Win
64. Team Photo
Match Three: Win
65. Team Special Move
Go after the Snitch with more power than your opponent
Successfully complete 10 passes in a match
Score 6 goals in a match
66. Quidditch Cup
Win the Hogwarts Quidditch Cup with Gryffindor

Aggro Snitch Tactics take care of the first two requirements for Gryffindor's TSM. Scoring six goals in a single match...well, I think I've gone over that one often enough, don't you?

==Slytherin==

67. Chasers
Challenge Two: Tackle & Shoot - Team Record
68. Keeper
Challenge Three: Seeker - House Record
69. Beaters
Challenge Four: Beaters & Bludgers - School Record
70. Seeker

Challenge Six: Combos - Team Record

- 71. House Logo
Match One: Win by 100 points
- 72. Team Photo
Match Three: Win by 100 points
- 73. Team Special Move
Score 6 goals in a match
Successfully complete 10 passes in a match
Score 12 goals in the Hogwarts Quidditch Cup
- 74. Quidditch Cup
Win Hogwarts Quidditch Cup with Slytherin

If 71 or 72 give you any problems, just use Aggro Snitch Tactics. If the TSM eludes you for very long, well then I've failed miserably, because it means you've learned nothing from this guide. So make sure you grab that one, kay? :D

==Special==

- 75. Hogwarts (Summer)
Match One: Win by 150 points
- 76. Hogwarts (Winter)
Match Two: Win by 150 points
- 77. Madam Hooch
Match Three: Win by 150 points
- 78. Edgar Cloggs
Collect ALL Quidditch Cards

For 75-77, you can Aggro Snitch 'em if you like, but I doubt you'll need to.

That's it! Here's a suggesting you might like: Copy and Paste the list into a text document and save it on your computer. Remove all the cards from the list that you've already won. Now you have a quick and easy reference of all the cards you haven't yet won and what you need to win them! Every time you win another card, remove it from the list. This can help you coordinate your card-collecting efforts, or even just remind you if you haven't played the game in a while.

'But Adam, you said there were 104 Quidditch Cards! The list only has 78 spots!' True, true. This one stumped me for quite some time. It's mathematically impossible, I exclaimed to myself, who drew the same conclusion. The explanation is that while you can't use a team's TSM until you complete all its requirements, and it only says there's four cards on each team's list of Quidditch Cards, in actuality every time you earn a TSM you've netted yourself a full three cards. So that's what fell by the wayside. :)

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|                LEGAL GARBAGE [LEG]                |
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Wow...I've been dreaming of writing this section since I first created this guide. Prepare to be floored by the startling Legal Garbage.

I'll get the important stuff out of the way first. Harry Potter and all affiliated characters, places, et cetera are copyright JKR. They belong to her and are her exclusive intellectual property.

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While I'm at it, the lame ASCII art - the headers for each section - are copyright (c) Adam Marx. You may not use them for your guide, though why you would want to I have no idea. I'll also take this opportunity to let you know that the corners of the headers were supposed to look like Quidditch Cards, but I kind of mangled them. I'm new at this.

I'll wrap up with the oft-promised Contact Information. Questions, comments, praise, criticisms, suggestions, corrections and more are all welcomed. If I get a lot of questions, perhaps I'll even start an FAQs section. Actually, anything having to do with this guide or HP:QWC in general is fun to get.

There are a couple of ways to contact me. E-mail is probably going to be the fastest. Here's my address:

Roth/enb (a/t) oc/is (d/ot) ne/t

This, too, has been disfigured beyond recognition. This is simply to stop spam programs from latching onto my address and sending me even more schmut than I get already. When you type in the e-mail, ignore the slashes and of course make it all lower-case. Furthermore, (at) and (dot) are just for show. Type @ where it says (at) and . where it says (dot). This is just another method of crowd control, sorry.

Make sure you be very clear in your subject or you'll be blocked. I need 'Nintendo,' 'Harry Potter,' 'Quidditch,' or something else to ensure I even open it, and even then it might still get deleted. Sorry, but I share an e-mail account with people who are very very worried about viruses, it's not my fault.

You can also try the following address:

Darknut_king (at) yahoo (dot) com

It's highly unreliable, though.

Finally, I do pop into the Quidditch World Cup boards on GameFAQs now and again, but they've been dead so long it's rarely worth checking. It's worth a

try, though.

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According to my computer, I've spent more than seventeen and a half hours writing this guide. I'm sure you can add at least another eight or nine hours of Quidditch World Cup playtime when this file wasn't opened. I shouldn't have to tell you that you really need to be enjoying what you're doing to voluntarily devote that kind of time to a project.

I've certainly enjoyed writing this FAQs; it ultimately took me about four days of solid work to put it all together, by the way. Considering this is the first FAQs I've ever finished, I'm quite pleased with the results.

Hopefully I managed to pass along a thing or two in this guide. If you enjoyed it, or even if you hated it, or if you have anything whatsoever to say about this guide or HP:QWC, drop me a line. I'd love to hear from you. If enough people ask me questions, I may start an actual Frequently Asked Questions section. We will see.

Have fun at the Quidditch World Cup, I know I did, and will continue to do for that matter. Keep your eye on the Snitch and don't blink!

~Adam

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