

Harry Potter

QUIDDITCH

WORLD CUP



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



**THIS GAME IS COMPATIBLE
WITH THE GAME BOY
ADVANCE PORTABLE VIDEO
GAME SYSTEM.**



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Starting The Game

Nintendo GameCube™

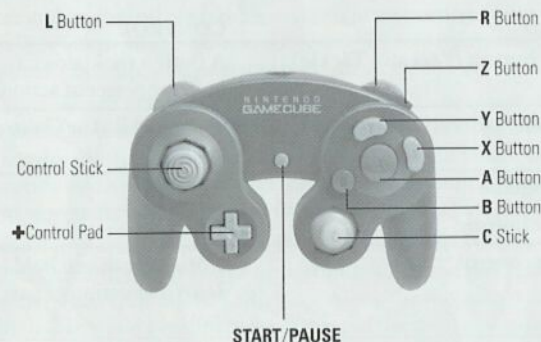


1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *Harry Potter: Quidditch World Cup* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *Harry Potter: Quidditch World Cup* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Harry Potter: Quidditch World Cup* title screen, press **START/PAUSE** to advance to the Main menu (p. 16).

For more information on *Harry Potter: Quidditch World Cup* and other EA GAMES™ titles, visit EA GAMES on the Web at www.eagames.com.

Command Reference

Nintendo GameCube™ Controller Configurations



Menu Controls

Highlight menu item	+Control Pad or Control Stick ↻
Change highlighted item	+Control Pad or Control Stick ⇄
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

Basic Controls

Before you can dominate the air like the Bulgarian national team, you need to learn the basic controls for this most popular of wizarding sports.

General Gameplay

ACTION	CONTROL
Action button (Pass and Tackle)	A Button (hold down to increase power of action)
Broomstick directional control	⬛Control Pad or Control Stick
Shoot button	B Button
Bludger button	Y Button
Quaffle control	C Stick (push and hold in desired direction of pass or shot)
Pause Game	START/PAUSE

Introduction

Welcome to the magical world of *Harry Potter: Quidditch World Cup*. Quidditch is an incredibly exciting, high-speed broomstick-based game. It's a sport that has been enjoyed by witches and wizards alike since its eleventh century beginnings on Queerditch Marsh in England.

Quidditch can be described as a cross between the non-magical sports of soccer and basketball, with the speed and maneuvering skills of ice hockey. It contains all the excitement, teamwork and individual flair of those games – but is played on flying broomsticks!

Now's your chance to learn the rules – and the skills – necessary to play for one of the house Quidditch teams at Hogwarts School of Witchcraft and Wizardry. With tutoring from the house Quidditch teams, embark on a journey that will take you from the basics of broomstick control to the hard-won skills required to pull off amazing Special Moves.

If you excel in playing Quidditch at Hogwarts, you could win the Hogwarts Quidditch Cup and an opportunity to attend this year's hotly anticipated Quidditch World Cup! Along the way, you'll collect Quidditch Cards and perhaps pick up some of the most awe-inspiring Special Moves ever made on a broomstick.

At the World Cup, play with some of the world's best Quidditch teams and experience the thrills, spills and adrenaline-fuelled excitement of this top-flight magical sport. Only then will you have the chance to beat the best and raise aloft the ultimate prize – the Quidditch World Cup!

Game Features

- Learn the basics of Quidditch at Hogwarts with students Harry Potter, Draco Malfoy, Cedric Diggory and Cho Chang.
- Once you're ready, take on Slytherin, Gryffindor, Ravenclaw or Hufflepuff for a chance to win the Hogwarts Quidditch Cup.
- Play a *Harry Potter: Quidditch World Cup* Exhibition Match. Mount your broomstick against the console or your pals in a head-to-head Exhibition Match.
- Collect enough Quidditch Cards, and you could be in line for some very special surprises, including the ability to play on lightning fast, premier broomsticks.
- Win your place at the Quidditch World Cup, and play with the best Quidditch teams in the wizarding world.
- Experience the sights and sounds of some of the most amazing Quidditch stadiums on the planet.
- Master electrifying Special Moves. Besides the spectacular feints, passes and tackles, *Harry Potter: Quidditch World Cup* features some of the most famous - and death-defying - moves in International Quidditch.

For more information about Harry Potter, visit www.harrypotter.com.

For more information on the EA GAMES range of Harry Potter video games, visit www.harrypotter.ea.com.

Complete Controls

With The Quaffle

ACTION	CONTROL
Pass	A Button (Hold down to increase pass power)
Shoot	B Button (while in the scoring area)
Dodge	X Button
Quaffle control	C Stick (push and hold in desired direction of pass or shot)
Special Move Shot	B Button (Hold L Button + R Button 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
Combination (Combo) Pass 1	A Button + R Button
Combination (Combo) Pass 2	A Button + L Button
Combination (Combo) Pass 3	A Button + R Button + L Button
Combination (Combo) Shot 1	B Button + R Button
Combination (Combo) Shot 2	B Button + L Button
Team Special Move	Z Button

Note: You can only perform a team-specific Team Special Move when you've collected the required Quidditch Cards.

Without The Quaffle

ACTION	CONTROL
Tackle	A Button (when in range of opposition Chaser)
Launch Bludger attack	Y Button
Guide Bludger	Control Stick

Note: Certain of the above moves are not available until you have completed the respective Challenge at Hogwarts.

Quidditch For Beginners

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've not had a chance to read the popular book *Quidditch Through the Ages*, we've provided a brief overview for you here.

The Pitch



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 (see below). 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 first think!

The Balls

The modern Quidditch game employs four balls, detailed below.

The Quaffle



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-known 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 it indistinguishable from the muddy ground whenever it was dropped.

If a Chaser gets the Quaffle through the hoop of the 'goalpost', his or her team scores ten points and the Quaffle is given to the opposing Keeper.

Controls Relating to the Quaffle

ACTION	CONTROL
Pass	A Button
Shoot (when within the 'scoring area')	B Button

The Bludgers



While the original Bludgers, or 'Bloodors', were once charmed flying rocks, the regulation Bludger is now fashioned out 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.

Controls Relating to the Bludgers

ACTION	CONTROL
To start a Bludger attack	Y Button
To guide the Bludger	Control Stick

The Golden Snitch



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) Bludger strike.

When the Seeker catches the Golden Snitch, the game ends and the Snitch-catching team is awarded one hundred and fifty points. This may or may not be enough to secure a victory, as some mathematically challenged Seekers have found to their cost!

- See the *Seeker Power Bar* on p. 20 and *Seeker Controls* on p. 15 to find out more about catching the Golden Snitch.

Note: There are stories of Golden Snitches avoiding the grasp of the Seeker for more than six months. Hopefully, you'll be quick enough to end a match before a month has passed.

The Players

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

- Three Chasers
- Two Beaters
- One Seeker
- One Keeper

Each position is described below.

The Chasers



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 strong 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 Bludger attacks. A successful Bludger strike inevitably causes the unfortunate Chaser to fumble and lose the Quaffle to the opposing team's Chasers.

The Chaser's 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.

Chaser Controls

ACTION	CONTROL
Pass	A Button
Shoot (when within the 'scoring area')	B Button
Quaffle Control	C Stick (push and hold in desired direction of pass or shot)
Dodge	X Button
Special Move Shoot	B Button + L Button + R Button
Special Move Tackle	B Button + L Button + R Button

The Beaters



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, most notably the Chasers. When defending, they are often found launching Bludger attacks against the Quaffle-carrying opposing Chaser. It should also be noted that Beaters do not score goals nor do they handle the Quaffle.

Beater Controls

ACTION	CONTROL
To start a Bludger attack	Y Button
To guide the Bludger	Control Stick (after pressing the Y Button)

The Seeker



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 one- or no-handed, 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 over six months!

That said, the Seeker often snatches victory from the jaws of defeat. A successful catch of the Snitch means one hundred and fifty 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, shoulders and bats of the opposing team's players!

The Golden Snitch Bar

The best way to win a game is to catch the Golden Snitch. Throughout any Quidditch match, your actions - passing, dodging and pulling off Special Moves - have an effect on the 'Golden Snitch Bar'. This is the bar at the top of the game screen, showing two halves of a Golden Snitch drawing ever closer together. When they meet, you get an opportunity to take part in the 'Golden Snitch Chase', taking on the role of your chosen team's Seeker and perhaps winning 150 points!

- Whichever team has managed to gain more of the Golden Snitch Bar finds themselves in a much better position to be first to the Snitch and end the game...
- As the Golden Snitch Bar fills certain moves become available to you, see *Filling the Golden Snitch Bar* on p. 19 for more details.

Tip: Try using frequent passes and lots of Combos to fill the Golden Snitch Bar more swiftly. That way, you'll have the upper hand when it comes to chasing down the Golden Snitch!

Seeker Controls

ACTION	CONTROL
Broomstick direction control	Control Stick
Broomstick boost	A Button
Barge other player	Y Button
Grab Snitch	B Button

Seeker Power Bar



Tip: Keep a close eye on your Seeker Power Bar; you can't use the broomstick boost if it's empty! Follow the Golden Snitch's trail as closely as you can to refill your Seeker Power Bar.

The Keeper



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 Keepers may be adept at picking up a loose Quaffle and feeding it back to the Chasers to launch a swift and sure counter-attack. However, the real test of a Keeper is whether their nerve holds long enough to place themselves between the hoop and a rocketing Quaffle shot!

Beginning A New Game

Are you ready to begin your Quidditch career? A trip to Hogwarts will help you learn the basics of the favorite sport of witches and wizards. Before you can compete against the other Hogwarts house teams, you must complete the Challenges your teammates set for you.

When you first begin playing *Harry Potter: Quidditch World Cup*, you start at the Main Menu:

Highlight and select HOGWARTS to begin your tutorial Challenges (See *Starting Your Career at Hogwarts* on p. 17).

Select to take part in an EXHIBITION match against the computer or a friend (See *Exhibition Match* on p. 26).

Press A Button to select the highlighted option.



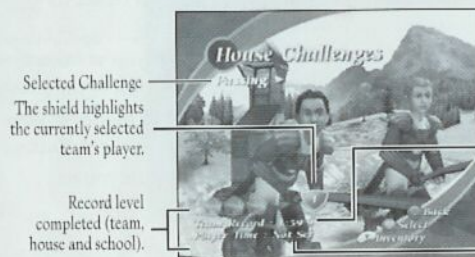
Once you've won the Hogwarts Quidditch Cup, you have a chance to take part in the Quidditch World Cup (See *Quidditch World Cup* on p. 24).

Select the INVENTORY to load a saved game, start a new game, view Quidditch Cards, and check out a few added extras (See *Inventory* on p. 21).

Tip: Other options might become available to more accomplished Quidditch players.

Starting Your Career at Hogwarts

1. From the Main Menu, press the **+**Control Pad $\rightarrow$ to highlight HOGWARTS and press the A Button to confirm your choice.
2. After a short introduction, the Team Select screen appears. Highlight your favorite house team using the **+**Control Pad $\rightarrow$ and press the A Button to advance. The Challenges screen appears.



Selected Challenge
The shield highlights the currently selected team's player.

Record level completed (team, house and school).

This is the ultimate score - beat this for your place in house team history!

This is the best time you've achieved for the Challenge.

3. Press the **+**Control Pad $\rightarrow$ to highlight a tutorial Challenge and press the A Button when you are ready to begin the Challenge. Then follow your teammate's instructions and do your best!

Note: Not all the Challenges are available to start with. Some are unlocked when you become more skilled at Quidditch. Red shields are available Challenges and grey ones are locked.

4. Once you've completed the Challenge, you are given an explanation of how you've done and the option of replaying the game.
 - If you'd like another go at the same Challenge to get a better score and win more Quidditch Cards select REPLAY.
 - If you'd like to return to the Challenges screen to choose another Challenge select CONTINUE.



Once you've demonstrated your Quidditch skills to your teammates, you can enter the Hogwarts Quidditch Cup. But remember that you may get a thrashing if you haven't completed all the tutorial Challenges.

Tip: Excellence in Quidditch is rewarded. Trying to win a Quidditch Card or getting a new school record is well worth it! You could beat the team, house or even school record.

Hogwarts Quidditch Cup

Once you have convinced your Hogwarts teammates that you have the skills needed to take on one of the rival teams, you'll be invited to enter the Hogwarts Quidditch Cup. Plenty of practice in the Challenges will help once you go head-to-head with the best talent the other houses have to offer. The prize is more than simply beating the other houses, however. The successful team will have a chance to win a ticket to attend and watch the Quidditch World Cup!

- The Hogwarts Quidditch Cup is only available once you've been taught the basics of Quidditch in the Challenges section of the game.
- To practice some more, press the **+**Control Pad $\leftrightarrow$ to highlight your team's Seeker or **REPLAY CHALLENGES** then press the **A** Button.
- As you win matches, there are some new Challenges for you to attempt.

Choose Your Opponent

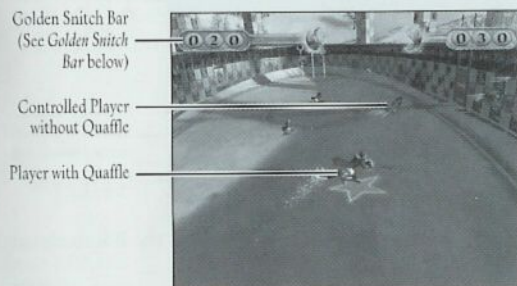


Note: You may find some opponents are unavailable. That's because you haven't learnt enough about Quidditch yet. Complete the available Challenges, and then return to this area.

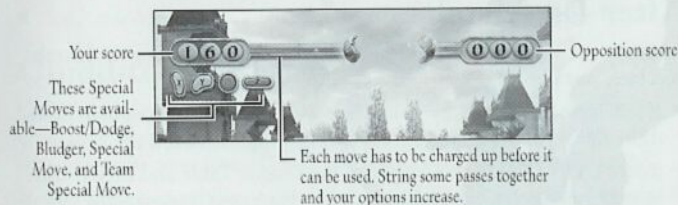
Note: A practice match is your chance to take on one of the other houses and tune your Quidditch skills.

During The Match

The game screen is where all the action of match day takes place. Quidditch is a fast-moving sport, so the following should help you stay up to speed with all that's happening:



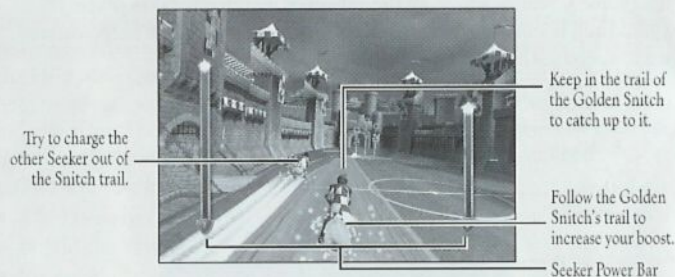
Filling the Golden Snitch Bar



As you play and build up your Golden Snitch Bar, moves become available. Watch out for icons appearing underneath the Golden Snitch Bar - they tell you what is available to use. Just remember that using these empties your Golden Snitch Bar, so you'll have to recharge it before pulling off another move.

- Once the two halves of the Golden Snitch join, the Golden Snitch Chase begins.

The Golden Snitch Chase



Once you're within striking distance, press the **B** Button to reach out and catch the Golden Snitch.

Tip: Stay in the center of the Golden Snitch's trail to fill up your Seeker Power Bar. Watch out too for other ways to fill your Bar.

After The Match

After the match, the Match Result screen appears, detailing the match you have just played.

- If you lost the match why not try replaying the game? It's much more difficult to win the Hogwarts Quidditch Cup with a few early losses.
- Select CONTINUE to advance to the League Table and then return to the Quidditch Cup screen to choose your next opponent or replay a Challenge.

Notes on Hogwarts Quidditch Cup

- The team with the most points after all the house teams have played each other wins the league and can go on to support a National team in the Quidditch World Cup.
- You can replay any of the unlocked house teams at any point from the Hogwarts Quidditch Cup Screen if you want to try and better your score.
- Once you've won the Hogwarts Quidditch Cup with your favorite house team, why not try again as another team? Not only will this help you to become a real Quidditch ace, it'll also help you when you go to the Quidditch World Cup.

The Inventory

The Inventory is where you should go to check on and save your progress, adjust game options, review Special Moves and to view your Quidditch Card collection.

- The Inventory is accessed via the Main Menu and also by pressing the **Y** Button on any other menu screen.



- See *Pause Menu* on p. 28 for details of the match day Pause Menu.

Quidditch Cards

Quidditch Cards are the key to experiencing everything *Harry Potter: Quidditch World Cup* has to offer. You can win these collectibles whenever you complete a Challenge and at other points in the game.

It is no surprise to those of you familiar with the Hogwarts house system that excellence in Quidditch is highly rewarded, so make sure you do your best.

Tip: If you think you could have done better at a particular task or match, you can always replay the match or Challenge.

Viewing Your Quidditch Card Collection

- Access the Inventory via the Main Menu or by pressing the **Y** Button on all other menu screens.
- In the Inventory screen, press the **+** Control Pad **↔** to highlight VIEW CARDS and the **A** Button to go to the Quidditch Cards screen.
- To find out what you need to do to win a particular Quidditch Card, check the on-screen text.

Quidditch Card Types

Quidditch Cards come in a number of varieties that can be won in various parts of the game:

Hogwarts

These cards are won at Hogwarts. Remember, if you don't play as every Hogwarts house team, you cannot win all the Quidditch Cards for that team. This might mean you miss out on some cool extra features!

Special

These cards are won in ways that cannot be detailed here. Remember, completing all sections of the game is rewarded.

World Cup

These cards can only be won at this year's Quidditch World Cup. Bear in mind, every international Quidditch team has cards to be won!

Tip: Collect Quidditch Cards to unlock loads of extra features, from the Quidditch World Cup and Special Moves to hidden areas and extra international teams.



Look for on-screen details for more on what you need to do to win each Quidditch Card.

Trading Cards

This mode enables you to trade Quidditch Cards with a friend on a Game Boy® Advance.

- You need to have *Harry Potter: Quidditch World Cup* running on both systems and they should be connected with the Nintendo GameCube™-Game Boy® Advance cable.
 - To trade cards you will need to own cards that are different from the cards your friend has.
1. From the Inventory Menu, highlight VIEW CARDS and press the A Button to advance.
 2. Press the Y Button to move to the Trade Cards screen.
 - At this stage your friend should have opened the Quidditch Cards Menu and selected TRADE CARDS and then NINTENDO GAMECUBE. If not you'll have to wait until they do. (For more information see the *Harry Potter: Quidditch World Cup* Game Boy® Advance manual).
 3. The Trade Cards screen shows the cards you have available.
 - ✦Control Pad ⇄ to highlight the one you would like to trade and press the A Button.
 - Your friend should also choose one of their cards to trade on their Game Boy® Advance.
 4. You will receive a message confirming that you are about to trade your card for your friend's card.

Note: You can withdraw from the trade at any time by pressing the B Button

5. Highlight YES or NO to accept or reject the trade.
6. You may have to wait for your friend to accept or reject the trade on their Game Boy® Advance.
7. Once both sides have agreed, you will receive a confirmation message and return to the Trade Cards screen.

Quidditch World Cup

Note: You have to win the Hogwarts Quidditch Cup before you can compete in the Quidditch World Cup.

With reward from Hogwarts in hand, it's time to embark on the adventure to end all adventures: entry into this year's Quidditch World Cup! With the finest of world Quidditch represented, you can choose from nine top-flight national teams and guide them through the tournament perhaps to victory - if you're good enough on a broomstick!

Starting A Quidditch World Cup Tournament

1. From the Main Menu, highlight WORLD CUP and press the A Button to advance.
2. The Quidditch World Cup Team Select screen appears. Press the **+**Control Pad  to choose your team, then press the A Button to select.
3. The Skill Level Select screen appears. Press the **+**Control Pad  to choose a broomstick. The better the broomstick, the faster the competition will be.

Note: If you do not have enough cards, certain broomsticks will be unavailable to you (see *Skill Levels* on p. 31). Try replaying the Hogwarts section of the game with a different team to win more Quidditch Cards.

4. The Fixture List screen appears showing the opposing team in your next match, as well as the day's other matches. Press the A Button when you are ready to start the match. Good luck!
5. When the match is over, the Match Result screen appears, giving you the match statistics and an option to replay.
 - Remember that every match counts so you may want to replay any matches you lose.
 - Select RE-MATCH for the chance to have another go at getting a better score.
 - Select CONTINUE to advance to the Results screen and the next round of the tournament.

Tip: Losing matches will severely limit your chances of winning the Quidditch World Cup.

6. Once you've reviewed the Results and League Tables screens, it's time for the next match of the tournament.

Exhibition Match

If you know your broomstick from your toaster; if you're quick with the Quaffle; if you're a wizard at Special Moves, then the Exhibition match could be your thing. Play head-to-head against a team of your choosing or take on a friend in two-player mode.

1. From the Main Menu, highlight EXHIBITION and press the A Button to select.
2. The Team Select screen appears. Player 1 should now press **+**Control Pad $\Leftrightarrow$ to highlight their preferred team, then press the A Button to select.

Note: When Player 1 chooses a Hogwarts house team or an international team the opposition team can only be of the same team type.

3. Now select the opposition team in the same way.

Note: For a 2-player (2P) game, you must have a second Nintendo GameCube™ Controller plugged into Controller Socket 2.

4. The Skill Level Select screen appears. If Player 1 has enough cards, swifter broomsticks are available for selection. Press the A Button to advance.
5. The Stadium Select screen appears. If Player 1 has enough cards, more stadiums are available. Press the A Button and let the games begin!

Note: Hogwarts teams can only play at the Hogwarts stadium, either in winter or summer. National teams only play at International stadiums.

Co-operative Play

This mode enables you to play co-operatively with a friend on a Game Boy® Advance.

- You need to have *Harry Potter: Quidditch World Cup* running on both systems and they should be connected with the appropriate cable.
1. From the Main Menu, highlight EXHIBITION MATCH and press the A Button to advance.

2. Press the **+**Control Pad $\Leftrightarrow$ to highlight the home team and press the A Button to select. Then repeat to select the away team.
3. Press the **+**Control Pad $\Leftrightarrow$ to highlight the team you want to play as and press the A Button to select.

Note: If the connection has been successful it displays the Game Boy Advance logo on the screen.

4. Choose your skill level and stadium (see *Skill Levels* on p. 31)
 5. Review the controls and press the A Button to begin the game.
- At this stage your friend should have selected the CONNECTIVITY option in their Exhibition Menu. They begin their Beater game. If they do well, you get the chance to launch a Bludger attack on your opponents. But if they do badly, you might find yourself under attack from a Bludger instead.
6. Play the game as normal, but now when the two halves of the Golden Snitch join on the power bar, your friend will be placed into the Golden Snitch Chase. He or she then has the chance to catch the Snitch.

Note: While your friend is chasing the Golden Snitch you can carry on playing and score more goals.

7. When the Golden Snitch is caught the game ends and the team with the most points wins.

Pause Menu

The Pause Menu lets you take a break from the heat and frenzy of a match, and adjust certain gameplay options, if you need to.

- Press **START/PAUSE** to pause the game and view the following options.

Continue	Select to return to the match.
Rumble	Switch the Rumble feature ON or OFF.
Quit Game	Select to end the match immediately and return to the Hogwarts Quidditch Cup screen (if at Hogwarts) or the Fixture List (if at the World Cup).

Options

The Options Menu lets you adjust various options in *Harry Potter: Quidditch World Cup*.

- Access the Inventory via the Main Menu or by pressing the **Y** Button on all other menu screens. Now, select Options to view the following options:

Rumble	Switch the Rumble feature ON or OFF.
Language Select	Highlight and select to change the game audio and screen languages.
Widescreen	If you have a widescreen television, select ON to optimize the image.

Saving And Loading

To save and load, you must have a Nintendo GameCube™ Memory Card inserted in Nintendo GameCube™ Memory Card Slot A.

Saving A Game

To save your current game profile, access the Inventory via the Main Menu or by pressing the **Y** Button on all other menu screens.

1. Select the Remembrall and then highlight **SAVE GAME** and press the **A** Button.
2. The Save Game screen appears. Press the **+**Control Pad **⌂** to select a slot and press the **A** Button to save.

Note: There are four save slots available. Saving a new game to a slot which already has a save will overwrite the previous save in that slot.

Loading A Game

To load a previously saved game profile, access the Inventory via the Main Menu or by pressing the **Y** Button on all other menu screens.

1. Select the Remembrall and then highlight **LOAD GAME** and press the **A** Button.
2. The Load Game screen appears. Press the **+**Control Pad **⌂** to select your preferred save game profile and press the **A** Button to load it.

Note: If attempt to load a previously saved game it will overwrite any progress you have made since the last time you saved.

Skill Levels

In the Quidditch World Cup and Exhibition Match modes, you can select different brooms based on your skill level. Only those players who have excelled can select the premier broomsticks.

Tip: If the best broomsticks are unavailable, it might be a good idea to try and collect more Quidditch Cards.

Comet 260

The Comet Trading Company's finest racing broom. Although starting to show its age, the Comet 260 is an extremely versatile model and a great first broom for the club Quidditch player.

Nimbus 2000

One of the Nimbus Racing Broom Company's most successful models. A highly reliable broom with a great turn-of-speed and exceptional handling. This is not a broom for beginners!

Nimbus 2001

The top of the Nimbus Racing Broom Company's range. Capable of previously unseen speed and control, the Nimbus 2001 is a world-class broom. Only experienced players need apply!

Firebolt

A state-of-the-art racing broom. Each component has been honed to aerodynamic perfection, giving the Firebolt unsurpassable balance, pinpoint precision and an awesome turn-of-speed.

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For Electronic Arts

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Music Performed by: Jeremy Soule, Philharmonia Orchestra

Music Production: Audrey deRoche, Ross deRoche, Geoff Foster, Larry Kenton, Jill Streeter, Paul Talkington, Alan Wilson

"Messa da Requiem: Requiem"

Performed by Orchestre Philharmonique de Strasbourg

Composed by Giuseppe Verdi

Conducted by Alain Lombard

Courtesy of Warner Classics

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"Messa da Requiem: Dies Irae"

Performed by Orchestre philharmonique de Strasbourg

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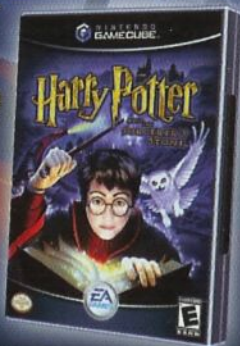
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