

GAMER GUIDE

HARRY POTTER:
QUIDDITCH
CHAMPIONS EDITION



the need to know you didn't know you needed

WHAT IS IT?



Harry Potter: Quidditch Champions is a sports video game developed by Unbroken Studios and published by Warner Bros. Games under the Portkey Games label. Released in September 2024 for PlayStation, PC, Xbox, and a Nintendo Switch version is set to launch during the 2024 holiday season.



The game centres on the sport of Quidditch, where players control characters in various positions and compete in broomstick-based multiplayer modes. Players can design their character and play for their Hogwarts House, school, or national Quidditch teams. It is the second game solely focused on Quidditch, following Harry Potter: Quidditch World Cup.

BREAKDOWN THE BASICS

Mechanics



Modes

Harry Potter: Quidditch Champions features 4 game modes, each offering unique challenges and ways for players to hone their Quidditch skills:

- **Campaign (Solo/Co-op vs Bots):** Career mode that can be played solo or with up to 3 friends via online co-op. The campaign is structured around 4 Cup Matches, set in iconic locations from the Wizarding World.
- **Multiplayer (PvP):** The competitive PvP mode, where players face off against other teams in fast-paced online Quidditch matches.
- **Exhibition (Solo/Co-op vs Bots):** In Exhibition Mode, players can refine their Quidditch skills or enjoy a more relaxed gameplay experience. Choose the teams, map, and difficulty, and play solo or with up to 3 others in online co-op.
- **Open Practice (Solo vs Bots):** For a low-pressure setting to practice and improve, Open Practice Mode allows full customisation of the Quidditch setup. Players can adjust team size, positions, and difficulty. Optional Practice Tasks are available to help sharpen skills for each role.



The Campaign mode Cup Matches feature 5 difficulty levels:

- Casual
- Standard
- Advanced
- Expert
- Champion

In each Cup, players choose a team, whether it's representing a Hogwarts house, a magical school, or a country. They then compete in either a placement or qualification round before advancing to an elimination bracket (or directly to the finals for the Triwizard Schools) to claim victory.

Campaign Mode Cups:

- The Weasley Burrow Garden Cup: Serving as the tutorial, players train with beloved characters at the Weasleys to master all Quidditch positions.
- Hogwarts House Quidditch Cup: Players can represent their favourite Hogwarts house and go up against their rivals to fight for their place at the top of the school ranks.
- Triwizard Schools Quidditch Cup: Choose between Hogwarts, Beauxbatons, or Durmstrang and play home-and-away matches leading up to the finals.
- Quidditch World Cup: Select 1 of 16 nations, qualify in the group stages, and aim for victory in the elimination rounds to become a world champion.



Roles

Players can take on any position on the Quidditch field and strive to lead their team to victory, either against AI or other players. There are 4 key positions each playing a distinct role in the game:

- **Chasers:** The main scorers in the game, responsible for moving the Quaffle down the field and scoring by throwing it through 1 of the opposing team's 3 goal hoops. Each goal earns the team 10 points. With 3 Chasers on each team, these players must work together, coordinating with Beaters and Keepers, to maintain offensive momentum while also defending by tackling opponents to regain possession of the Quaffle. Their ability to balance offence and defence makes them critical to a team's success.
- **Keepers:** The last line of defence, guarding the goalposts from the opposing team's Chasers. This position is challenging due to the need to defend all 3 goalposts simultaneously. Keepers in Quidditch Champions also have the unique ability to boost their teammates' speed by creating special rings on the field, allowing their team to counterattack more efficiently. This combination of defence and strategic play makes Keepers an essential part of any team.
- **Seekers:** Traditionally the most prestigious position in Quidditch, they have a revised role in Quidditch Champions. A scoring adjustment levels the playing field and ensures the match doesn't always hinge on the Seeker's success. Seekers must still be quick and agile to capture the Snitch while avoiding attacks from opposing Beaters. Though less dominant than in the original Quidditch rules, Seekers remain crucial in securing points and contributing to the team's overall strategy.

- **Beaters:** Tasked with disrupting the opposition by launching Bludgers at opposing players, particularly Chasers and Seekers, to prevent them from advancing or catching the Snitch. They play both a defensive and offensive role, clearing paths for their own Chasers and protecting teammates from incoming Bludgers. Beaters bring a dynamic, high-energy element to the game by constantly disrupting the flow of play and creating opportunities for their team to succeed.

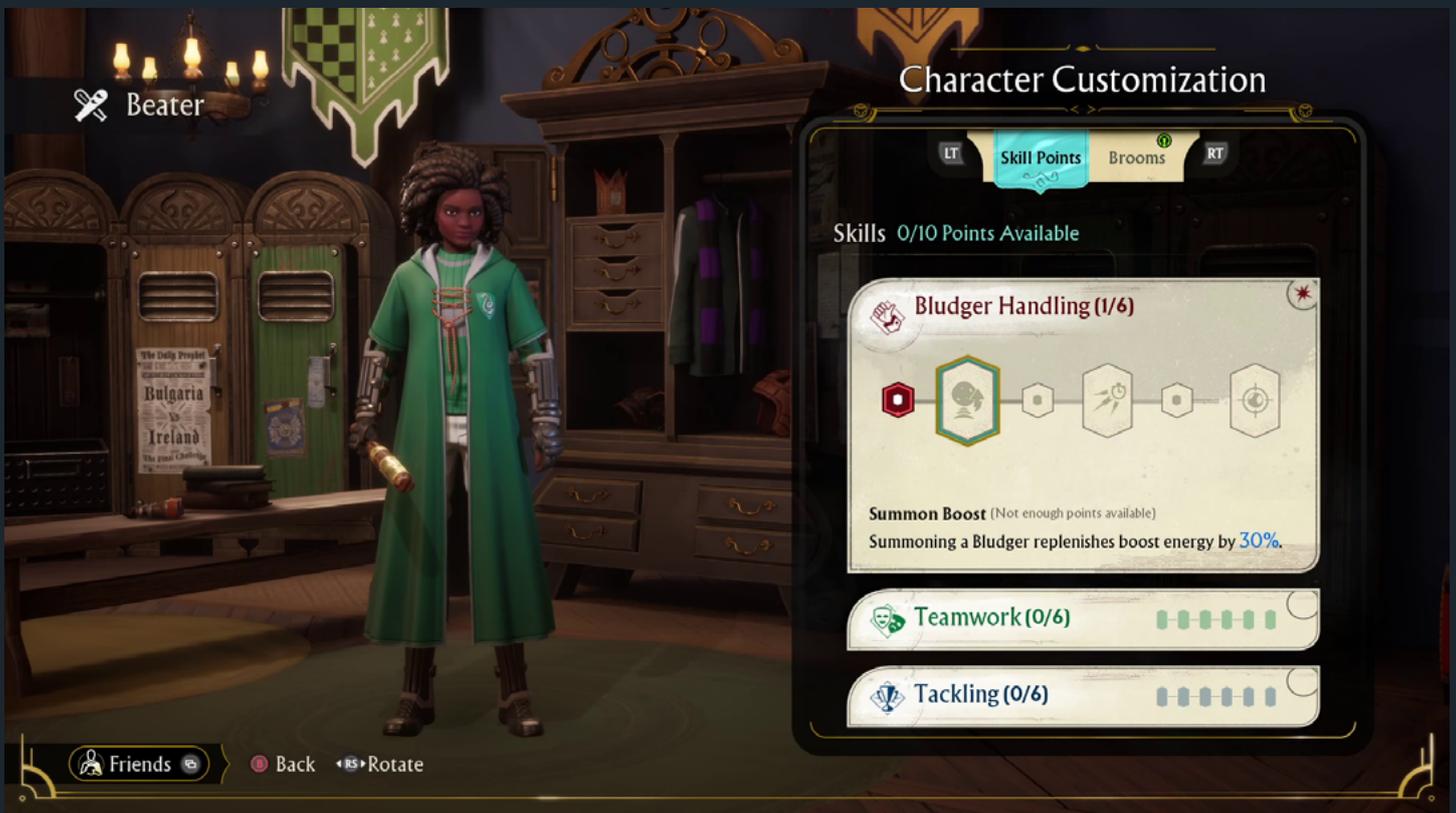
The teamwork between these 4 positions is key to victory. Each role offers unique challenges and requires a deep understanding of both offensive and defensive strategies, making the game a thrilling and well-rounded experience.



Rules & Match Format

In *Harry Potter: Quidditch Champions*, the rules of Quidditch have been modified from the original versions seen in the books and films. Each team now consists of 6 players instead of 7: 3 Chasers, 1 Beater, 1 Keeper, and 1 Seeker. The game is played with 4 balls: a Quaffle, 2 Bludgers, and a Golden Snitch. Chasers earned points by throwing the Quaffle through 1 of 3 goalposts, each worth 10 points. Catching the elusive Golden Snitch awards 30 points instead of the original 150, and will only end the match during overtime. If a team is close to 100 points before the Snitch is caught, they can surpass the limit and still win.

In the event of a tie when time runs out, a “golden score” overtime begins, where the next goal or the catching of the Snitch secures victory. Another change affects Keepers, who can now be targeted by Beaters unless the Quaffle is within the scoring area. After a save, however, Keepers cannot be tackled while holding the Quaffle. Stooging, where multiple Chasers can collaborate to score, is allowed. Teams cannot score from an own goal, and players, as well as the Golden Snitch, must stay within the stadium boundaries. These updates provide a fresh and competitive twist to the traditional Quidditch gameplay.



Skills

Becoming a great player in Harry Potter: Quidditch Champions involves mastering each role's unique skill set. A maximum of 10 Skill Points can be assigned per character, requiring players to strategically allocate their points based on their playstyle and match needs. Skill Points are shared across all roles, meaning that as points are unlocked by levelling up, they can be redistributed freely between the different positions.

Each role has 3 skill trees with 6 levels, and players must level them sequentially. While no single skill path is considered universally the best, certain skills can provide significant advantages depending on strategy. Some players may choose to focus on a specific skill tree, while others may opt for a more balanced approach across different trees. Importantly, players can reset and redistribute Skill Points at any time, allowing for versatility in gameplay.

For Seekers, the 3 main skill paths are:

- Seeking: Improves speed and efficiency when chasing the Golden Snitch.
- Defence: Increases protection against Bludgers and allows the Seeker to catch the Snitch from a greater distance.
- Disruption: Focuses on hindering opposing Seekers by throwing them off balance.

For Beaters, the skill trees are:

- Bludger Handling: Enhances Bludger damage, reduces cooldown times, and adds extra targets.
- Teamwork: Improves the ability to intercept enemy Bludgers and boosts team performance.
- Tackling: Increases tackle damage and unlocks additional tackle abilities.

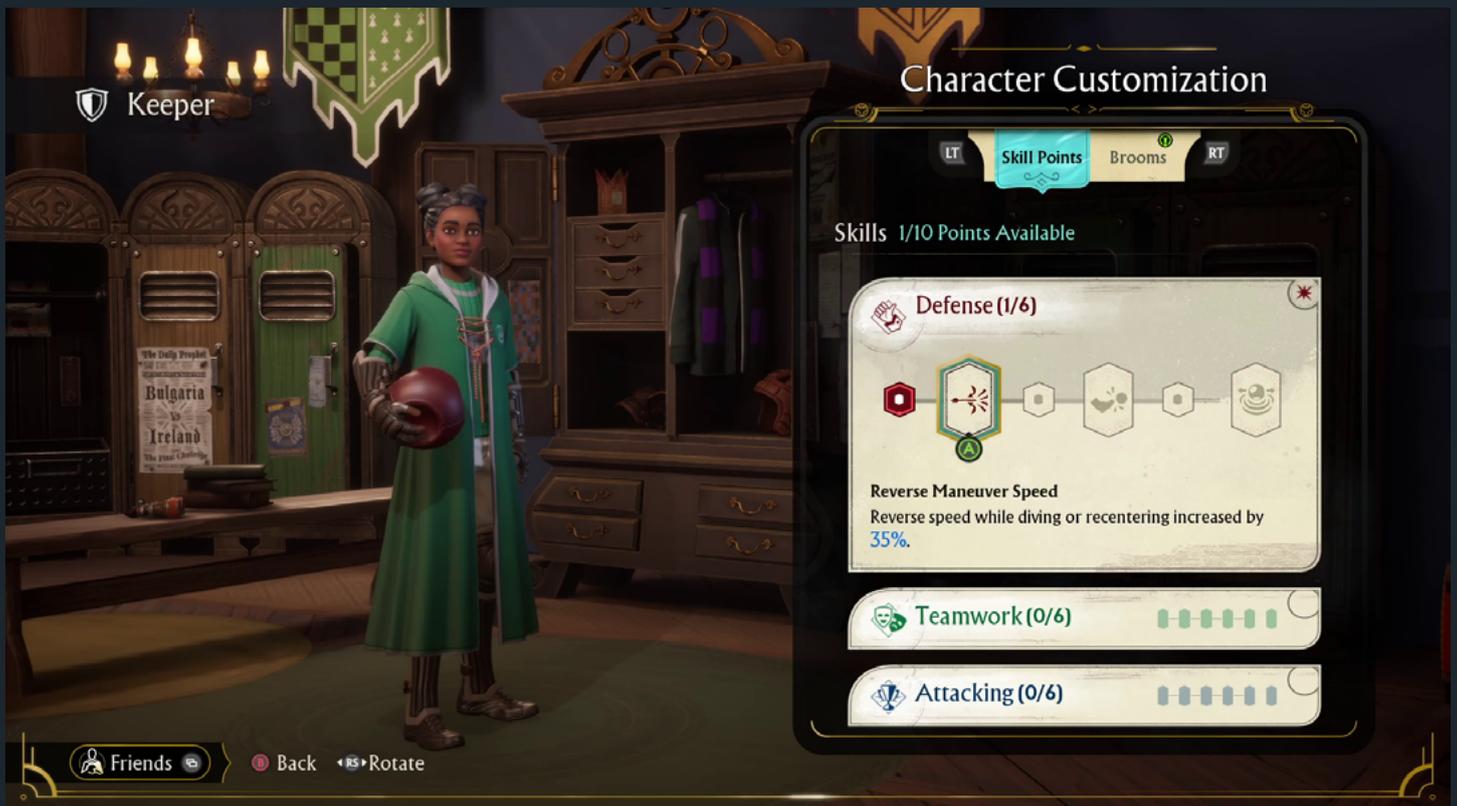
For Keepers, the skill paths include:

- Defence: Expands the Keeper's catch radius and improves manoeuvrability.
- Teamwork: Reduces skill cooldowns and strengthens interactions with teammates.
- Attacking: Boosts movement speed and enhances the Keeper's kicking ability.

Finally, for Chasers, the trees focus on:

- Quaffle Handling: Increases movement speed and throwing accuracy with the Quaffle.
- Teamwork: Enhances passing abilities to create better opportunities for scoring.
- Tackling: Improves tackling damage and unlocks buffs when successfully tackling opponents.

Skill Points are earned by levelling up in the Career Tab, typically achieved by completing milestones and progressing through the narrative. The flexibility in redistributing Skill Points allows players to experiment with different builds, catering to both aggressive and supportive playstyles depending on the situation. This system provides the freedom to create characters who specialise in a specific role or become more versatile across the board.





Brooms

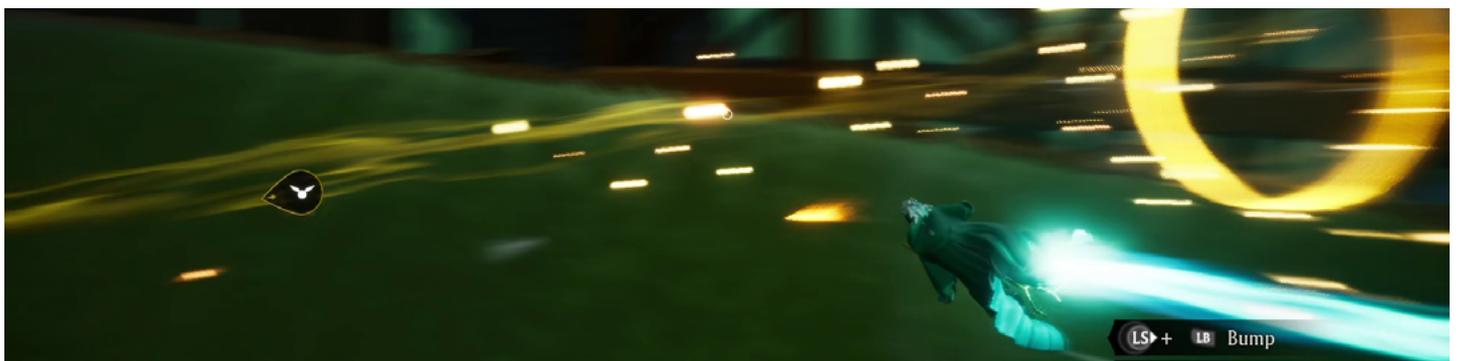
Success in the game hinges not only on team skills, but also their equipment. Players can choose from 10 different brooms, each with unique attributes:

- Cleansweep
- Comet
- Shooting Star
- Legacy I
- Legacy II
- Firebolt
- Nimbus
- Oakshaft
- Stormrider
- Swiftstick

When starting the game, 3 brooms are available by default: the Shooting Star, Cleansweep, and Comet. The others can be unlocked through challenges, seasonal rewards, or purchasing special editions of the game. Broom stats are divided into 3 main attributes:

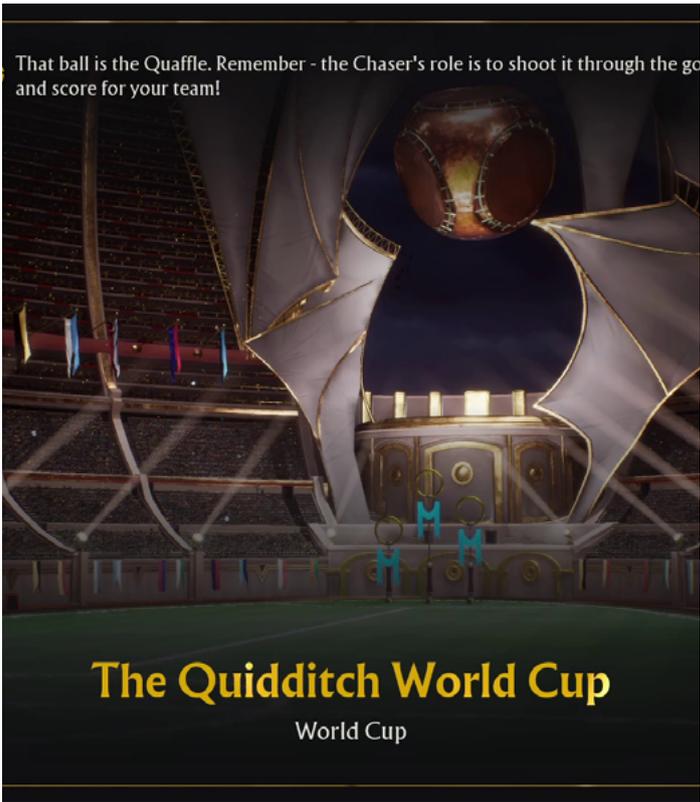
- **Speed:** Determines max speed, acceleration, and boosted efficiency.
- **Durability:** Affects max health, health regeneration, and the stun duration multiplier.
- **Agility:** Impacts manoeuvring speed, drift distance, and dodge cooldown.

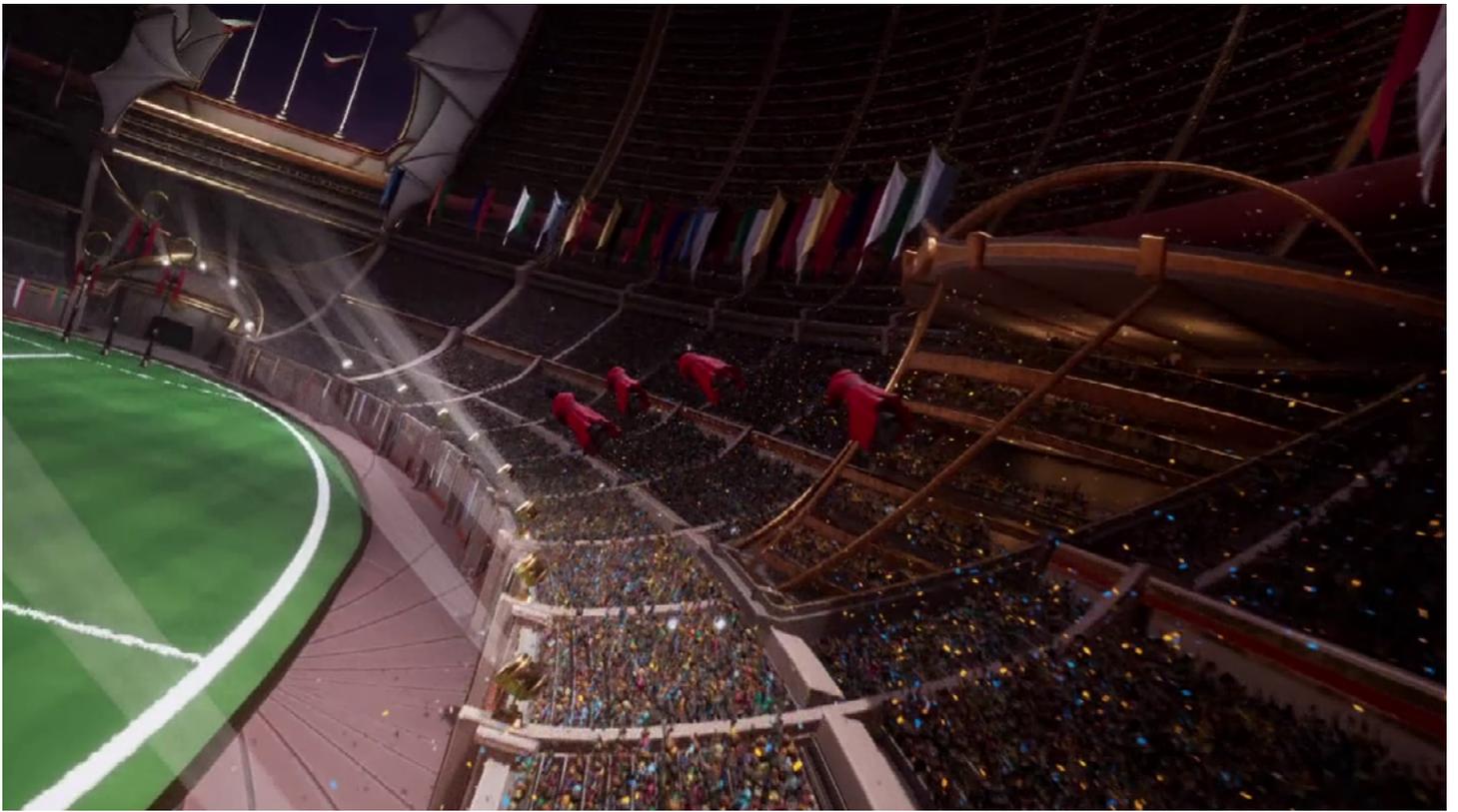
Brooms can be upgraded using Moonstones, an in-game currency. However, since upgrades are broom-specific, players need to balance where they spend their Moonstones carefully.



* Environment +

While the game is focused solely on the sport of Quidditch, it features iconic locations from the Harry Potter universe.





Pitches

There are 6 primary Quidditch pitches, each with distinct environments and weather conditions:

- Hogwarts Pitch
- The Burrow
- Beauxbatons
- Durmstrang
- Ilvermorny
- Quidditch World Cup Stadium

The Hogwarts Pitch offers 3 different weather conditions, while The Burrow has 4, providing various atmospheric challenges. Rival school pitches, like Beauxbatons and Durmstrang, have unique backgrounds featuring their respective school buildings, though players cannot explore them directly.



Countries

As players progress through the main campaign, they unlock additional pitches, and no DLCs are required for access. The ultimate challenge is the Quidditch World Cup, where players compete on an international level. Countries featured in this stage include:

- Canada
- United States
- Mexico
- Jamaica
- Brazil
- Sweden
- Germany
- United Kingdom
- France
- Spain
- Uganda
- South Africa
- China
- Japan
- India
- Australia

TIPS & TRICKS



Be aggressive

While Beaters naturally have offensive abilities, Chasers and even Seekers can also contribute to the attack. Keepers, though primarily defensive, can use their kick ability to tackle opponents if you invest in their Tackling skill tree. Ultimately, the game rewards aggressive strategies.

First is best

Grabbing the Quaffle first can give you an early advantage in Quidditch Champions. To do this, aim at the Quaffle and press the tackle button for a speed boost. This helps you reach it faster, but be ready to dodge opposing tackles to keep your lead.

Switching it up

When the Snitch is released, it's usually best to switch to the Seeker, but if you're mid-play or holding the Quaffle, finish the play first. Once done, switch to the Seeker and team up with a Beater to go after the Snitch and the opposing Seeker. Keep in mind, catching the Snitch doesn't guarantee a win in this version of the game.



CONCLUSION

Harry Potter: Quidditch Champions fills the gap left by Hogwarts Legacy, where Quidditch was noticeably absent. It brings a fast-paced, chaotic spin on the beloved wizarding sport. Its somewhat grindy progression system and focus on cosmetic customisations between matches can detract from the experience. Ultimately, the real magic happens on the field, where it delivers the Quidditch action fans crave. With sleek, intuitive flying mechanics and polished gameplay, it excels on the pitch, offering a thrilling blend of strategy and action, whether playing solo or in multiplayer.