

HPQ PC guide by Rusovietic

The language in this game is not important. There's only one unskippable cutscene where it matters, which is the Seeker's explanation before the first match in the Tutorial run. However, Cho's dialogue is the shortest, and that's the main reason why the Tutorial run is done with Ravenclaw.

Beat the Tutorial

Everything explained about this category can be seen in the following run:

https://www.youtube.com/watch?v=spckQMDuUEM&ab_channel=Rusovietic

Passing: The idea is simple: the farther the Chaser you're passing the Quaffle to, the longer the ball will stay in the air. The best way to avoid this would be to have a Chaser next to the one you're controlling, but that's asking a lot from the RNG. Ideally, you make the first pass to the left near the wall, and from the second pass onwards, always aim towards the wall, alternating directions: right, then left, then right, and so on (always aiming at the wall). The goal is for two Chasers to end up close to each other, and by aiming at the wall, the pass will be as short as possible. One Chaser will be to the right of the one you're controlling. In this case, you'll want to pass to the right, and the Chaser who made the pass will end up to the left of the receiver. Now that the roles are reversed, instead of passing to the right, you'll want to pass to the left. It's important to keep in mind that if you don't pass the Quaffle quickly, the Chaser you're trying to pass to might move farther away.

Additionally, this case of passing once to the right and then to the left is the basic idea. When you're playing, you'll see that it can happen (as in the run this guide is based on) that sometimes, after passing to the right, that Chaser goes to the right, making you need to pass to the right again. The pass should always go in the direction the Chaser who made the previous pass flies, because otherwise, you'd send them flying to the other side, and it would take them more time to catch the Quaffle.

Tackle and shoot: There are two ways to do this level:

1. Basic: Try to tackle Edgar as quickly as possible and turn 180° to fly towards the hoops. When you score a goal, Edgar will most likely appear to your left if you scored in the left hoop, so move to that spot when you have to make the second and third tackle.
2. Optimal: This strategy is what the run is based on. In the other strategy, you have the problem that when you tackle and turn around, you lose all the speed your Chaser had, and you'll probably recover the Quaffle in the middle of the field or even further away. To avoid this, you need to press the tackle button but keep

going forward. This way, your Chaser will end up behind Edgar, and from there, you'll be able to tackle him without losing speed and reach the hoops faster. In this case, try to go straight towards the middle hoop and score on the left. If you did everything right, it's very likely that Edgar will appear on your left but closer to the hoops than with the basic strategy. This makes it so that after tackling the next two times, you'll be closer to the hoops. This strategy is 3 to 4 seconds faster, but having Edgar turn around and face the hoops the first time is RNG. If he keeps going, you'll lose at least 3 seconds.

Seeker: There are two ways to do this level:

1. Basic: Just move sideways to position the Seeker while the bar fills up. Once it's full, hold down W + 5 (I'm not sure about the buttons if you're not playing with a keyboard) and start moving to the left to shorten the path to the Snitch. You should be able to catch the Snitch in 9.6 or 10 seconds from when the timer starts in the level.
2. Optimal: This strategy is what the run is based on, and I don't recommend it to anyone who isn't aiming for at least a sub 7:40. The idea is to start holding W when the bar fills to between 60 and 65%, and press 5 when the bar is at 90 or 95%. You'll go a bit faster and can save a second, but it's quite precise in terms of when you need to start pressing both buttons, and I was never able to do it consistently. Failing this will cost you more than 5 seconds.

1° Match: When you catch the Quaffle, make 3 passes to the left and one to the right to position yourself near the middle hoop. The fifth pass should be backward, and it's very likely that an enemy Chaser will fly towards their hoops and end up between your Chasers and the hoops. In this pass, you might lose the Quaffle, but if you still have it, all 3 of your Chasers will be near the hoops, and the other 3 Chasers will be between the hoops and yours. This position is nearly unbeatable, and it's rare for them to take the Quaffle from you. You just need to fill the bar by making passes in a triangle like in the video, and if your Chasers move too far to one side, start passing between just two to reposition them. Once they're in position, go back to passing in a triangle (to do this while passing, hold W + A, then for the next pass S + D, then W + A again, and so on. To pass between two on the right, it would be W + D and S + D).

To catch the Snitch, hold down S + A. At some point, Cho will move in that direction. When Cho leaves the lane and loses speed, count one and a half seconds, then hold W + 5. This will give Cho a lot of momentum and allow you to catch the Snitch faster.

Now the biggest enemy of every speedrunner appears: RNG. When you catch the Snitch, there are 3 possible cutscenes that can play. The fastest one is when Cho catches the Snitch without jumping (the one in the video). The second-best one makes you lose 2.5 seconds, which is when Cho jumps into the air and lands on the broom.

The worst one is when Cho jumps and falls to the ground. With this cutscene, you lose 5.5 seconds.

Beaters and Bludgers: As soon as the game allows, turn to the left and press 4 to hit the target between the trees. Once you hit it, you'll regain control of the Chaser. Just hold down W, and the Bludger will go straight toward the Beater to the left of your Chaser. This will leave you near the target furthest from the water, and you'll be moving closer to it. After launching the second Bludger, continue straight along the yellow path, and when the Bludger appears in front of you, turn slightly to the left so it hits you. From there, you can launch the third Bludger and do the same, ending up near the fourth target. This Bludger turns a lot to the left, so move quite a bit in that direction and then turn to the right, getting closer to the water. When it hits you, you'll be able to launch the last Bludger while already being close to the river. The most optimal thing is to get hit, so spin in place a bit to slow the Bludger down, and then move toward it.

It can also happen that a Beater hits that last Bludger, saving you 2 seconds, but it's extremely rare.

Special Moves: Same idea as the Tackle and Shoot, with one difference: you can avoid risking passing to Edgar and only lose a second. This is because you have the dodge option available, which gives you the speed to get closer to the hoop. Doing this is still risky because if Edgar performs a special move, you'll lose the run, and you'll typically be cutting it very close. As soon as you tackle Edgar, press dodge (8 on the keyboard), and when you get the Quaffle back, press it instantly. With those 2 boosts, you'll reach the hoop and be able to score. After scoring (I suggest the middle one), Edgar will appear on the left, so you can press the tackle button while the camera focuses to save time. For the next 2 goals you score, move closer by pressing the dodge button once.

2° match: It's the same idea as in the other match. While this strategy is quite good, it can always happen that one of the other team's Chasers gets in between your 3 Chasers. In this case, the best option is to move to one side, passing the Quaffle between 2 of your Chasers or forcing a long pass backward to get the 3 enemy Chasers away from yours again. No situation is ideal, but these strategies can at least save the run.

Combos: Do a single combo on the Chaser to your right and let that combo charge on the Snitch bar while you advance. As soon as you can, shoot at the right hoop and let the Keeper catch the Quaffle. Repeat this the second time. For the third time, start the same way but don't let the combo charge. Do a second combo while facing forward and a third one before the Chaser catches the Quaffle so that it directly hits the hoop with a kick (this is where you need to score). Your Chasers can start in 3 positions: low, high, or in the middle (referring to height above the ground). The video shows the first

two options, but the optimal position is for them to end up in the middle. In this case, the second combo is slightly faster, saving you half a second.

Completing this level activates the most important thing in the game: **TTB**.

3° match: After completing combos, TTB is activated. Basically, this allows for more "solid" passes that would be impossible without TTB. You need to make 3 forward combo passes (similar to other matches) and then a fourth. While the 4th combo is being made, and before the chaser grabs the Quaffle, you need to start another combo pass so that the chaser doesn't grab the Quaffle and automatically passes it. From here, I explain how the match went in the video, because it's very hard to explain this in a generic case. The 5th combo was done forward and to the left, with the 2 chasers positioned one to the right and the other behind. The idea for the 6th combo is to make the pass by pressing S + D + 5 + 9 to pass to the chaser behind, and while the Quaffle is in the air, press W + A + 5 + 9 to make the 7th combo (you can use D instead of A). With 7 combos done, you need to wait for the snitch bar to load. While this happens, you need to make at least 2 regular passes (ideally 3). If you make 3, you'll have the perfect timing to make a first combo, allowing the other 7 to load into the bar. The chasers' positions after the 3 passes will be 2 in front and one behind in the middle, or 2 behind and one in the middle but forward. In both cases, you want to make the first combo with the chaser in the middle. If they're behind the other 2, you can make the combo aiming left with W + A, and the 2nd combo (while the Quaffle is in the air) by pressing S + D (same idea if you pass to the right). This allows you to make 2 combos at once and reach 7 without needing to reposition between each pass. In the video, you can see that the third combo doesn't do 2; instead, the chaser receives the Quaffle and then performs combos 4 and 5, then 6 and 7. This is because combo 3 wasn't done far enough back, and if another pass had been made, it would have been forward. Since the chaser was moving forward, the Quaffle would have been lost by passing it to the hoop where no one was. This is the major drawback of these types of passes, and the only thing I can recommend to avoid failure is practice. Over time, you'll realize when a pass is good or not, despite the fast pace of the movement. When you finish the 7 combos, you have to return to making regular passes while the bar loads. Between the passes you did before and the ones you do now, you need at least 5. Once you make them and the bar is loaded, all you have to do is make 3 more combos. Do 2 with the same strategy, and for the last one, you need to score so that the combo automatically loads, and you don't have to wait like the other 2 times.

Beat Hogwarts Cup

The category consists of the 3 Hogwarts matches. Since it's NG+, we can use combos in all 3 matches with TTB. The idea is the same as in the 3rd match of the Tutorial. The only thing I'll add is that if you don't activate TTB before starting the run, you won't be

able to make the passes I explained earlier. What will likely happen is what happened to me in the 3rd combo in the Tutorial video, and you'll have to make combos one at a time, or you can do them in pairs, but you'll need to reposition yourself. This is what the run before discovering TTB was based on:

https://www.youtube.com/watch?v=6srOWws6Vs8&ab_channel=Rusovietic.

Beat World Cup

You need to win the 16 matches, but not the Cup (it's pure RNG). Again, we need TTB. The idea is the same, but the match is longer. Do 3 combos forward to reach the hoops, then 4 more to make 7. While the bar is loading, make 2 passes. Repeat this process twice (you need 5 normal passes, so you can make just 1 in one of the three rounds). When the bar is fully loaded for the 3rd time, do 7 more combos. The last one has to be a scoring combo to force the snitch to appear instantly. Don't ask why, but you're going to hate the Australian pitch. For some reason, it's very easy to miss a pass in this stadium. The other stadium where the game loves to kill your run is the one in Japan. For some reason, the hoops are much higher, and passes go upwards, making the Quaffle spend more time in the air and making it easier for your pass to get intercepted.

If you want to review how to play these 2 particular matches, they are the fourth and fifth in the run:

https://www.youtube.com/watch?v=cU_jL4VRGbl&t=458s&ab_channel=Rusovietic.

Regarding the Snitch, use the same strategy as in Hogwarts for the stadiums in Japan, Germany, Australia, France, Spain, and Bulgaria. In England and the USA, you can hold down W + 5 and move in the direction the snitch moves (just like in the basic strategy from the tutorial). In the USA, it can be tricky at the beginning, while the snitch in England is easier, but in both, it's possible to do this. The easiest snitch is in the Nordic team's stadium. It's with that team that you should play this category. The snitch in the World Cup has only 2 possible cutscenes, similar to the 2 best ones in Hogwarts. In the run, there are 15 of these cutscenes, so 30 seconds of the run are pure RNG.

100%

If you're going to run this, you're a gigachad (or a crazy like me). The category is basically 1 Tutorial + 3 Hogwarts Cups + 9 World Cups, where with each team there are a few challenges you need to complete to win all the cards.

The tutorial is played with Gryffindor because it's the fastest, as the 100% and Beat the Tutorial runs don't start at the same time. Tackle and Shoot and Seeker are played the same way. The other 4 change:

1. Passing. The position of the green and yellow rings is fixed. Follow the same route as shown here, and you'll get it quickly:
https://www.youtube.com/watch?v=owE0aMfODfQ&ab_channel=Rusovietic.
2. Beaters and Bludgers. Same route as in the tutorial, but turn more to position your beaters between the bludger and your chaser. If a Bludger hits you, restart the level.
https://www.youtube.com/watch?v=mdf_7M3_uTo&ab_channel=Rusovietic.
3. Special Moves. Instead of tackling Edgar, use the special move all 3 times. If you scored and the game still hasn't given you another special move, position yourself behind Edgar. This can make Edgar move away from you and closer to the hoops.
4. Combos. You always have to score. You can do 7 combos the first 2 times and 3 the last time if none of the passes were particularly slow.

To see what you need to do with each team, check this document:

https://docs.google.com/document/d/1Gjsv8Pyp-QVN867Z_dnrp1Mo0o7Mnft5qv3C9_LeTGg/edit. In addition to the 3 cards in each level of the Tutorial, you need to be attentive to the 3 missions of each of the 13 teams.

Once you have all this, there's only one problem left: winning the World Cup with all 9 countries and on all 4 difficulties. Which country is best for each difficulty? Since TTB was discovered, this topic hasn't been discussed. After many runs in this game, I dare say it's pretty much the same, but I recommend Firebolt in the USA; I'll explain this decision in more detail later. What I do recommend is that your first World Cup be with Nimbus 2000, then Firebolt, and the third with Nimbus 2001. The idea is to face the difficulty that might ruin your run as soon as possible.

The big moment has arrived. How do you know how many points you need to win the World Cup? And the beautiful answer is... pray to your god for good RNG. In ALL the cups, the number of points you need to win is RNG. Still, there are things you can do. With England (Nimbus 2000), if you score 6 goals in the first match (don't score more; it's a waste), there's a high chance of winning the cup, and you can check if you completed the missions if in the last match you're allowed to do a team special move. If you don't win the cup, either reset or replay the match, but you won't know how many points you need.

The number of points that the best team will have after the last match is defined from the end of the first match. This can help determine how many points you will need in each cup in all cases. What's the problem? We don't know how many possibilities there are, and we also don't know if changing the difficulty affects anything. To clarify, I've seen more than 7 possibilities with England, and I don't know how many more there could be. If this is the case with all teams, then there's still much to discover. Again, some things are becoming clear. I recommend USA with Firebolt because in all

my runs, it always happens the same way: Nordic and Japan score 290 points in the first match, Nordic pulls ahead by 500 points in the second match 5 matches later, and somehow Australia ends up in first place with 2770 points. Scoring 2770 points ensures you win the cup, and you can be reasonably sure (or at least 99%) that if Japan and Nordic score 290 points in the first match, this will happen.

USA with Firebolt is currently the only team with a known fixed possibility. I won't comment on all the teams because, with most of them, a new possibility appears with each new run I do. Japan (Nimbus 2001) is the most solid option after USA. I've only found 2 possibilities, and neither requires scoring extra goals. For Germany, I also found 2 possibilities. If USA scores 310 points in the first match, you'll need 2740 points (bad RNG), but if Bulgaria and Spain score 290, 2650 points will be enough.