

WANDS READY · EYES PEELLED

INTRODUCTION



“We are only as strong as we are united, as weak as we are divided.”

—Albus Dumbledore

Welcome to *Harry Potter: Wizards Unite*. If you’re reading this guidebook, you’ve downloaded the game and are ready to answer the Ministry of Magic’s call to join the Statute of Secrecy Task Force. This guide should prove to be a fun and informative resource on your many journeys through the wonders of the game.

HOW TO USE THIS BOOK

Chapter One: Magic Is All Around You (p. 8)

You never know what sorts of magical happenings might pop up as you explore the world in *Harry Potter: Wizards Unite*. This chapter offers you the scoop on each one to help you master the basics! Flip ahead a few pages to learn all about every place, object, and encounter that might appear on the **MAP** as you explore.

Chapter Two: Realize Your Wizard Potential! (p. 42)

After you’ve learned how to navigate the map and the many things to do, it’s important to develop your skills as a **WIZARD**. This chapter focuses on the intricacies of wizardry advancement, including overviews of each **WIZARDING STAT** and **PROFESSION**, complete with insights into each Profession’s Lesson Plan. The chapter rounds out with a detailed analysis of the fine art of **POTION** brewing—a skill you’ll need to advance faster through the game.

Chapter Three: Extraordinary Events (p. 72)

Adventure waits around every corner in the wizarding world, but during certain times of the month or year, special **EVENTS** are happening. Here you’ll learn more about the events that occur throughout the year, along with **DAILY TASKS** and those unusual **ODDITIES**.

Chapter Four: Wizards Unite! (p. 78)

Exploring the world can be fun on your own, but flying solo isn’t quite as easy when you’re faced with fearsome **FOES** in a **WIZARDING CHALLENGE**. If you’re itching to fight through a **FORTRESS**, turn to this chapter to learn how to handle yourself after your Runestones have been set.

Chapter Five: Calamity Case File (p. 102)

As you hone your magic and return more and more **FOUNDABLES**, the mystery surrounding the **CALAMITY** grows more and more . . . *mysterious*. Who could have unleashed such a hazardous spell, and what can be done to stop it? Little by little, you’ll discover Mystery Collectibles—clues that provide precious bits of insight into recent events, which are compiled in the **CALAMITY CASE FILE**. This exploratory chapter studies all the evidence and theories surrounding the Calamity up to this point.

Chapter Six: Lost and Foundables (p. 138)

The guide winds down with a complete inventory of the **PAGES** seen in the **EXPLORATION** and **CHALLENGE REGISTRIES**. Marvel at this array of completed Registry Pages, and get some tips to help you collect the **FRAGMENTS** you’ll need to complete some of the rarer images!

ATTENTION WIZARDS!

Remember to **PLAY IT SAFE** when enjoying *Harry Potter: Wizards Unite*. Never play while driving or operating machinery, and avoid playing in dangerous or busy areas like streets, parking lots, or other places with traffic.

★ A CONFOUNDING CALAMITY ★



The **WIZARDING WORLD** is in peril! Without warning, a disastrous **CALAMITY** has suddenly occurred. Everything that anyone has ever feared, revered, or held dear in the wizarding world—people, creatures, precious artifacts, even memories—has been stolen and displaced, tossed all across the world. You've got to return what is lost, and quickly, for the **STATUTE OF SECRECY** is under threat.

INTERNATIONAL STATUTE OF SECRECY

In 1692, after the persecution of wizards and witches by non-magical beings in Europe and North America, the International Confederation of Wizards passed the International Statute of Wizarding Secrecy. It requires wizards and witches to conceal their use of magic and keep the wizarding world secret from non-magical beings in order to protect magic-kind.



Playing as a gifted **WITCH** or **WIZARD**, you have been selected to help contain this terrible Calamity. You'll work closely with **CONSTANCE PICKERING**, a capable **MINISTRY** operative who holds a position alongside Hermione Granger on the **STATUTE OF SECRECY TASK FORCE**. In your role as a recent inductee to the **S.O.S. Task Force**, you'll have access to a special **REGISTRY OF FOUNDABLES** that tracks your progress as you venture to combat this alarming Calamity. Are you up for the challenge, wizard?

Good!

Then let's get started . . .



MINISTRY OF MAGIC

The Ministry of Magic, the center of wizarding government in the United Kingdom, is located deep underground in Whitehall, London. The Ministry upholds and enforces wizarding laws in the United Kingdom, and is divided into many different departments, including the Department of Magical Law Enforcement and the Department of Mysteries. The Ministry is leading the **S.O.S. Task Force** since the Calamity appears to have originated within the United Kingdom.

MAGIC IS ALL AROUND YOU

“Let us step into the night and pursue that flighty temptress, adventure.”

—Albus Dumbledore

As Dumbledore said in *Harry Potter and the Half-Blood Prince*, “Magic always leaves traces.” In *Harry Potter: Wizards Unite*, these *Traces* can be found all around you—a whole world of magical mischief has been unleashed into everyday Muggle life. Playing as a gifted **WITCH** or **WIZARD**, you can see, hear, and interact with all sorts of incredible artifacts and fantastic beasts as you explore.



EXPLORING THE WIZARDING WORLD

You'll soon find there's no shortage of magical intrigue to take part in. The wizarding world is in peril, after all, with a host of magical beings and enchanted artifacts having been suddenly let loose on all of humanity—magic and Muggle alike. Only by working together with other valiant witches and wizards will you be able to set things right and save the wizarding world from disastrous exposure.

★ THE MAP ★

When you're exploring the world, you'll want to keep an eye on the **MAP**. Your Map reveals all manner of interesting items and magical locations. Simply tap on any object that appears on the Map to interact with it. Your position on the Map is tracked using the **MAGICAL ME** figure, which walks around the Map as you travel. While it's vital to remain aware of your surroundings while playing *Wizards Unite*, if you're a passenger in a car or train while playing, your Magical Me will fly on a broomstick!

Many of the Map's features are tied to real-world locations, including prominent landmarks such as statues, parks, and sporting venues. Read on to discover every-thing the Map might show you.



★ ITEMS ★



Whether brewing a Potion, activating a Portkey, or preparing for battle, a well-prepared wizard or witch always has plenty of useful **ITEMS** on hand. How does one find items in the first place? By exploring, of course!

As you journey across the land, glance at the Map to spot magical items that can pop up at any moment. The most common items by far are **POTION INGREDIENTS** (p. 65), but you may

also come across valuable **PORTKEY PORTMANTEAUS** that can help you take magical journeys to secret areas of the wizarding world.

When any sort of item appears on the Map, simply tap it to stuff it into your **SUITCASE** for later use. As long as it appears on your Map, you will be able to collect it; no need to approach it directly.

Some items require special conditions to appear on the Map. For example, certain items will only appear at specific times of day, under certain weather conditions, or during **PARTICULAR PHASES** of the moon. See p. 72 for details!



SUITCASE

Your Suitcase magically holds all your items, letting you carry loads of useful gadgets and gear on your journey. Simply tap the **SUITCASE ICON** to open your Suitcase and view its contents. While your Suitcase is equipped with a handy Undetectable Extension Charm, every charm has its limits. You will need to use **GOLD** to expand the charm—and your storage space—if you exceed its capacity.



★ DIAGON ALLEY ★

If you're in a pinch for items and have no time to wait, consider a quick trip to **DIAGON ALLEY**, where wizarding supplies are sold. Open your Suitcase and tap the **BASKET ICON** in the top right corner to. Swing by **GRINGOTTS** to trade real-world money for in-game **GOLD**, then buy some worthy wares at **WISEACRES**, where you can find Spell Energy, Dark Detectors, and Silver Keys. Or perhaps you'd prefer to pick up a few Potions at **SLUG & JIGGERS**, which can save you time and Potion Ingredients. You can visit Diagon Alley practically anytime, so keep it in mind.



★ WIZARDING GOLD ★

While exchanging your Muggle money at Gringotts is great in a pinch, there are other ways to acquire Gold in *Harry Potter: Wizards Unite*. Gold can be earned by completing all your Daily Tasks, successfully completing Trace Encounters, and leveling up.