Seeker Guide

Seeking is the hardest position in real Quidditch and undoubtedly the hardest in OQL as well. Seekers average around 90-130+ wpm, so be prepared to type fast and a LOT if you plan to be a seeker.

There is a separate manual snitch in OQL whose commands are purple and bolded. All the seekers have to do is copy the EXACT command that the snitch bot says. If you copy three or more in a row without any typos/mistakes, you can catch by typing ::catches:: If you do so before the next command from the snitch, it's a legal catch.

```
<Snitch> ::left::
  <A-Jamie-Seeker> ::left:: (Note: you must type the colons too!)
  <Snitch> ::Corkscrews left::
  <A-Jamie-Seeker> ::corkscrews left:: (Note: capitalization doesn't matter)
  <Snitch> ::spins up::
  <A-Jamie-Seeker> ::spins up::
  <A-Jamie-Seeker> ::catches::
```

The above is NOT a legit catch, since Jamie's catch was after the snitch's next command.

```
<Snitch>::left::
<A-Jamie-Seeker>::left::
<Snitch>::Corkscrews left::
<A-Jamie-Seeker>::corkscrews left::
<Snitch>::spins up::
<A-Jamie-Seeker>::spins up::
<A-Jamie-Seeker>::catches::
<Snitch>::down left::
```

The above is a legit catch, since Jamie's catch was before the snitch's next command.

```
<Snitch> ::left::
  <Snitch> ::Corkscrews left::
  <A-Jamie-Seeker> ::left::
  <A-Jamie-Seeker> ::corkscrews left::
  <Snitch> ::spins up::
  <A-Jamie-Seeker> ::spins up::
  <A-Jamie-Seeker> ::catches::
  <Snitch> ::down left::
```

The above is also a legit catch. It doesn't matter if one of your commands appears after the snitch's next move. As long as ::catches:: isn't typoed and is before the snitch's next move, it's a valid

catch.

IMPORTANT: If a beater is hitting the bludger at a seeker, the seeker can dodge the bludger by typing: ::moves::

New seeking rules starting in 2009:

The commands remain the same, but the intervals are different. The snitch will appear randomly every 2.5-3.5 minutes throughout the game. The snitch will go at random intervals from 1.5-3.5 seconds when it does come out. When a seeker, catches the snitch, they will gain **20 points** for their team.

Seekers will face challenges however in the form of Danger Events. There are 10 danger events that will disrupt the seeker. Danger events will appear randomly every 2-4 minutes throughout the game. The seeker will have 5 seconds to prevent the danger by typing a certain command. If a danger appears and the snitch is NOT out, the seeker will be devoiced for the next snitch round. If a danger appears while the snitch IS out, they will be devoiced for the rest of that snitch round. If the seeker types the command correctly, they will not be devoiced.

Here are the Danger Events and the command to save yourself:

DEMENTOR ATTACK => ::expecto patronum:: ICY CONDITIONS => ::accio cloak:: RAGING WINDS => ::grasps broom tightly:: HEAVY FOG => ::lumos maximus:: DOWNPOUR => ::impervius broomrider:: LIGHTNING STORM => ::dodges lightning:: ROGUE BLUDGER => ::dodges rogue bludger:: DRAGON ATTACK => ::conjunctivitus:: TROLL ATTACK => ::wingardium leviosa:: BLINDING SUNLIGHT => ::accio sunglasses::

New seeking rules starting in 2010:

Seekers now face a new danger; each other! Seekers can now use special attacks to try and stop them from catching the snitch. If successful, the opposing seeker is devoiced until the next snitch is over. Here are the commands and their special uses:

Command: ::wronski feint:: To Dodge: ::pulls out of the dive::

Special condition: can only occur if snitch is not out

Command: ::Transylvanian tackle:: To Dodge: ::swerves out of the way:: Special condition: can be used at any time Command: ::confundus::

To Dodge: ::finite incantatem::

Special condition: can be used at any time

Command: ::dobblebeater defense::

To Dodge: ::sloth grip rolls::

Special condition: can only occur if your own beaters have possession

Command: ::golden snidget diversion:: To dodge: ::ignores the diversion::

Special condition: only when the snitch is out

TIPS

There's only one tip I have for seeking: drill the commands. A lot. Good luck!