

The Golden Snidget

- Seeking the Truth -



Issue 6 (Vol. III, No. 1)

Thursday, August 21, 2012

www.OnlineQuidditch.com

OQL. Speed. Strategy. Skill.

OQL is but the Next Great Adventure

By Rishi

Hello everyone, my name is Rishi and I am the Head of OQL. I would like to welcome you all, both old and new, to the wonderful game that is online Quidditch. I am excited for the new era of OQL that is upon us. I will not deny it, I did not expect it would return when I returned to IRC in July. I was just expecting to play a few pickups and that we would all return to our busy lives in a few months. But I was wrong. I was rejuvenated seeing the enthusiasm of some of our older players and most especially the influx of new players. There is nothing like seeing a rookie learn the game and enjoy it right away. The rest of the staff saw this as well and we knew what we had to do. We decided that we needed to come back and that we needed to stay. We outlined a plan of action

and that is what I am revealing today.

In the coming weeks we will be sending out detailed schedules leading up to the upcoming season and any other activities that can and will be going on. Just to give you an idea though, you should expect all the administrative things such as naming captains and forming teams to happen by the end of September. We will also have tournaments that month, one open to everyone, and one just for rookies. There will be a number of other games mixed in that we will play which I will reveal when the time comes. The official season will start sometime in October! For those that are here from HOL, I can personally guarantee that no OQL game will clash with a HOL game so please do not be

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OQL 101

By Rishi

As we progress into the next season, there are quite a few things you can join and participate in now and in the coming weeks. Joining these will give you future updates to OQL activities and let you be more interactive with the community!

- Explore our website at: www.onlinequidditch.com
- Subscribe to our Twitter page at: www.twitter.com/onlinequidditch
- Join and like our Facebook page at: www.facebook.com/onlinequidditch
- Download Whatpulse and join our group to compare keys/clicks at: www.whatpulse.org/stats/teams/20857/

As always, if you have any questions, concerns, suggestions, or a desperate plea for a long held OQL wish please ask anyone on staff and we'll be happy to discuss anything.

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Thoughts on the Revival

By Jamie

Hello there, some of you may know me, and some of you may not. For those who don't, let me introduce myself. My name is Jamie. I'm currently one of the oldest OQL players remaining (if it weren't for Ian/ANTDx1, I would be the oldest). I started playing OQL in the 2004 winter league and have participated in every season thereafter, resulting in my total 17 seasons of OQL. And let me just say in all the years that I've been playing OQL, never have I ever seen it explode like it has in the past couple of weeks.

Before this revival that Rishi created, OQL pretty much crashed. I will admit that I was the cause of that after being MIA as the new head after Rishi left, and this is my public apology to all old OQL players: I'm sorry for letting OQL temporarily die. I shouldn't have ignored it and gone completely missing like I had. I'm hoping that people can forgive me for that and work with the staff to try and make OQL even better than it was before after this revival.

All of that's in the past though, and this is the present. Currently in the present, we managed to get about slightly more than half of our veteran players back, and we have recruited a large handful of people from HOL (which, for those who don't know, is an online virtual Hogwarts world). So what does this mean for OQL? Well, for one it means that OQL is back and alive and kicking more than ever. We were originally going to just keep doing scheduled pickups, but once all the HOL rookies flooded in, we didn't want to keep them around without giving them something

to look forward to, so we started planning a league and this is the result. So thank you HOL rookies for essentially saving OQL!

For another, it means that the staff of OQL is now pretty hyped about keeping it alive and going as well, and that can only mean good things for the players. We have been planning a lot and keeping a lot of things up our sleeves, so you can expect some advancements for OQL in the future! We're not going to divulge anything yet until the time is right, but you can be sure that there's a bunch of cool things coming.

And lastly, it rekindles the OQL flames in the hearts of us old veterans. I can honestly say that I haven't been nearly as excited as I have been now for OQL, and I'm sure the feeling's mutual for a bunch of old veterans.

As for all you HOL rookies who are the cause of all this, I salute you. You all are the next generation who will keep OQL going. We have big expectations of you! Just kidding. Kind of. But seriously, we're all super glad that you decided to give OQL a chance after being used to a very different kind of online Quidditch. We can only hope that you stick around and continue to enjoy OQL as much as we veterans have.

With that all being said, here's to a new OQL and a new season!

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Seven Tips For Rookies

By Magus

Hi, I'm Will (aka Magus). To all new players, welcome to OQL. I've been playing OQL since Winter 2006, but I can still remember my rookie season clearly. In a league full of veterans it can be difficult when you're just starting, so I've outlined seven things you can do to get better as quickly as possible. I hope you'll find them useful. :)

- Play! Once you've learned the basics, the best way to improve rapidly is to play as much as possible. In particular, make sure you get involved in the regular pickups. Your game will improve quickly by trying to keep pace with the more experienced players and you'll find that you learn new things every time
- Find a veteran to help you. OQL can appear daunting at first, as a lot of veterans have many years of experience. Don't be put off! Most of the regulars in #quidditchpitch will be more than willing to train you or help out with any queries. I've seen many rookies learn to play at a high level in a very short space of time after some brief training with a vet.
- Find another rookie to practice with. It helps a great deal if you can find another rookie to work with. You can share what you learn and help each other improve faster than you could otherwise. It's easier to stay motivated, and it's more fun.
- Play with people slightly better than you. If possible, this can be very effective. You'll find yourself raising your game to match them without ever feeling overwhelmed by their standard. It also gives you a realistic target to aim for and eventually surpass.
- Drill the commands/increase your WPM. Though it can get boring, typing the commands repeatedly is an effective way of improving if there's nobody around to play with. More generally, increasing your WPM (words per minute) always helps. You can do this by googling for free typing tutorials if you've never learned to type properly. I literally doubled my WPM after using one of these for a couple of weeks, though admittedly I was using only two fingers to type before that. >_>
- Use practice bots. Another way of practising by yourself is to make use of a bot. These have been designed to play like typical human opponents to help you train for game situations. I've found this especially helpful for improving at Keeping. Ask a staff member if you can't find one enabled.
- Study old match logs. If you're really keen, you might like to look through the game logs from old seasons to examine the strategies and techniques that have worked for players in the past (and those that haven't). You can find these on the site under Archives, going all the way back to the 2003 Winter League.

That's all. Feel free to contact me on IRC with any questions or comments. Happy OQLing!

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On Training Rookies

By Jamie

With OQL slowly reviving and the rush of rookies that we're getting, it's imperative to know good techniques for training rookies. For new players, OQL can be very confusing at first and is hard to master, so you need to ease them into the rigorous typing game. Here are some pointers on how to train rookies:

1. Explain each OQL position carefully and thoroughly. Don't just jump to the easy ones like beater/seeker. Also don't just point rookies to manuals, as who knows if they will actually read or get anything from them. Engage with them for a more memorable and interesting experience.
2. When explaining how to play OQL, have a Refbot ready and use demonstrations. For example, if you're explaining how to chase and keep, show some examples of how chasers will shoot and how the keeper will block. It may be easier for some people to learn by example than by explanation, so this helps a lot.
3. Always ask for questions after you explain something. More often than not, playing OQL can be confusing at first, so make sure rookies know that you're open and willing to answer their questions.
4. Actively encourage rookies to practice, and practice with them if need be. This will help them to be more engaged in OQL and to improve a lot quicker. Practicing with them will also give you the chance to teach them some tricks of the trade that wouldn't be learned through solo practice, such as pressing enter for reaches after a shoots command, when to hit enter for "moves to bludger," etc.
5. Be positive, congratulating rookies whenever they get a hit/goal/catch/block, etc. Let them know when they've done well. You can also track a rookie's progress and mention how much they've been progressing so that they know how much they're improving.

In general, just be patient with rookies, and your patience will be rewarded. Think back to whoever first taught you OQL, and if you had a positive experience then, transfer that over to new rookies so that perhaps one day, they may be able to successfully teach the next generation.

Continued from Page 1

Something else that will be sent out shortly is openings for assistant positions. I encourage you to get involved so you have a direct influence on what we do. I promise it will be fun. We will have positions in various areas including helping out with rookies, making videos, and more! Even if you do not wish to be an assistant, your voice will always be heard so please don't hesitate to talk to me.

The title of this article basically sums up the game of OQL. It requires great typing speed, a vast amount of strategy, and a great deal of skill. This in turn is now the official OQL motto. More importantly however, OQL is about having fun. That is the experience I want to leave with you all when ever you play OQL. Whether it's a pickup game, a real game, or just hanging out, I want all of you to have an experience that you consider thrilling and I am willing to do anything possible to make sure it happens. I am always open to suggestions and the staff and I will do what we have to do. To give you an example, I will be providing each member of the winning team this season a piece of Harry Potter merchandise (if you so choose to give me your address when the season is over). Going above and beyond is my goal and I hope to reach it this season. I hope to see you all playing for a long time and I look forward to a brighter future.

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The Magic of Harry Potter

By Rishi

Just take a minute and close your eyes. Imagine the first time you read Harry Potter and your reaction to it. Imagine waiting in anticipation for the next book to come out. Imagine the excitement as you are at a book store for a midnight release. Imagine feeling that book in your hands and attempting to read in the dark in your car while you were being driven home. Imagine reading all night and feeling a sense of amazement and awe at what just happened. Imagine finding out that they are making movies of this wonderful world and feeling the same sense of excitement when going to see those. That feeling for seven books and eight movies will be something about our childhoods that none of us will ever forget and the magic created by this series is why we are all here today.

At some point in your life, you were reading the series and wanted more. You didn't know what you wanted, but you needed more. After reading a new book, you couldn't hold in your excitement and needed to share it with someone else, but perhaps you couldn't find someone to do this with and thus ventured onto the internet. There you probably searched something on Google to look for a way to find out more about the awesomeness you just read. That is how most of us probably are here today including me. I remember being a 17 year old high school kid re-reading Order of the Phoenix in the spring of 2005. The Half Blood Prince was coming out that summer and I needed to know more. I ended up finding this wonderful website called Mugglenet, and found myself on a chat network with people who actually wanted to talk about what I was feeling all day. Eventually, I found a game called OQL, and the rest is history.

What I'm trying to say is, I do not believe there is a single thing on this planet besides Harry Potter that could bring us all together and keep us here for a long time. It is so powerful that five years after the books have ended, we still care so much about what they meant to us and what they have done for us. Just think about it for a second. The friends you met, the memories you made, the excitement you felt all through the world J.K. Rowling created. It is truly remarkable to me and I have no doubt in my mind that we will never see anything like this again in our lifetime. No other word could describe bringing together people from all over the world for years and years and years except:

Magical.

Snidgets and Site and Submissions, Oh My!

By Jennifer

Oh look, I get a small spot here all to myself. And broke my own rules on format to fit it! I could go on about how ecstatic I am to see OQL alive again and all, but the others have that covered. So I'll talk a little about some of the neat OQL projects that you all could actively contribute to or help influence!

Take this thing, The Golden Snidget. While this issue was made in secret underground bunkers, future issues will be as community-driven as we can - that means you all can submit whatever you like to theoql@gmail.com and if it is up to scratch, whoosh, you are an article contributor! Gold stars and smiley stickers sold separately. This could be art, comics, articles, interviews...almost anything. Let your imagination fly free. I promise that you won't have to deal with tiny little spaces for...oops, out of room.

Also, if you have any suggestions for things you'd like to see on site, come find me! I'm always eager to hear what people want, and if enough of you ask, then I shall create...eventually...maybe...out of room :(

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Crosswordsearch

By Jennifer

Down

Across

- This broom game is regarded as the most dangerous one
- This Kwikditch player's letter to his cousin illustrates the addition of goal posts to Quidditch
- This was the hometown of a Quidditch team whose mascot was Barny the Fruitbat
- This Quidditch position wears the most protection

H	C	T	I	D	D	I	U	Q	Q	P	B	T	G	Q	Z	3
M	O	A	2							I	A	M	N	E	W	
R	O	N	A	L	D	N	J	H	R	P	O	U	I	4	N	
B	R	L	R	Q	I	I	P	A	I	H	Q	N	N		A	
N	O	T	P	5	U	L	P	R	D	O	P	J	O		N	
U	M	L	B		O	A	R	R	D	E	6	E	M		O	
E	M	U	10		G	T	12	Y	L	N		H	M		H	
N	8	I			N	S	F	11	I		I	U		A		
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H	G	U		I	G	E		E		W	O	P	B	V	E	D
1												Q	X	A	E	N

- This was the first racing broom created for use in sports
- This golden bird was the precursor to the golden snitch
- The flying instructor and Quidditch referee who taught Harry to fly
- This opens at the close
- Quidditch is safest played on this type of land, also known as fens or marshes
- A prototype of this broom was seen by Harry in the summer before third year
- This early bludger was just an enchanted rock that chased people
- This Quidditch foul would be strangely appropriate for a Quiberon Quafflepuncher

Search

- Quaffle Chasers try to toss quaffles into goals so their fans don't get angry
- Gripping Charm used on quaffles so chasers don't become angry
- Quidditch I hope you know what this is, or Rishi will be very angry
- Summoning Charm which Modesty Rabnott used to save a Golden Snidget before fleeing from angry players
- Seeking One of the four quidditch positions, where snitches are caught in an angry rage
- Nimbus A line of broomsticks not designed for encounters with angry trees

The Golden Snidget Staff

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Jennifer

Article Contributors

Rishi William/Magus Jamie

Bonus! (not needed for solution submissions)
??? You'll pass it eventually, but it'll look accidental so don't lose it in your sleeve

Want a printable version?
onlinequidditch.com/SuperPuzzle.html

The first one to solve the puzzle and e-mail the solution to theoql@gmail.com will get to add a new entry to our badwords list (within reason!)
The second part of the prize is a secret...