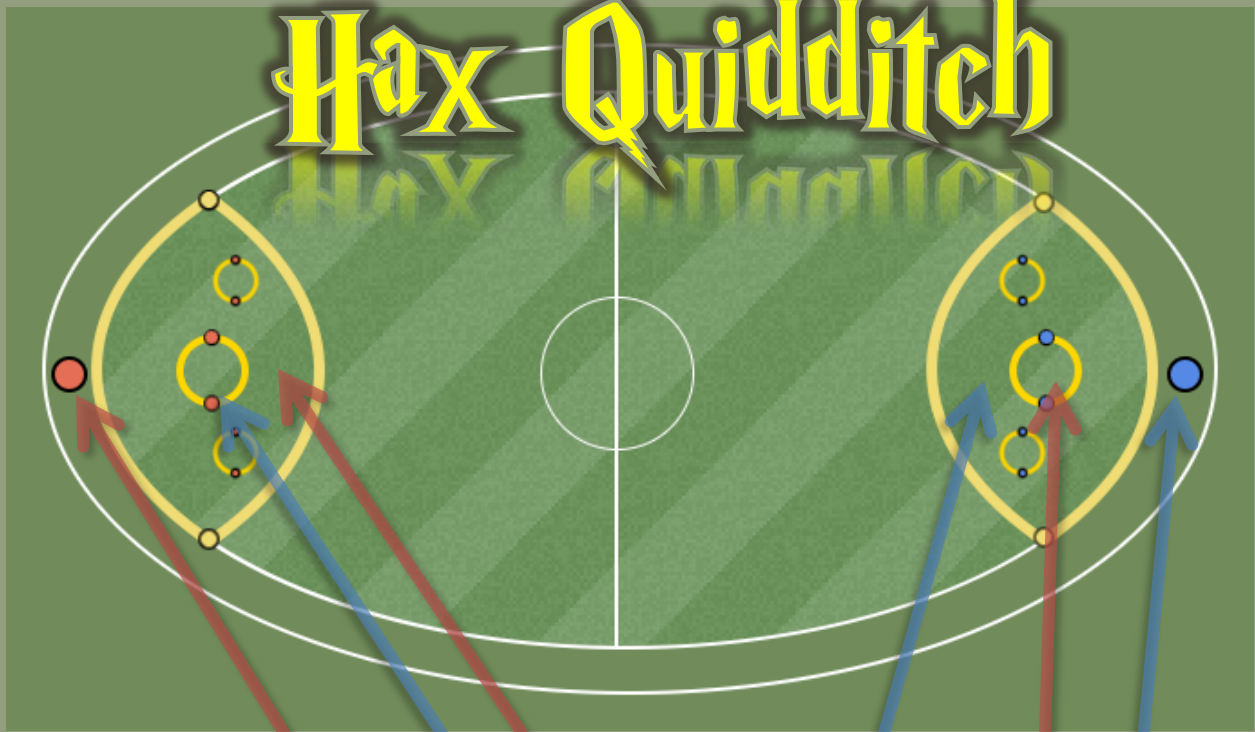


Hax Quidditch



POSITIONS

GK

GOAL KEEPERS: (1 PER TEAM)

Set avatars to **GK** by typing `/avatar GK` (without the quotes).

Must stay inside the yellow **keeper zone**. May not touch the snitch.

GK

CH

CHASERS: (1-3 PER TEAM)

Set avatars to **CH** by typing `/avatar CH` (without the quotes).

Try to score the ball between the opposing team's hoops.

May not enter the yellow keeper zone or touch the snitch.

CH

SK

SEEKERS: (1 PER TEAM)

Set avatars to **SK** by typing `/avatar SK` (without the quotes).

Try to bring the small yellow ball to their own colored circle.

May go anywhere on the field but cannot interfere with play.

SK

BALLS



BLUDGERS (x2): These balls fly around trying to mess you up.



QUAFFLE (x1): Just a normal haxball. This is what the chasers score with.



SNITCH (x1): This is what the seekers fight over. Once it touches one of the colored circles, the game ends. The team that catches it gets 5 additional points.