


# LIGHTHOUSE LOONIES

## ZOOM EDITION RULES

Two lighthouse owners teamed up to sink a pirate ship full of gold off the shore of Zoom Island. But the partnership did not last long when they realised they could get more gold if they took it all for themselves.

 The boat sank in between the two ships and they have hired divers to search the ship but little do they know that that pirate ship was also carrying a dangerous cargo. Genetically engineered tiny ducks that eat treasure, designed to throw onto other pirate ships. So the divers need to be careful when looking for treasure not to find these ducks otherwise the treasure they find will be greatly diminished. Little do they know they have hired the same diver...

Additionally both lighthouses must pass the lighthouse inspections and as we all know the main thing the lighthouse inspector is looking for is a full set of cutlery and crockery. This lighthouse inspector expects to see a fork, knife, spoon, a bowl, a plate and a cup (more needy than a normal inspector!)



So in sabotage the lighthouse owners have broken into the opposing teams lighthouses and hidden those items all around.

### Game Play

There will be three phases of the game:

- The diving phase
- The inspection phase
- Tagging phase

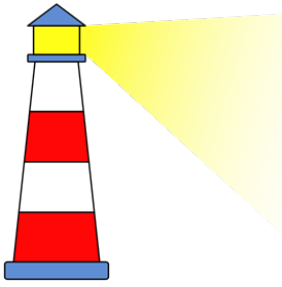


Most treasure by the end of the game wins.

### Diving Phase

In the diving phase an area of the boat will be shown through the divers camera, there are many places to search so the diver will ask each team to direct him where they want to look. But because he is secretly working for both teams he will take alternate instructions from each team and places the treasure found in their respective diving bags. If however a duck is found not knowing the destructive nature of these ducks he will still store them in the bags meaning the ducks will eat some of the treasure.

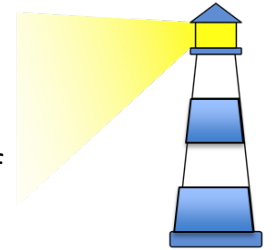




### Inspection Phase

Each team will choose a spy to infiltrate the oppositions lighthouse to hide their cutlery, however the only have 1 minute to do this due to the lighthouse owners shift pattern. Once the spy has done this the lighthouse owner gets back ready to meet the inspector but realise they don't have their full cutlery set. (and as we all know lighthouse owners only have one set) So they will have 2 mins to find as many of the pieces of cutlery as possible. For each piece they don't have by the time of the inspection they will need to pay a fine.

The lighthouse owner can enlist their whole team to try and find the cutlery.



### Tagging Phase

As all wide games there is a need to remove the opposition from the game. The way we do this is by tagging them, how do we do this socially distanced you ask?

Everyone will turn their video off and then on the count of three back on. When they turn the videos back on they should grab a direction. Either above, below, left or right of them. You tag by reaching that direction on your screen.

But this will be based on the field screen! Not on the screen you can see. When that is revealed you must keep the same direction, if you tag someone from the other team they will go to jail.

If you tag someone and are tagged yourself you both go to jail!

After this first round everyone sent to jail will turn their screens off and the remaining players will be allowed to change the direction of their tagging. We will continue until one team is left who will then be able to raid the other base and steal some treasure!

