

Tomb Looters: Live!

by Adam Sequoyah

theSequoyahs.wix.com/HouseRules

A treasure hunting push-your-luck livecast reality show!



2-4 players



15-45 minutes






ages 12+


Objective


Claim the highest total value of treasure by the time the catacombs collapse.


Game Overview

You and your GLM (GLM™ is the brand name for a golem you control) will move around a network of catacombs, and you'll find treasures by rolling dice. Dice numbers represent the values of the treasures. Treasure info is hidden from other players, whether you're playing in person or on a video call. You will know other players' and their GLMs' positions, which you'll track by marking them on your tablet's map.

When you snag a treasure, it will go into your  or  or .




Your GLM  can hold any number of treasures, which will count toward your final score. This golem is like a walking safe to hold your treasures. And no need to worry, your GLM comes equipped with enough curses and jinxes to off-put any would-be pickpockets.

Your backpack  can only hold one of each kind of treasure, values 3-6. You can't drop these treasures. But they will only count toward your final score if you can make it out of the catacombs at game end. If you meet up with your GLM, you can transfer treasures from your backpack into your GLM.

Your hand  can hold any number of treasures. Treasures in-hand are the most vulnerable; it's very easy to drop them. You'll want to get those treasures into your GLM as soon as you can. But if you can make it out of the catacombs at game end, anything still in-hand will count toward your final score.

Setup




Each player needs:

-  player sheet
-  pencil & eraser
-  2d6 (two six-sided dice)

This game was designed specifically to play over video calls. If playing with others in person, you may want to put up opaque screens to keep player sheets hidden.

During the game, you will track your position, your GLM's position, and the position of all other players and their GLMs. All players and GLMs begin in the entrance. (See the "Map" section for details about the entrance.) Write initials or draw icons to represent all players and GLMs in the entrance. You will be erasing and re-marking everyone's positions throughout the game, so make these easy to recreate.

Before the game starts, everyone gets two bonus items and two "treasures." Each player simultaneously does the following:

-  Roll your dice.
- Choose one of the rolled numbers.
- Write in that number in two places on your player sheet:
 - in your GLM 
 - and in your backpack  in one of the top two pockets.
- The number in your GLM represents a cash bonus that will count toward your treasure score at the end of the game.
- The number in your backpack represents a bonus item that can be used during the game. (See the "Bonus Items" section.)

- Repeat the above steps once, so that the top two pockets in your backpack each have a bonus item. (You can have two of the same bonus item.)

Like treasures, info about bonus items is hidden, so keep it secret for now. (See the “Bonus Items” section.)

You & Your GLM

You’ll see references in these rules to “you” and to “other players,” along with references to “your GLM” and “other players’ GLMs.”

This “you” is the character you play in the game. Mark “you” on your tablet’s map with your first initial or a stick figure, etc. You’ll mark other players similarly on the map. Just be sure you know who’s who.

Your GLM™ is an indestructible (and expensive) insentient lifeform. It’s on loan to you for the duration of your experience on *Tomb Looters: Live!* To score a spot on the show, you only had to agree to sell your soul to the producers. More accurately, you put your soul “on loan.” It’s currently secured inside your GLM. You’re connected in such a way that the GLM can carry out your wishes without verbal commands.

Mark your GLM on your tablet’s map by writing your first initial with a box around it. You’ll mark other players’ GLMs similarly on the map.

Your GLM cannot take actions or directly *do* anything besides move and carry treasures. Unless otherwise specified, any time you are supposed to do something, it is “you” who does it and not your GLM.

Round Overview & Phases

In *Tomb Looters: Live!* there is no starting player or player turn order. The game plays in rounds, which each follow three sequential phases. Each phase is played out simultaneously by all players.

Although simultaneous, phases aren’t real-time “races.” They are meant to simulate quick events happening in the dark, with players having a chance after each phase to check their tablets and react to their surroundings as other players move and the map changes.

At the end of each phase, players will announce changes to the catacombs, including where they or their GLMs have moved to, pits that have opened up in the floor of the catacombs, and collapsed hexes. To identify locations, use the map’s columns and rows for reference, such as “6B.”

Phases of a round:

1. **Movement**
2. **Looting**
 - a. 2x look for treasure/move your GLM
 - b. Snag treasures in your hex
3. **Collapse**

See below for details about each phase.

Movement

You can move 0-3 hexes or spaces. (“Hex” and “space” are used interchangeably.) When you’ve decided how you’re moving this round, erase yourself from your previous location, and mark where you’re moving to.

Some movement clarifications & limitations:


- Movement is adjacent, from any hex to another accessible hex which shares a border. (See the “Map” section for info on inaccessible hexes.)
- Everyone is moving around and possibly past each other in very dim corridors. You are not affected by other players, GLMs, or by pits in hexes until you stop your movement. (See the “Map” section for more info on pits.)
- Any time your GLM and you are in the same hex, whether you stop there or pass through, you can dump all the treasures you’ve snagged into your GLM. This means erasing treasures from your hand/backpack and marking them in your GLM.
- You cannot move your GLM in this phase; you will be able to in the **Looting** phase.



After everyone has finished their movement:

- In any order, each player announces to everyone where they are now. Use the map’s columns and rows for reference, such as “6B.”
- On your tablet, erase players’ old locations and mark their new locations.
- Now you might drop some treasures you were carrying. When someone or something steps in from the darkness, it gives you a bit of a fright! That, or they start up a little tussle. The show’s producers

expect and encourage tiffs between contestants, so squabbling is practically an obligation.

If you are forced to drop treasures, you must erase all treasures from your hand . Unfortunately, those treasures bounce away into the shadows and are lost forever! (You cannot drop treasures in your backpack



.) You must drop all in-hand treasures if:

- At least one other player is also in your hex.
- Or if at least one other player's GLM is in your hex.
- Or if you are in a hex with two pits.
- (Note that after this point, you can add treasures to your hand; it was only when they first showed up that caused you to drop your loot.)
- Note that you do not have to announce the path you took to get where you are. If you moved one space away and back to where you started, no one needs to know that you moved at all.

Looting

After movement, you can look for treasure and/or move your GLM. Then you get to snag all treasures in your hex.

Looking for treasure and **moving your GLM** are separate actions, and you can take 0-2 of these actions. You can take any combination of the actions and in any order. What actions you take (or choose not to take) are secret from other players.

Some pitfalls of the catacombs could interrupt your plans, so beware. Once you have begun taking an action, you cannot take it back!

Here is how each action works:

Look for treasure to find the loot you need to win *Tomb Looters: Live!* You're surrounded by brittle walls filled with creepy crypts – and many of them have old valuables tucked inside.







You can look for treasure almost anywhere on the map, not just where you're standing. In your current hex, you can simply kick at the stone to break into a tomb. You also have a practically limitless supply of microdrones which can scout ahead into other hexes anywhere in the catacombs. Each microdrone has just enough power to punch a hole into a dusty wall. But be warned that

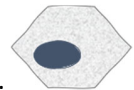
plowing into the walls might destabilize the room and crumble away part of the floor....

To **look for treasure**, do the following:

Choose any hex which has not collapsed and which does not already have two pits. (It's important to commit to a specific hex before you roll your dice.)



- Roll your dice.
- Deal with your results as follows:
 -  to  – If you rolled a 3, 4, 5, or 6, you found some ancient treasure! Each die with one of these numbers counts as a treasure.
 - If you are looking in a hex other than the one you're in, mark the treasures' numbers on your tablet in the hex where you found them. You may be able to snag them later.
 - If you are looking in your hex, you immediately snag these treasures.
 - Mark the pockets in your backpack  that match the numbers, to show those pockets are filled. (Each numbered pocket of your backpack can carry at most one treasure of that value.) If a treasure's matching backpack pocket is filled, mark the number of the treasure in your hand . Example: You roll a 3 and a 4. Your "3" backpack pocket is empty, so mark that space to show you have a 3-value treasure there. Your "4" backpack pocket is marked as already having a 4-value treasure there, so write the number 4 in the palm of your hand.
 - Or if your GLM is in your hex, you can mark these treasures in your GLM without having to carry them yourself.
 -  or  – If you rolled either a 1 or a 2, the unstable floor shifts, and part of the ground falls away into a pit!



- Mark the pit on your tablet.
- If you are looking for treasure in your hex and this is the second pit on the hex:
 - If this was your first action this round, you cannot take another action this round.

- When a second pit appears, you still get to snag treasure you found during this action. (For example, with one pit in your hex if you roll a 2 and a 4, you snag a “4” treasure then mark a second pit in the hex.) But if you only have room for the treasure in your hand, you can’t hold it and it’s lost forever. (See the “Map” section for more information about hexes with pits.)
- Note that one roll never adds two pits to a hex.
- Where their GLM is now. Use the map’s columns and rows for reference, such as “6B.”
 - On your tablet, erase the GLMs’ old locations and mark their new locations.
 - Note that if your GLM moved one space away and back to where it started, no one needs to know that it moved at all. Your secret stays in the dark!
 - Now, if at least one other player’s GLM is in your hex, you must drop all in-hand treasures.
- New pits that have appeared in the catacombs and where they are. Mark these pits on your tablet.
 - No hex can have more than two pits. If anyone else announces a pit is in a hex that already has two pits, nothing further happens.
 - If you are in a hex with two pits, you must drop all in-hand treasures.

Note that you can look for treasure in hexes where other players (and/or their GLMs) are. They will never find the treasures you discover; only you will have access to them. But looking where they are might cause pits to appear. You wouldn’t want that to happen to anyone, would you?

Moving your GLM is much like moving yourself in the **Movement** phase. (See the “Movement” section.) But some things are different about GLM movement:

- Your GLM can only move one hex per action. (For a maximum of two hexes per turn.)
- Your GLM can move into and out of collapsed hexes.

When you’ve decided how you’re moving your GLM, erase it from its previous location on your tablet, and mark where it’s moving to.

Note that moving your GLM doesn’t involve rolling your dice, but looking for treasure always does. If other players can partly see or hear what you’re doing, when you move your GLM you may want to roll your dice for no game effect but to prevent your opponents from knowing what you’re up to!



Snagging treasures is the next step after completing your actions. If any treasures are marked on the floor of your hex, snag all of them. Erase them from your tablet and mark them in your backpack and/or your hand, as described above for treasures you find in your hex when looking for treasure.

⏪ After everyone has finished their **Looting** phase actions and snagging treasures, each player, in any order, announces to everyone:

Note that your GLM can never look for treasure or snag treasures. It can only hold onto treasures you transfer to it.

Collapse

Once the show has progressed far enough, the producers require you to detonate charges set around the catacombs!

- Check your watch . It has one or more countdown boxes, depending on the map you’re playing.
 - If at least one of the countdown boxes is unmarked, mark one off.
 - All players do this, so the same amount of time remains in the countdown for all players.
 - Skip the rest of this round, since your detonators are not yet active.
 - If your countdown is already complete (all countdown boxes were marked out on previous rounds), follow the next steps to collapse a hex.
-  Roll your dice.
- Choose one of the rolled numbers. In the map column matching that number, choose a hex to collapse which hasn’t yet collapsed.
 - The hex you choose must be along the border of the catacombs (thick, fuzzy edge) or adjacent to a hex that has already collapsed.

- You *must* collapse a hex. If you only rolled numbers that don't match any columns with hexes that can collapse, re-roll your dice until you can collapse a hex.
- Mark off the hex on your tablet.



After everyone has finished collapsing hexes:

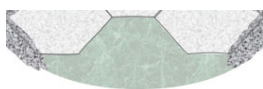
- In any order, each player announces to everyone what hex they collapsed.
- Mark off these hexes on your map. (And pay attention to which hexes are collapsing *this round*.)
- No hex can collapse more than once. If anyone else announces a hex that another player collapsed this round, nothing further happens. Those players detonated their charges at the exact same moment.
- After all collapsed hexes have been announced, if you are in a hex that collapsed this round, you must immediately move to the closest not-collapsed hex.
 - You can outrun the collapse of hexes around you as they collapse this round. But you cannot move into hexes that were already collapsed before this round.
 - If you cannot flee into a nearby not-collapsed hex, you are trapped under the rubble ... forever! If this happens, any treasures you were carrying are lost. But you could still win. (See the "Game End & Scoring" section.) And your game is not over! You will still take turns like normal, except that you will not be able to move, and you cannot take the **look for treasure** action. Your soul persists inside your GLM!



After everyone has finished fleeing from collapsing hexes:

- In any order, each player announces to everyone where they are now. Use the map's columns and rows for reference, such as "6B."
- Players, GLMs, and pits could affect each other now just like when they move into the same hex in the **Movement** phase. (See the "Movement" section.)

Map



- **Entrance**
 - All players and their GLMs start the game in the entrance to the catacombs.

- This grassy area acts as one large "hex" or space. You can move *into* the entrance from a hex adjacent to it, which counts as moving one space. You can move *from* the entrance to any adjacent, not-collapsed hex, which counts as moving one space.
- You cannot **look for treasure** if you are in the entrance, and you cannot target the entrance when looking for treasure from another hex.
- The entrance is well lit and large enough that players easily avoid one another. So players and GLMs don't cause others to drop treasures here.



- **Normal Hexes**

- Nothing extra-special here. Players can look for treasure in tombs in these hexes, and they are accessible to everyone for movement.



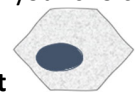
- **Collapsed Hexes**

- These hexes are inaccessible. Players cannot move into or through these hexes.
- GLMs are unaffected. They can move into and move from these hexes, no problem.
- No treasure can remain on the floor of the hex. If any treasures were marked here on any player's map, those treasures are lost in the rubble.
- You cannot **look for treasure** in one of these hexes (targeting it to look for treasure).



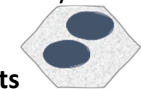
- **Magicified Hexes**

- A strange, magical aura permeates these hexes. When you **look for treasure** in one of these hexes, once per roll you can reroll your dice! You can reroll both dice or one die of your choice.



- **Any Not-Collapsed Hex with One Pit**

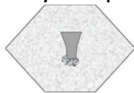
- No effect. Treat these hexes normally.



- **Any Not-Collapsed Hex with Two Pits**

- If a player stops their movement in one of these hexes, they must drop all in-hand treasures.
- No treasure can remain on the floor of the hex. If any treasures are dropped here or were marked here on any player's map, those treasures fall away into the chasm.

- Players can move through these hexes normally, with no effect, as long as they don't stop here.
- GLMs can move into these hexes normally, with no effect.
- You can take the **look for treasure** action from one of these hexes, but only to look in a different hex. You're just able to keep yourself pinned to the wall while you operate your tablet.



• Support Pillars

- These hexes function like normal hexes in practically every way.
- But when two of these hexes collapse, the whole place will collapse! (See the "Game End & Scoring" section).

Bonus Items

Bonus items and their abilities are listed on your player sheet. Each bonus item has a one-time use during the game*. Bonus items are not considered treasures and do not count toward end-game scoring.


◀ When you use a bonus item, after the phase in which you use it finishes, you must announce what bonus item you used. Erase the bonus item from your

backpack .

*Note: the **Fanny Pack's** one-time use provides an ongoing ability. You only have to announce when you have "used" (or when you have first strapped on) a Fanny Pack. If and when you put treasures into your Fanny Pack is secret.

Game End & Scoring




The game ends after two hexes with support pillars

collapse.  When this happens, complete the current round's **Collapse** phase before proceeding to the next steps below.

To end the game, all players and their GLMs must, if possible, immediately move to the catacombs entrance. Like normal, players are blocked by collapsed hexes. So you need a clear path to make it out, but your GLM makes it out automatically. Then the rest of the

catacombs collapses behind you (but you don't need to mark out the remaining hexes).

Each player adds up the values of all treasures in their:

-  GLM
-  backpack (if they made it out)
-  hand (if they made it out)

The **winner** is the player with the **highest total value** of all their treasures.

In the case of a tie, the player who made it out of the catacombs (and not just their GLM) wins.

Teams Variant

When setting up, form more or less even teams.

Teammates can discuss any info they discover. Treasures a player discovers can be snagged by their teammates.

When teammates and their GLMs move into the same hex, it doesn't cause them to drop in-hand treasures.

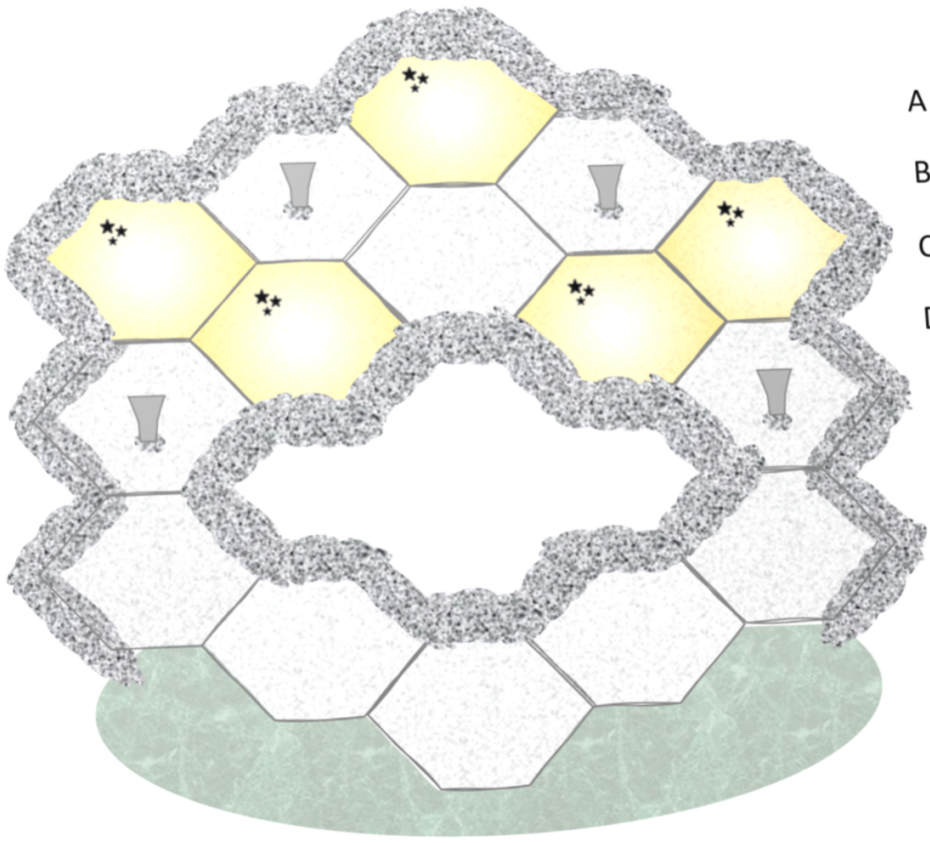
At the end of the game, calculate each team's score by adding together teammates' scores. In the case of a tie, the team with the most players who made it out of the catacombs wins.

Special thanks to my wife, Jamie, for her graphics, her fun, and for exploring the catacombs of the creative process with me.

Tomb Looters Level!



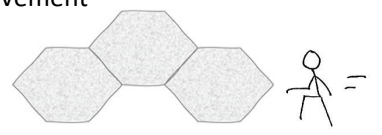
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Ring of Doom
2P
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I. Movement



II. Looting

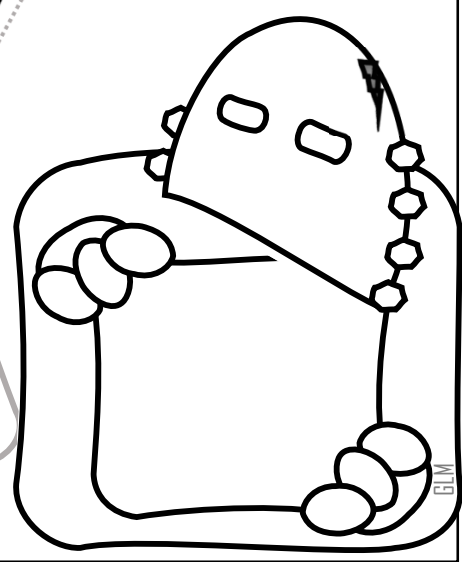
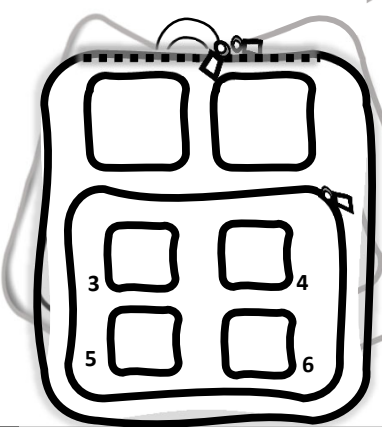
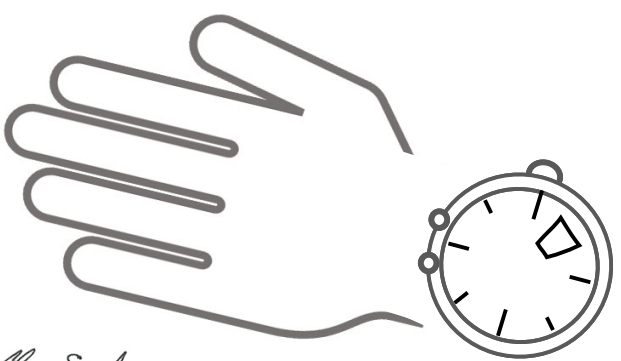


III. Collapse



Bonus Items

- Ankh - Move 1-2 hexes any time, even as a reaction to something before it affects you.
- Phase-Shift - While moving, you can move through collapsed hexes.
- Grabber Claw - Snag any & all treasures as you move.
- Fanny Pack - For the rest of the game, you can hold an extra treasure as if it were in your backpack.
- Kid Leash - When moving your GLM, you can move it 1-2 extra hexes.
- HacX-ray App - Look at any player's or or .

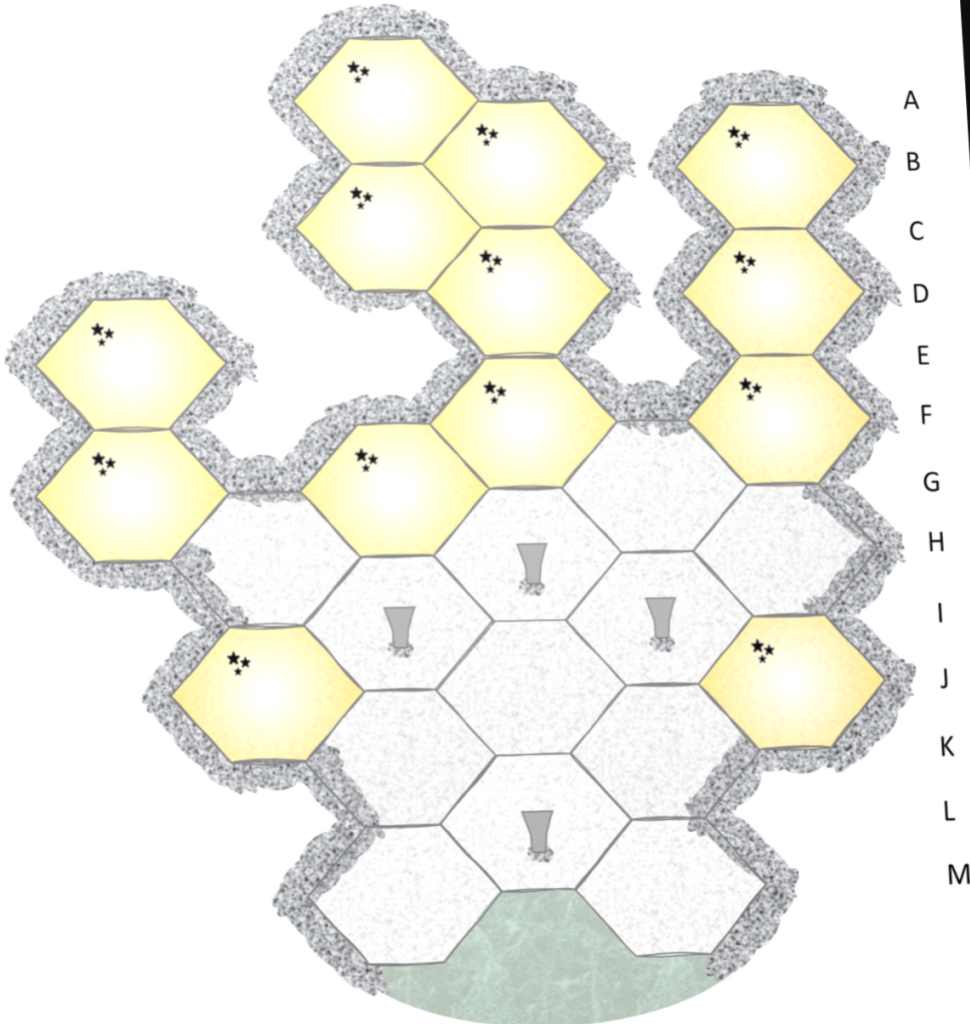


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Tomb Looters Live!



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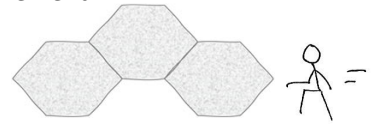
Skeleton's Claw

3-4P

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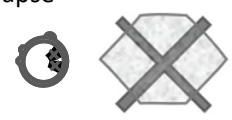
I. Movement



II. Looting

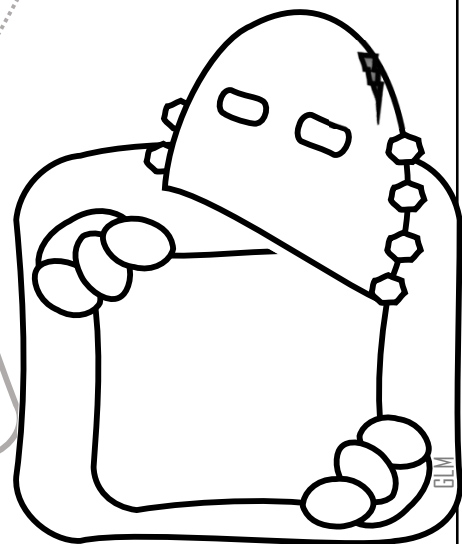
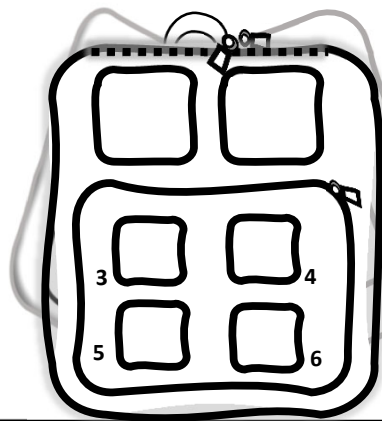


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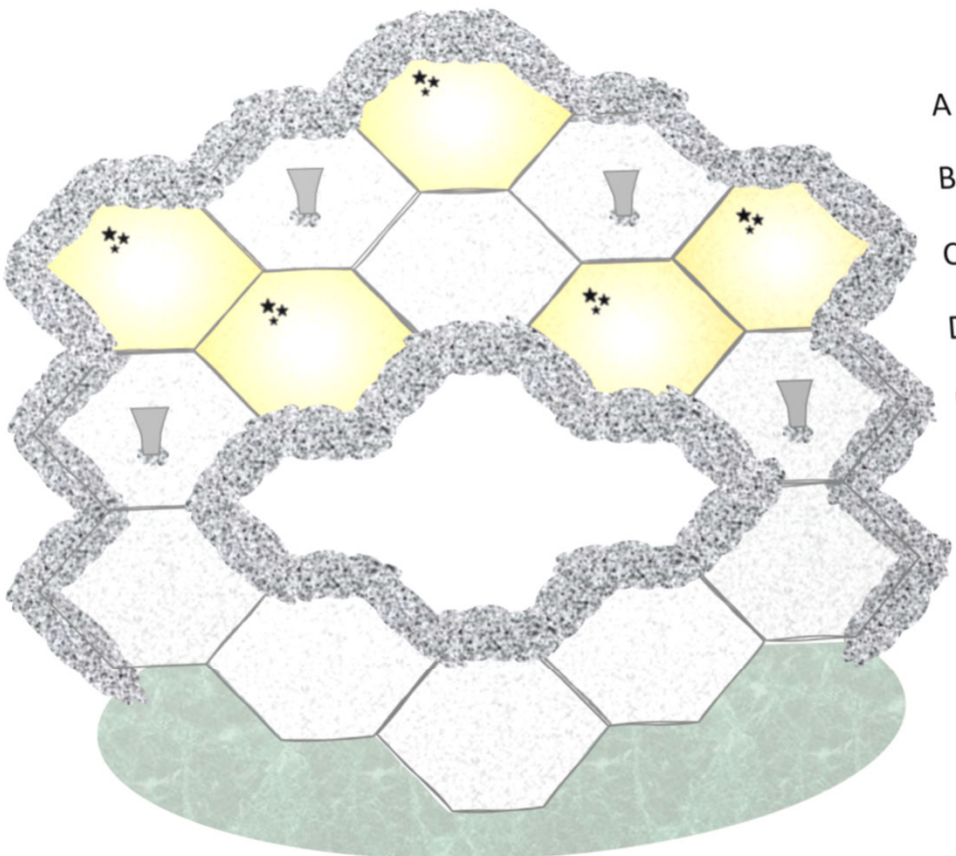
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GLM

Tomb Looters Level



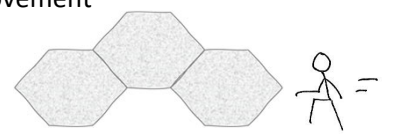
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Ring of Doom
2P
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I. Movement



II. Looting

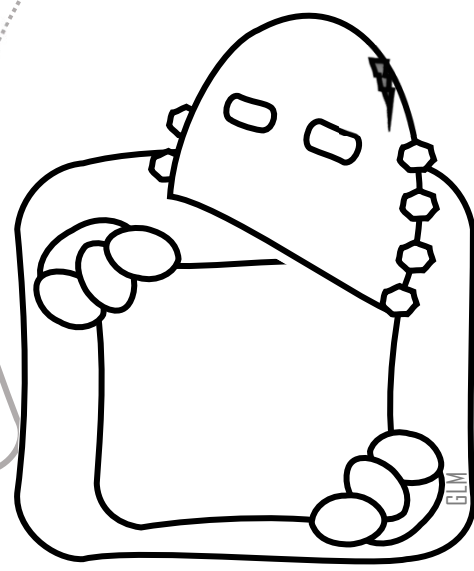
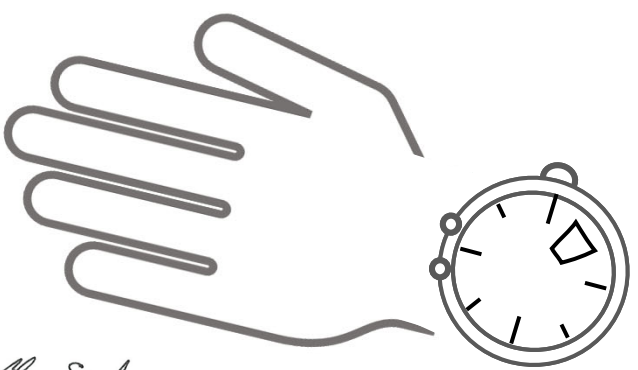


III. Collapse



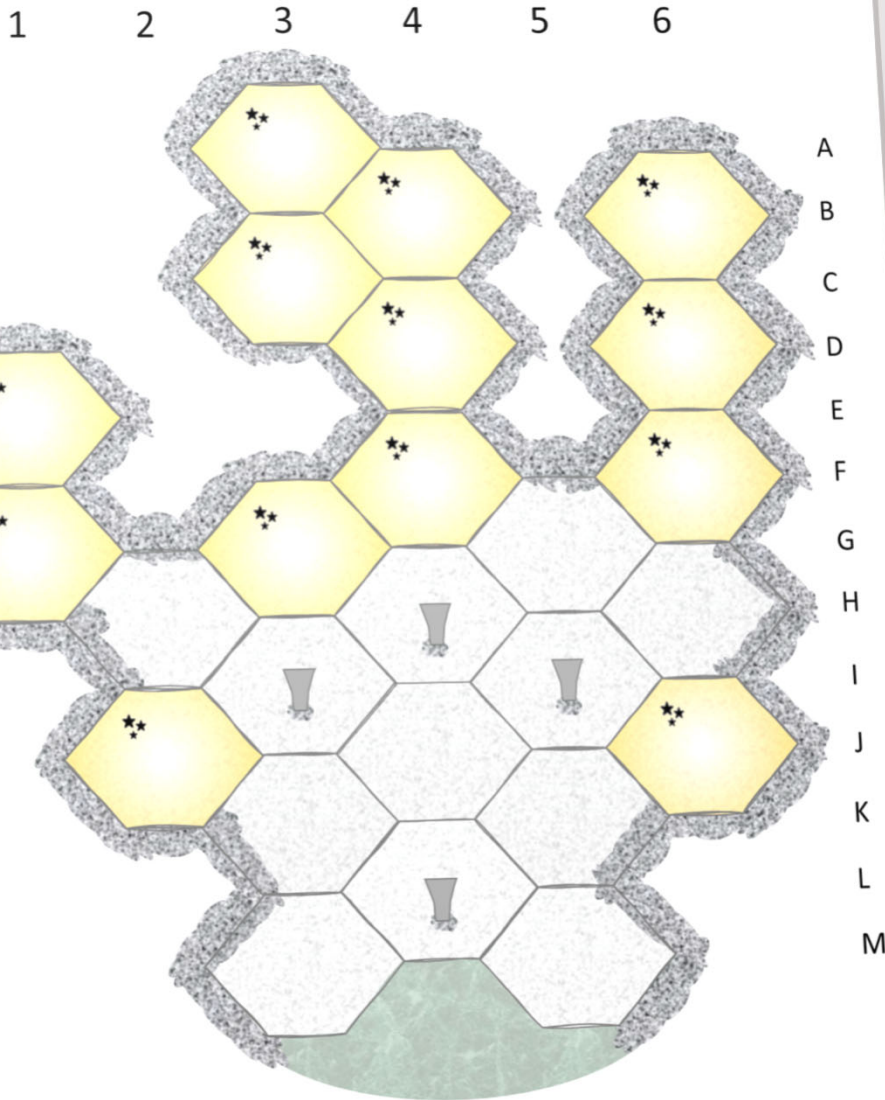
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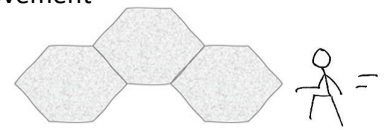


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Tomb Looters Level!



I. Movement



II. Looting



III. Collapse



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Skeleton's Claw

3-4P

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