

2-5 Players

Ages 6+

Flashlights & Fireflies

The Game of Shine and Seek

Rules of Play

Contents

- 36 woods tiles
- 20 firefly tokens
- 6 player pawns with stands
- 6 player tiles
- 6 flashlight cards
- 1 game board
- 1 wooden die

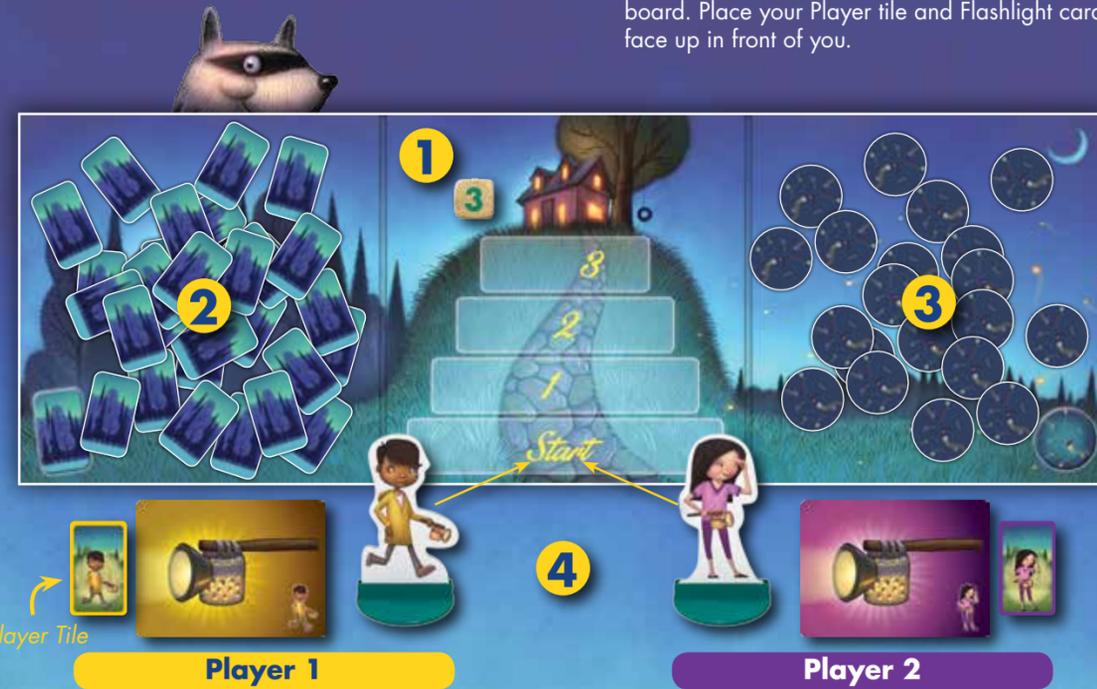
Overview

Welcome to the game of firefly-powered flashlight freeze-tag! First, **hide** your player in the woods. Then, **catch** fireflies to power up your special flashlight. Then, use your flashlight to **shine** and seek other players. Anyone found is frozen, but everyone else will **sneak** closer to home. The first player to reach home wins!

Set Up

- Place the game board and wooden die in the center of the playing area.
- Look through the tiles (trees back) and remove all (6) that show players. Then turn the rest face down, mix and scatter them in the "woods" (left side of the board).

- Turn all of the Firefly tokens face down, mix and then scatter them on the "firefly field" (right side of board).
- Each player selects a Player tile along with matching pawn and Flashlight card. (Place any unused sets back in the box.) Put your pawn in a stand and then place it on the "Start" space on the board. Place your Player tile and Flashlight card face up in front of you.



How to Play

Flashlights & Fireflies is played over a number of rounds. The person who last played a game of tag starts the first round and play continues to the left. A round consists of four phases: **Hide**, **Catch**, **Shine**, and **Sneak**.

1. Hide Draw Woods tiles to hide your player. There are two types of Woods tiles: **Trees** which are the most common, and some **Pests**.

- In the first round all players draw three Woods tiles from the Woods pile.
- On later rounds, if you were **frozen** you will draw two extra (2-3 player game) or one extra (4-5 players) Woods tile(s). If you weren't **frozen**, you don't draw any tiles.

Add new Woods tiles to any you had from previous rounds. Mix in your Player tile and spread them all **face down** in front of you so the other players don't know where you are hiding. (You may always look at your tiles!)

Starting Player Set Up



2. Catch Let's catch some fireflies! Starting with the first player and moving to the left, each player takes a turn rolling the Firefly die and then drawing and revealing the number of Firefly tokens equal to the number rolled.

If the Firefly token shows one or more **fireflies**, place it on your Flashlight card. *Note: You can have up to three Firefly tokens on your flashlight at a time. If you have more, choose which to discard.*

If the token shows a **mosquito**, oh no! You caught a nasty mosquito! Put the token back face down into the field. This counts as a draw for your turn.

3. Shine Power up your flashlight to freeze other players! Starting with the player who rolled the die, take turns placing your Firefly tokens **face up** in front of other players and try to find them. You can place all, some, or none on **any player not already found**, but you must decide before revealing tiles. You can also save some fireflies on your flashlight for another turn.

Once you've placed your fireflies, turn over one Woods tile at a time for each firefly on the token you placed in front of that player. For example if a token has two fireflies, you can reveal two tiles. If you reveal:



Player You've found that player and they are **frozen** for the round! If you have fireflies in front of other players, continue your turn.

Trees The player is still hiding! That player should say out loud, "Keep looking!"



Pest (bat, raccoon or opossum) You have been scared away by a nighttime prowler! Your turn ends immediately. Discard any remaining Firefly tokens you placed in front of players back in the firefly field.

If you have no Fireflies in your flashlight, you take no Seek action for this round.

Note: If you've placed Fireflies in front more than one player, pick one to look for first.

4. Sneak Once everyone has taken a turn shining, then it's time to **Sneak**!

- If you are not **frozen**, move your pawn one space closer to home!
- If you are **frozen**, you don't move. But, you will add two more Woods tiles or one more tile in a 4-5 player game in the next round during the **Hide** phase.

Starting a New Round

Place all used Firefly tokens back **face down** in the firefly field and mix them up. If no one is on home, start a new round by once again following the above four steps (Hide, Catch, Shine, Sneak).

Winning the Game

The first player to reach home wins! If two or more players reach home at the same time, the player with the most face down tiles left wins. If still tied, have a firefly catching contest. Each player draws one Firefly tile from the field. If you draw the most fireflies, then you win. If still tied, draw again!

A Word from Gamewright

Few things bring smiles to our faces like the childhood memories of playing outside in the summer between dinner and bedtime. There's something about that magical hour that gets at the core of what it is to be free as a kid. Game inventor Jeff Johnston beautifully captures this essence in this elegantly balanced game that evokes both a sense of the magical (firefly-powered flashlights!) and the exhilaration of running around in the backyard playing hide-and-seek in the dark.

Game by Jeff Johnston
Illustrations by Will Terry



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