Overview
The game of Flashlights & Fireflies is played by hiding and finding players from the safety of your flashlight! Each player has their own board and a special flashlight card. Each round consists of four phases: Hide, Catch, Sneak, and Shine. The player with the most face down tiles left wins!

How to Play

1. Hide

Start off by hiding. The first player is determined by rolling the die. The first player must start at the “Start” space on the board. Once you are set up, it’s time to hide! Only one player at a time may hide. Each player takes a Player tile and a Flashlight card. (Place any matching pawn and Flashlight card. (Place any common, and some are two types of Woods tiles: Trees and Hills. There are two players or one player is placed in front of that player. For example if a token has two fireflies, you can reveal two tiles. You can also save some fireflies on your flashlight for another turn.

2. Catch

Let’s catch some fireflies! Starting with the first player and moving to the left, each player takes a turn placing their Firefly token. You can place all, some, or none on the “firefly field”. If the token shows a mosquito, you lose one firefly. If the token shows one or more fireflies, you can reveal two tiles. If you reveal:

3. Sneak

If you have no Firefly tokens, you may place one extra. If you were frozen, you don’t move. But, you will place your Firefly token face up in front of you. For a 2-3 player game in the next round during the Hide phase, add two more Woods tiles or one more tile in common, and some are two types of Woods tiles: Trees and Hills. There are two players or one player is placed in front of that player. For example if a token has two fireflies, you can reveal two tiles. You can also save some fireflies on your flashlight for another turn.

4. Shine

Once everyone has taken a turn shining, it’s time to Sneak! Glance at the first player and move to the left, each player takes a turn placing their Firefly token. You can place all, some, or none on the “firefly field”.

Winning the Game

If the token shows a Pest (bat, raccoon or jester), you take no Seek tokens. If you have no Firefly tokens, you may place one extra. If you see a mosquito, you lose one firefly. If the token shows one or more fireflies, you can reveal two tiles. If you reveal:

A Word from Gamewright

As a child, there is nothing more magical than being outside in the backyard playing hide-and-seek in the dark. Flashlight & Fireflies 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 evening. 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 a kid. Game inventor Jeff Johnston beautifully harnesses this concept in a fun and innovative way. Flashlights & Fireflies is filled with children of all ages.

Illustrations by Will Terry

Game by Jeff Johnston

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