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# FLASHBACK

## LUCY

Illustrated by Laure de Châteaubourg,  
Jennifer Mati and Jiahui Eva Gao.

LEARN AS YOU PLAY



### CONTENTS

*You play Lucy Estrange, a teenager with a very special power. When she touches an object belonging to someone who has disappeared, she is drawn into their last vision! Will this help her learn more about the abominable mansion behind whose peeling walls lurks a mysterious shadow?*

*Flashback: Lucy is a cooperative tabletop game where you must work together to explore scenes frozen in the past, and solve the mysteries that surround them by answering questions.*

In this box you will find a grand adventure split into 4 Chapters. **These Chapters are to be resolved in order.**



61 large  
Vision cards

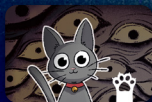
Vision 1 – 2015

Vision 2 – 1971

Vision 3 – 1818

Vision 4 – 1692

64 mini cards



Greebo



Runes



Questions



40'



8+



1-4

Scorpion  
Masqué



## GOAL OF THE GAME

A game of *Flashback* consists of playing one Chapter. To win, you must completely explore the Chapter's Vision of the past and cooperate to answer the Chapter's Questions together.

## SETUP

- Choose a **Chapter** (you MUST play them in order) and open the Story booklet to the corresponding page.
- Take the Story cards of the chosen **Chapter** and place them in a face-down pile on the table.
- Place all the mini cards in a second face-down pile on the table.
- Place the 'Greebo' mini card near the pile of mini cards.



## GAMEPLAY

Each *Flashback* **Chapter** invites you to explore a Vision, frozen in time, through multiple points of view simultaneously.

Each game is played following these steps in order:

1. INTRODUCTION
2. VISION
3. QUESTIONS
4. CONCLUSION

## 1. INTRODUCTION

Open the Rulebook to the chosen **Chapter** and read the Introduction text and the first page of the comic strip.

**Careful:** Stop reading at the end of the comic strip, and do not turn the page yet. You could accidentally stumble on the answers to the Chapter's Questions.

Some sentences in the text or the comic strip will clearly tell you to get a specific card from the mini card deck.

Example:

Take the mini card.

After finding the indicated cards, you can use them by following their instructions.

## Finding Mini Cards

When you play *Flashback*, whether during the **INTRODUCTION**, **VISION**, or **CONCLUSION**, you will be directed to take mini cards.

When you see a complete Rune symbol (the circle around the symbol is Complete Rune

To make a half-symbol full, you will need to find another mini card with the missing half as you play.



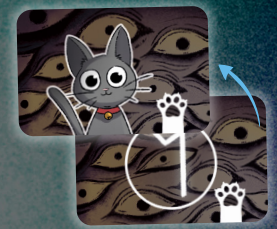
You will then be able to take the corresponding card and reveal it, unless it has the 'Greebo's Paw' symbol on it.

## Greebo's Paw Symbol

During the **VISION** phase, you will come across mini cards that bear the 'Greebo's Paw' symbol.

**Do not immediately flip over these cards.** You will be able to turn them over later, during the **CONCLUSION** phase.

These cards are elements Lucy discovers in the present thanks to information she received during her Vision of the past. The **VISION** must therefore be finished before they can be used.



## Mini Cards

There are many types of mini cards that are used in different ways:

### Photo Gallery Mini Cards

When you find a card like this, you can place it in a Photo Gallery, located just before the comic strip.

This will give you information that will be useful during the current Chapter or in future ones.



### Comic Strip Mini Cards

These mini cards show Lucy as she searches the mansion.

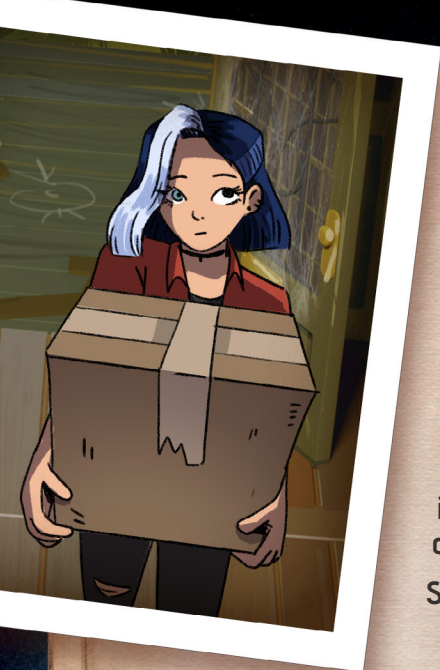
They are to be placed on the proper frame of the comic strip to reveal a complete symbol, allowing you to draw a new mini card.











I'm Lucy Estrange, 15.

I love pasta, 70s music, and my cat Greebo, who's also my only friend. This is partly because we move a lot, and partly because I have a power I can't really talk about: If I find an object that was in the hands of someone who's disappeared, I relive their last vision. When I try to discuss this with my father, he gets uncomfortable and grumbles, "Ah, if your mother were here..." But my mother died when I was little.

So it's hard to talk about it with her...

Take the  and  mini cards and place them in the Photo Gallery  on page 8.

A few weeks ago, I received this intriguing letter along, with this photo and pendant:



*My dearest Lucy,*

*Your mother probably never told you about me, which I expect is for the best. With this letter you will find the papers making you the sole proprietor of our ancestral family home, Cliff Mansion. No one has lived there for years, and I can no longer take care of it. The recent events are proof of my failure. I no longer have the strength to protect the world from this mansion.*

*I also pass on to you this pendant. Its symbol is the only thing that can hold back the terrible Shadow that haunts this place. You are the last of our family's lineage. It is time to take your rightful place.*

*I hope you can find a way to forgive me.*

*Your aunt,  
Alice Cliff*

A mansion all to ourselves? On the coast, with nothing to pay? Happiness for my father, pure and simple. So that's that. We're moving. And so begins my story...



# CHAPTER 1

The day of the Big Move is finally here!  
While dad lugs the last of the furniture inside, I'll take a look  
around the house with Greebo.

Go take a look inside!

It's your house, after all.

There's even a greenhouse!

Can you believe this?

And a library!

Perfect for a bookworm like you...

Your room is upstairs!



Take the  mini card.



# CHAPTER 2

After having discovered what happened to the last people who visited the mansion, I'm starting to understand why my aunt decided to pass the torch to me. But I wonder what this strange lamp is used for.



What in the world was that?



This mansion is seriously huge...



...there's a new mystery to discover!



Take the  mini card.



# CHAPTER 3

Now I understand what made Mom's family run away from this place. But that won't stop me from continuing my exploration and discovering all the dark secrets hidden in this mansion.





# CHAPTER 4

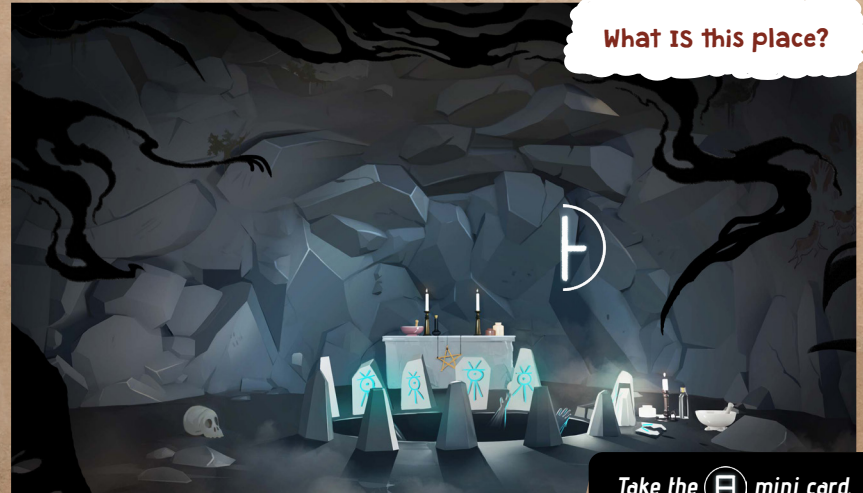
So it's because of those strange experiments that the Shadow was set free in the mansion to cause such suffering. I can hear wind whistling through the cracks of this secret door. I wonder what new horrors I'll discover here.



Lucy?  
Lucy, are you coming?



What IS this place?



Take the  mini card.

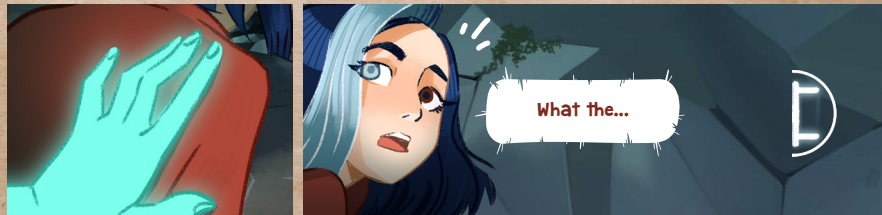




The Shadow!



It's... everywhere!!



What the...



Disappear and return to where you came from!

Lucy?

Lucy, where are you?

Thanks to her ancestor and the powers of her bloodline, Lucy is able to re-form the circle of protection that kept the Shadow imprisoned. Now that the world is safe, Lucy has no choice but to accept her eternal role as Guardian... Unless she can discover a way to get rid of the Shadow forever.



DO NOT OPEN - Sealed Page







**DO NOT OPEN**



# ANSWERS

For each correct answer, cross off a little cat. If you have crossed off all the cats, you have played a perfect game. Congratulations!



A mind-control spell. The bound witch uses the concoction to control the man on the stairs. This is why he shoots his colleague rather than the ancestor.



The rock drawings on the cave walls suggest they've been guarding the Shadow since prehistoric times.



It is wrapped in a blanket in the arms of the man standing on the stairs.



The man standing in the cave smashing the protective stones with a club.



The man in the red pants. He's the only one aiming his pistol at the witch.



## Chapter 4

The gardener in the family portrait and in the study. We can see the muddy tracks left by the gardener's boot (and bag leg!) and the carriage used to transport the body.



A bolt of lightning struck the mansion, shattering the sphere containing the Shadow. We can see the scene that was filmed when all the slides are put back in the right order.



It's an ancient vacuum cleaner modified to capture the Shadow.



The scientist's wife. We can identify her by arms on the portrait and tombstone.



## Chapter 3

A witch/ghost? She was drawn showing them the symbol that frightens the Shadow.



Alice's bedroom, which is the only room with no paranormal activity on the screen, because it's protected by the symbol.



Alice (Lucy's aunt) and her parents are in the bedroom, in the blanket fort. Esmeralda is in the library tracing the protection symbol.



The Shadow grabbed the parents' bed, which passed through the floor of their bedroom.



Esmeralda (Cliff, Lucy's mother when she was young) You can recognize her by the colour of her clothes.



Ghost hunters/occult specialists hired to capture the Shadow.



## Chapter 2

He's in the hall, disguised in rags with a bag over his head. He's recognizable by his shoes, which are different from the others.



The protection symbol that was drawn on it. The protection symbol that was drawn in the piano room and the other on the open door in the hall. Half is on the wall of the gangs symbol. Half is on the wall she's the only one who finished her graffiti! Because she's the only one to because the girl with the green spray paint.



The owner of the cap was caught by the Shadow.



## Chapter 1



We finance the replanting of all the trees used in the production of our games.

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