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LEARN AS YOU PLAY



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.



CONTENTS

Greebo Runes

64 mini cards

61 large

Vision cards

Vision 1 - 2015

Vision 2 - 1971

Vision 3 - 1818

Vision 4 - 1692



Questions





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.

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





Finding Mini Cards

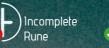
When you play *Flashback*, whether during the **INTRODUCTION**, **VISION**, or **CONCLUSION**, you will be directed to take mini cards.

When you see a complete Rune symbol (the circle around the symbol is complete), you can take the corresponding mini card from the deck.



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.



Question Mini Cards

These cards give you Questions that you must answer at the end of the **VISION**. Leave them face up on the table so all players can easily read them during the **VISION**.

You can discuss and formulate hypotheses if you have some ideas when you reveal the card. Don't worry if you're wrong! You probably don't have all the necessary information to solve it immediately, anyway. It's only at the end of the **VISION**, during the **QUESTIONS** phase, that you'll need the correct answers.

2. VISION

During the introduction, you'll find a mini card indicating the start of the **VISION** and asking you to draw the Vision (or) card for the **Chapter**.

Place that card in the middle of the table, easily visible to all players. The Vision has begun!

Drawing More Cards

When you see a card number on the picture **9**, you can look for that card **9** in the pile and reveal it. It corresponds to a new point of view for the scene you're visiting

When you see the **Zoom** \bigotimes symbol on a card, it means you can zoom in on a detail. You can retrieve and reveal the card of the same number with the **Zoom** \bigotimes symbol.

Take your time to observe and understand what you see. Don't turn the cards over too quickly!

Reminder: You'll also find symbols corresponding to mini cards, revealing Questions **?01** or other elements. *See 'Mini Cards'*.

Careful: Don't forget that cards with Greebo's Paw must not be revealed immediately, but slid under the Greebo card.





End of the Vision

When you have revealed all the Vision cards of the **Chapter** you are playing, you can move to the next phase!

3. QUESTIONS

Reread each **Question (?01)** and give your final answers as a team. Once you've agreed on all the answers, look at the solutions on the back of the Rulebook.

For each correct answer, cross off a little cat 🥪 with a pencil or pen. If you've ticked all the cats, congratulations, you've had a perfect game!

Once all the answers have been discovered, there's one last stage: the **CONCLUSION**!

4. CONCLUSION

Take all the mini cards you slid under the Greebo card during the VISION.

Use each as indicated in the **MINI CARD** insert to discover the final mysteries of the **Chapter**.

The game is over!

You can put all the mini cards back in the pile, except those in the album [1], which remain there until you've explored all 4 **Chapters** and discovered the end of Lucy's story.

The next time you play, move on to the next Chapter.

REMINDERS AND CLARIFICATIONS

- This is a cooperative game, so help each other out to find the answers!
- You can only look at a card if you've found its number on a face-up card.
- You can look at the cards in any order you like. There is no set order.
- You can look at any card in the deck. There's no limit to the number of cards you
 can look at. But be careful! Slow down! Take the time to observe and understand
 what you see before turning over another card, otherwise you'll get lost and won't
 be able to solve the mysteries.
- When you discover a Question, you don't necessarily have all the answers you need. Start formulating bits and pieces of an answer anyway. Don't worry if you're wrong at this point.

You now know all the rules. You can start your adventure by reading the Introduction on the following page and starting Chapter 1.



I'm Lucy Estrange, 15.

1 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 1 have a power 1 can't really talk about: If 1 find an object that was in the hands of someone who's disappeared, 1 relive their last vision. When 1 try to discuss this with my father, he gets uncomfortable and grumbles, "Ah, if your mother were here..." But my mother died when 1 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, 1 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 I also pass on to you sol

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....

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.



After having discovered what happened to the last people who visited the mansion, 1'm starting to understand why my aunt decided to pass the torch to me. But 1 wonder what this strange lamp is used for.

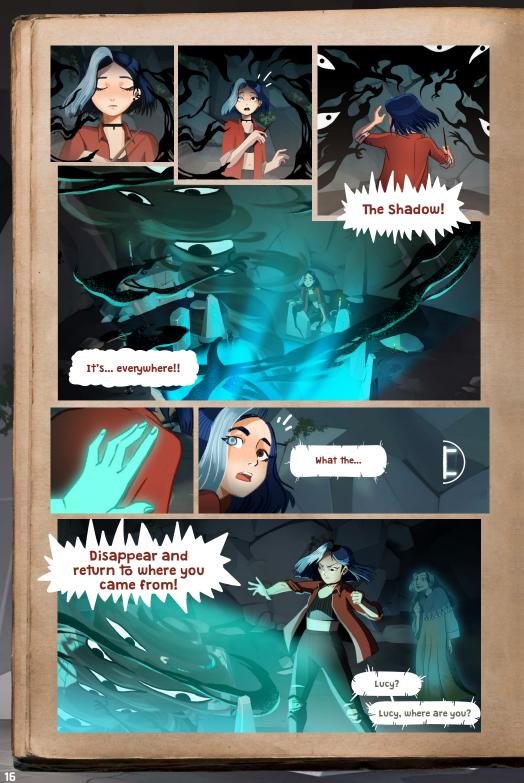


Now 1 understand what made Mom's family run away from this place. But that won't stop me from continuing my exploration and discovering all the dark secrets hidden in this mansion.



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.





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.

DED.

В

NOT OPEN



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

Translation: Matthew Legault

Head of Studio: Manuel Sanchez Project Manager: Marc-Antoine Doyon Illustrations: Laure de Châteaubourg, Jennifer Mati, and Jiahui Eva Gao Graphics: Hervine, Storyboard: Jérôme Mireault

E natgedo

arms on the portrait and tombstone the family portrait, as well as the coat of The scientist's wife. We can identify her by

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capture the Shadow 505 Its an ancient vacuum cleaner modified to

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

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

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

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

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

since prehistoric times. woben? and prior peen guarding the Shadow The rock drawings on the cave walls

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

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

202 The girl with the green spray paint,

open door in the hall. in the piano room and the other on the of the gang's symbol. Half is on the wall she's the only one who finished her graffiti because she's the only one to because

The owner of the cap was caught by the

The protection symbol that was drawn

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

2 Jatabra

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wobbhZ

capture the Shadow Ghost hunters/occult specialists hired to

was young you can recognize her by the Esmeralda Cliff, Lucy's mother, when she

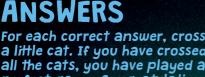
which passed through the floor of their The Shadow grabbed the parents' bed,

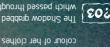
Esmeralda is in the library tracing the in the bedroom, in the blanket fort. Alice (Lucy's aunt) and her parents are

with no paranormal activity on the screen. Alice's bedroom, which is the only room protection symbol.

pecanse it's protected by the symbol.

WobbAR them the symbol that trightens the pniwork nwerb sew ard Steority A







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