A game by **Joan Dufour**

FLASH 8

Illustrated by **Sabrina Miramon**

Grab your tablet, get your electrons zipping through the city, be the quickest to replicate the combinations, and leave your opponents lost in the ether!

4 sets of 8 electrons
(**3 blues**, **2 yellows**, **1 red**, **1 violet**, and **1 green**)

4 player tablets

52 cards
- One side of the cards corresponds to the normal mode (*multiplayer*).
- The other side corresponds to the solo mode.

+ 3 HIGH SCORES cards
(*for the solo mode*)

Contents and Setup

You'll find the rules for the solo mode on page 3.

Each player takes a tablet and a set of 8 electrons (**3 blues**, **2 yellows**, **1 red**, **1 violet**, and **1 green**). Return the unused tablets and electrons to the box. Place your 8 electrons randomly on your tablet. You should have a single free space left.
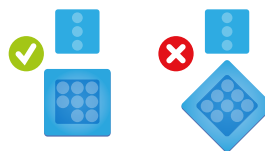
If one player is slower than the others at the game (because they're younger, for example), remove one blue electron from their tablet. There'll now be 2 free spaces on their tablet.

Shuffle all the cards. In the middle of the table, place as many stacks of 10 cards as there are players. Place them "**multiplayer**" side up. Return the remaining cards to the box.

Place your tablet so that it's in the same orientation as the cards in the middle of the table.

Goal

Score the most points.

You score points by reproducing on your tablet the configurations shown by the cards in the middle of the table.

Player A

You must always reproduce the configuration on your board according to YOUR position. For example, *Player A* reproduces configuration *#1* at the bottom of their board, while *Player B* reproduces it on their left.

Game

When everyone is ready, give the start signal. **All players play at the same time and as quickly as possible**, there are no game turns.

Each player moves the electrons on their tablet to try to reproduce **any** of the configurations shown on the cards in the middle of the table.

Electrons are moved one at a time by **sliding** them with a finger **into a "free" space** on the player's tablet.

#1

#2

Player B

When a player perfectly reproduces any one of the combinations shown in the middle, they say, loudly, **"FLASH"**.

They first confirm with the other players that they've correctly reproduced the configuration of one of the cards (without turning either their tablet or the card!). **The player then takes the card and places it next to them,** revealing the next card in the stack.

Play resumes immediately.

Players are forbidden to turn their tablet or the cards in the middle of the table. Players also may not change the position of their electrons in any way other than by sliding them into the free space on their board.

End of the game

The game ends when there are no cards left in the middle of the table.

Each player tallies their points by counting the cards they have collected. Each card is worth 1 point, except for those marked with 2 stars, which are worth 2 points.

The player with the highest total wins. In case of a tie, the tied players share the victory.

SOLO MODE

Goal

End the game with as few cards as possible in your reserve. Each row or column reproducing one in the grid on the table allows you to partially empty your reserve.

Setup

• Place a tablet in front of yourself and place a set of **8 electrons** (**3 blues**, **2 yellows**, **1 red**, **1 violet**, and **1 green**) on it randomly.

• Place an extra red token close by. We'll call it the "**Reminder Token.**"

• Shuffle the cards and place them '**solo**' side up.

• Pay attention to the **4 shapes** surrounding the electrons. ○ ✕ ◇ □

• Make a **9 card** (3 x 3) grid in front of you with the first 9 game cards.

BE CAREFUL!
If, during setup (and only at that moment), you reveal a 4th green, violet, or red electron, place that card at the bottom of the deck and replace it with one from the top of the deck.

• The **remaining 43 cards** form the reserve. Place them in a stack to your right.

• Prepare a **4-minute timer**. Use a cellphone, an egg-timer, etc.

Game

When you're ready, start the timer.

Move the electrons on your tablet as quickly as possible to reproduce **a column** or **a row** of 3 cards of your choice.

Reminder token

Reserve

Make sure that the location of this line in the grid matches the one on your tablet (as in the normal game).
For example, if you choose to reproduce the right column, reproduce it on the right of your board. Once you've successfully done this, do the following:

1. Place the Reminder Token next to the line you've reproduced.

BE CAREFUL!
You are not allowed to reproduce a line in the same position twice in a row; that's why you must move the Reminder Token each time you reproduce a line.

2. Choose a shape surrounding the electrons (circle, cross, star, or square) and **cover** all cards showing that shape in the reproduced line with cards from the reserve.
Example: If you choose the square shape, take 2 cards from the reserve and place them on the red and blue electron cards in the completed line.

3. Resume play.
Reproduce other lines to empty the reserve and improve your score.

3
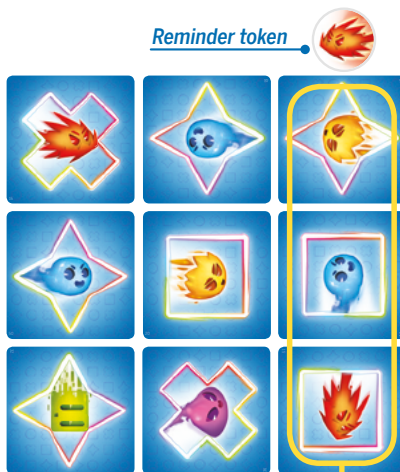
SOLO End of game

Two situations can end the game.

1. You cannot reproduce any line on the grid.
This means there are probably too many electrons of one of the unique colors (red, green, violet). Make sure to keep track of this during the game to avoid dead ends!

2. The 4 minutes are up.

In either case, **count the number of cards remaining** in the reserve. That number is your score.
The lower the score, the better!

Note your results and the date on the **HIGH SCORE** cards. This way, you'll be able to track your progress.

👑	👤	📅
27	Shannon	June 12
18	Shannon	June 14
8	Fabian	June 19
16	Matthew	July 5

0	**TACHYON**	*Not yet detected!!*
1-8	**PHOTON**	*You react at the speed of light!*
9-16	**NEUTRINO**	*You've mastered the subatomic world!*
17-24	**ELECTRON**	*Your rotation's accelerating!*
25-32	**QUARK**	*You've grasped the fundamental basics!*
+ de 32	**GLUON**	*Don't stay glued to the spot! Play another game immediately!*

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