

TWO MOTHS, ONE LIGHT

Hand a friend the second controller. Your trails can join: a loop made from both moths' light catches everything inside it, its fireflies are worth double, and it leaves a power-up for whoever is quickest.



A TEAM LOOP, CLOSING

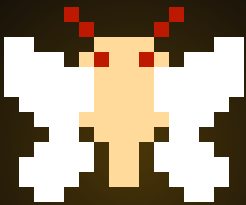
When a moth is caught it becomes a pale spirit. Fly into it and it's back in the air, safe for two seconds.

PLAY IT

Play in your browser, or download the cartridge image for any NES emulator or flash cart.

TONYM128.GITHUB.IO/LANTERN-MOTH

Players	1-2, co-op
Caves	15, with 3 bosses
Creatures	6 kinds
Cartridge	NROM-256, 40 KB
Runs on	NES-compatible consoles, emulators



EVERY LOOP IS A LANTERN

- 1 FLY.** Your moth leaves a trail of glowing dots.
- 2 LOOP.** Close your trail around a creature and it wraps into a cocoon.
- 3 COLLECT.** Catch the firefly that hatches before it wakes up again.



LOOP A LEDGE TO CATCH WHAT WALKS ON IT

Free every firefly and the whole cave lights up. Time you save carries into the next cave.

SIX CREATURES



DUST BUNNY
Walks its ledge



SHADOW BAT
Flees your light, then dozes



SNUFFER BEETLE
Eats your trail



MIMIC STONE
Wakes when the light finds it



WISP
Steals your light



MOTH-EATER SPIDER
Spins webs that slow you

Each one pauses at some point. Learn when, and loop it then.

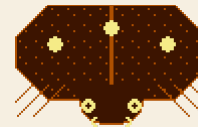
THREE BOSSES



THE GREAT OWL
Loop its moon orb while feathers fall.



THE CAVE TOAD
Loop its bubbles. Mind the tongue.



THE SNUFFER QUEEN
Loop her embers while her larvae eat your trail.

Every fifth cave holds a boss. You can't loop a boss itself: loop the glowing thing it sends out, and it takes the hit.