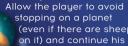


"ARTEFACT" TOKENS



Turbo-engine

(3/4/5 pts) 3 copies.



(even if there are sheep on it) and continue his exploration strait ahead on the same way.

Junction (3/4/5 pts) 3 copies.



Allow the player to take another path while on an "Exploration" tile before starting his turn and moving the sheep.

R2-M2 (3/4/4/5 pts) 4 copies.



When exploring the Galaxy, draw 3 "Exploration" tiles instead of one. Pick and place one of them and put the

other 2 back under the "Exploration" deck.

Sheepscope

(3/4/5 pts) 3 copies.



Draw one "Exploration" tile and place it next to another one on the table, anywhere in the Galaxy.

Gromout

(O pt) 1 copy.



Allow the player to protect a "flag" token on a planet. The flag protected by Gromout cannot be removed anumore.

No sheep is needed on the planet to activate the protection.

Quantum Accelerator (O pt) 1 copy.



Allow the player to play a second turn in a row.

Mobile teleporter (3/4/5 pts) 3 copies.



Allow the player to teleport his sheep to any other available teleporter (no sheep nor "Sabotage" token) before starting his turn and moving the sheep.
Discard 1 "Turbo-Clover" if the arrival teleporter has a different color than the helmet



- 7 to 15 points per "Trifolium" tokens from planet "Edenia"
- 3 to 5 points per "Artefact" token (used or not)
- 7 points per "Flag" token raised on a planet
- 1 point per remaining "Turbo-Clover" tokens

NBSTRACT

GOAL OF THE GAME :

- Race: be the first player to bring your 3 sheep on planet "Edenia" (immediate victory).
- Law of the Universe: be the first player to reach exactly 42 points (immediate victory).
- Prestige: get the highest score at the end of the game, when all "Trifolium" tokens have been recovered from planet "Edenia".

TURBO-CLOVER

The Turbo-Clover tokens can be used for

- Leapfrogging over another sheep.
- Recovering an "Artefact" from a Dwarf Planet.
- Teleporting a sheep on a teleporter of <u>another color</u>.