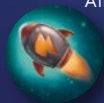


# "ARTEFACT" TOKENS

## Turbo-engine

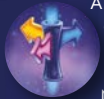
(3/4/5 pts) 3 copies.



Allow the player to avoid stopping on a planet (even if there are sheep on it) and continue his exploration straight 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

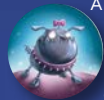
(3/4/5 pts) 3 copies.



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

## Gromout

(0 pt) 1 copy.



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

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

## Quantum Accelerator

(0 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.



## VICTORY POINTS

- **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

## ABSTRACT

### GOAL OF THE GAME :

- **Race** : be the first player to bring your 3 sheep on planet "Edenia" (immediate victory).  
OR
- **Law of the Universe** : be the first player to reach exactly 42 points (immediate victory).  
Or
- **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 another color.
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