Edenia

« The grass is not always greener on the other planet. »

Sheepenhauer, philosopher

This saying might have been true if there had been any grass left on Arridis. This planet, located in the constellation of Aries, was once covered with green pastures to the great joy of every sheep. Alas, after continually pigging out, there is hardly any blade of grass left for the sheep to eat, and unfortunately, they are no gardeners.

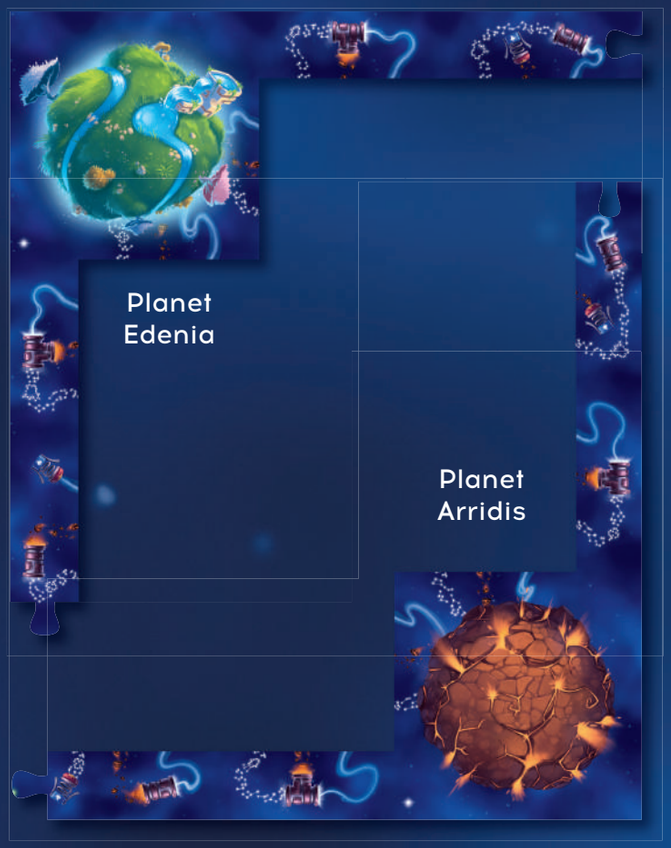
Thus, the time for transhumance has finally come. To ensure the survival of the flock, the space sheep must begin a very risky journey. "To where?" you would ask. To Edenia, a mysterious planet covered with grass aplenty whatever the season and where the delicious Trifolium grow (well, that's what ewes tell their lambs in bedtime stories because, let's face it, nobody has the slightest clue as to where this planet actually is).

The sheep are left with no other choice than to explore this forgotten and mysterious Galaxy. Fortunately they still have few tasty "Turbo-Clovers" in their sheepfold to start their journey but they will need supplies on their long way to Edenia.

Which flock will arrive first? To Infinity and… Oh wait, this one is patented… Anyway, get ready for take-off!

COMPONENTS

4 "OUTER RIM" TILES

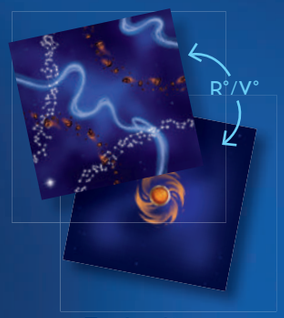




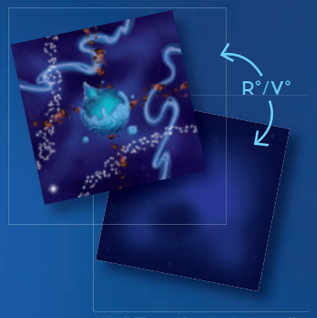
12 FIGURINES (3 for each player)



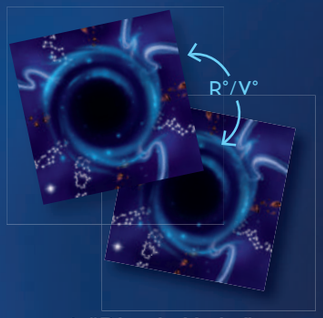
23 TILES



3 starting "Exploration" tiles



19 "Exploration" tiles

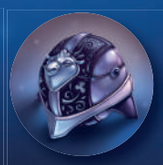


1 "Black Hole" Tile

62 TOKENS



6 "Trifolium" tokens



18 "Artefact" tokens



8 "Sabotage" tokens



30 "Turbo-Clover" tokens

MISC



12 "Flag" tokens (3 for each player)



1 die

SETUP

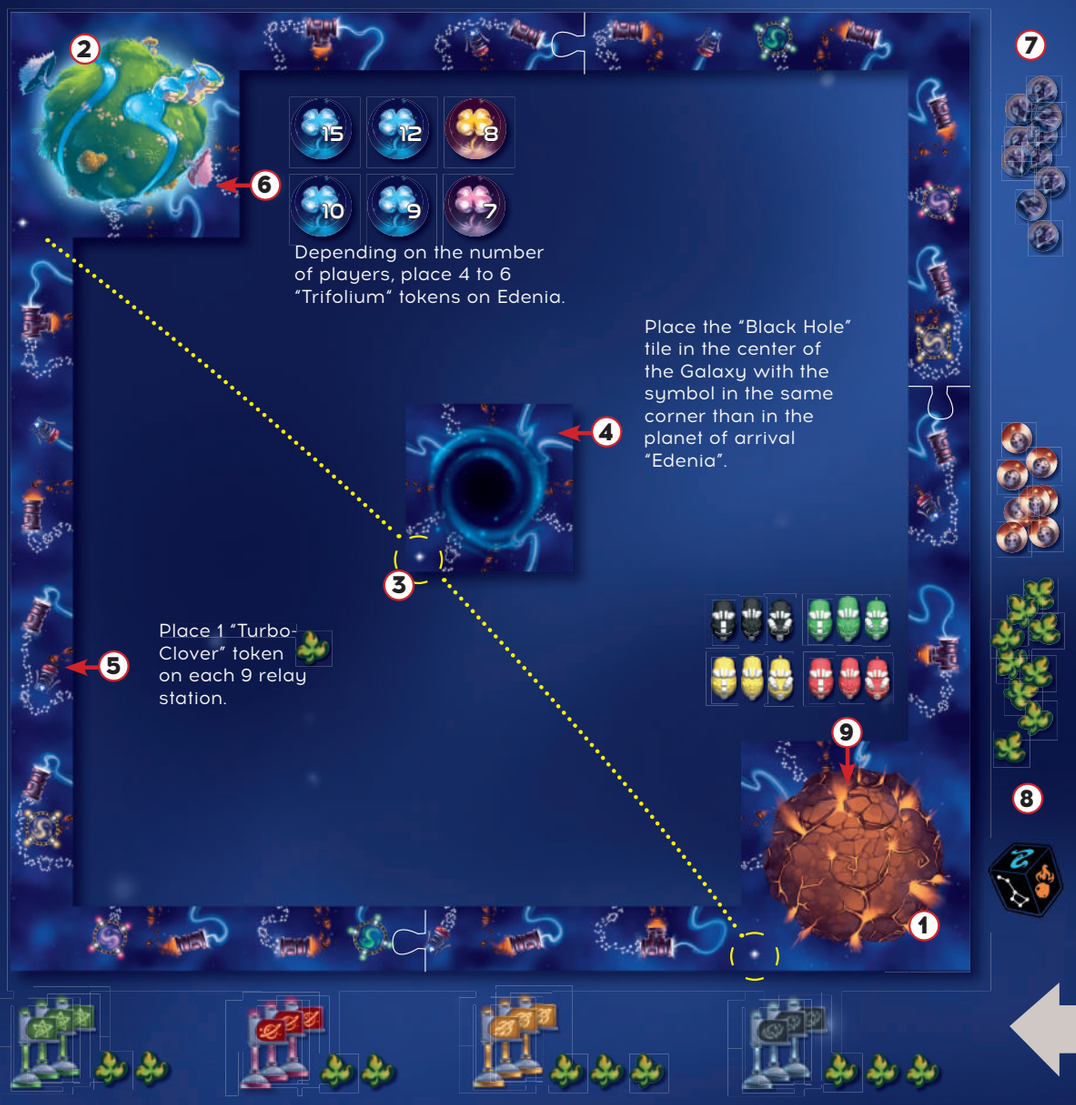
THE BIG BANG OR HOW TO CREATE THE GALAXY

Build the edge of the Galaxy using the "Outer Rim" tiles.

Arridis, the planet of origin (1) is placed at a corner of the table. Edenia, the planet of arrival (2) must be put at the opposite corner of a square.

(3) Each "Exploration" tile has a symbol in the corner, which **must** be placed in the same direction throughout the entire game.

(4) Place the "Black Hole" tile in the center of the Galaxy.



EXPLORATION TILES

Remove the 3 starting "Exploration" tiles (with the symbol on their back) and shuffle all remaining "Exploration" tiles. Put the deck face down on the table.

Then, shuffle face down the 3 starting "Exploration" tiles and place them on the top of the deck.

Place this deck near the Galaxy.



TOKENS

(5) Place 1 "Turbo-Clover" token on each 9 relay stations on the "Outer Rim".



(6) Depending on the number of players, place some Trifolium tokens on Edenia:

- 4 players : 6 Trifolium tokens
- 3 players : 5 Trifolium tokens (remove the pink token)
- 2 players : 4 Trifolium tokens (remove the yellow and pink tokens)



(7) Shuffle and place all "Artefacts" tokens **face down** on the table near the Galaxy.



(8) Take the dice, the "Sabotage" tokens and the remaining "Turbo-Clovers" and also put them on the table near the Galaxy.

PLAYERS

Each player chooses his color and receives :

- 3 color matching sheep to be put on the Arridis tile. (9)
- 3 color matching "Flag" tokens to be placed on the table in front of him.

The player with the curliest hair starts the game.

The 1st and 2nd players receive :
2 "Turbo-Clover" tokens.
The 3rd et 4th players receive :
3 "Turbo-Clover" tokens.

GAME RULES

YOU WILL FIND HERE THE BASIC RULES OF THE GAME, ALLOWING YOU TO BEGIN THE GAME WITHIN 5 MINUTES.
A COMPLETE ABSTRACT OF THE GAME IS ON THE BACK OF THE RULEBOOK.

GOAL OF THE GAME

The sheep teams have **3 ways** to win the game :

RACE	LAW OF THE UNIVERSE	PRESTIGE
To be the fastest in the galaxy !	**To be the smartest in the galaxy !**	**To be the most strategic in the galaxy !**

GAMEPLAY

Starting with the first one, players play clockwise in turns.
The active player can either:

MOVE A SHEEP or SKIP HIS TURN

MOVING A SHEEP

The active player picks a sheep (whether he has already moved it previously or not).

- If the chosen sheep **is on a planet**, the player must first announce which path he wants to take.

  There are 3 different paths : 

- If the chosen sheep is already **on a track**, the player can choose to turn around or not and then continue moving the sheep.
- If the chosen sheep **arrives on a tunnel** on the outer rim, he changes his path.
  A tunnel with multiple exits allows to choose his path.



In both cases, if a sheep reaches for the first time the edge of an "Exploration" tile during the player's turn, he must explore the Galaxy.

EXPLORING THE GALAXY

The active player draws the first "Exploration" tile from the deck.

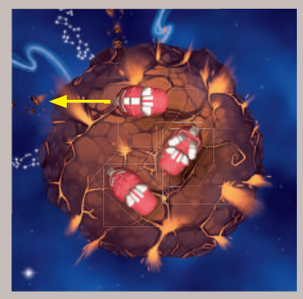
This tile must be placed in the continuity of the sheep's path, and **positioned correctly** : one of this symbol in the corner of the "Exploration" tile mus be orientated the same way as all other tiles on the table.

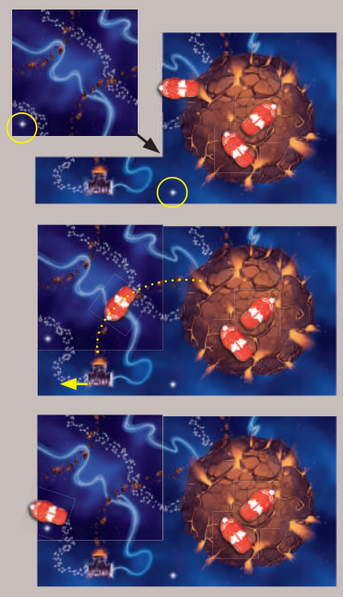
The sheep can then resume its journey.

Important : Only one new "Exploration tile" can be drawn by the player during his turn.

EXAMPLE

1. It's the red player's turn. All his sheep are on Arridis. He picks one and announces he wants to follow the "Meteorite" path (see the yellow arrow).





2. A new "Exploration" tile is drawn and placed on the board since he reaches for the first time the edge of "Exploration" tile.

3. The track of the new "Exploration" tile brings him to a tunnel. He chooses the star way (see the yellow arrow).

4. The player moves his sheep to the edge of the "Exploration" tile. He doesn't draw a new "Exploration" tile as he has already played his turn.

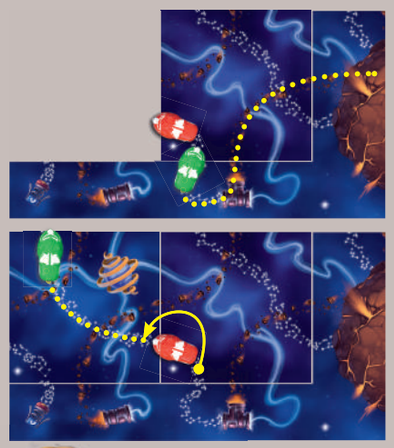
LEAPFROG

Several sheep can follow the same track.

Space sheep are really skilled at playing leapfrog.
If the sheep follows a path blocked by other sheep, the player can **discard 1 "Turbo-Clover" token** per sheep he wants to leap over.

- If the player refuses to or cannot discard a "Turbo-Clover" token, the sheep stops **behind the last one** in the line.
- Note that you still have to discard one "Turbo-Clover" token, even if the sheep leaps over one of your own sheep.

EXEMPLE



1. It's time for the green player to play. He picks the same pathway the red player took and ends up behind the red sheep.

2. By discarding a "Turbo-Clover" token, he jumps over the red sheep.

3. He then continues normally: the red player draws a new "Exploration" tile and stops at the edge of this one.



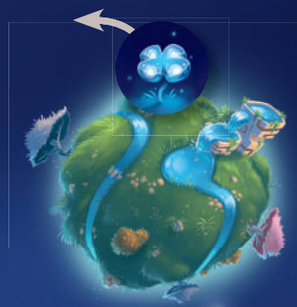
PLANET "EDENIA"

When a sheep finally reaches Edenia, **the active player receives the "Trifolium" token with the highest number of points.**

If the player takes the last available token, the game ends immediately.

***Note** : once he arrived, a sheep cannot leave planet "Edenia"*





PLANET "ARRIDIS"

Un sheep who returns on planet "Arridis" has to stop. His turn is over.

SKIPPING HIS TURN



The active player can choose to skip his turn: he doesn't move any sheep and **takes 1 "Turbo-Clover" token** from the supply.

ENDING THE GAME

The game ends **immediately** whenever :

A PLAYER BRINGS HIS THIRD SHEEP ON PLANET OF ARRIVAL "EDENIA"

He gets the **"Race" victory,** no matter how many points he has or how many "Trifolium" tokens are left on "Edenia".

OU

A PLAYER REACHES EXACTLY 42 POINTS *
(**see back of the rulebook: victory points)*

He gets the **"Law of the Universe" victory,** no matter how many "Trifolium" tokens are still left on Edenia.
***Note :** for your very first game, we advise you not to play with this rule.*

OU

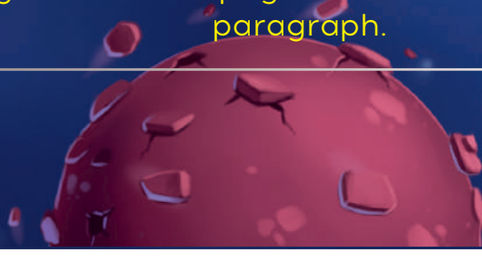
A PLAYER GETS THE LAST "TRIFOLIUM" TOKEN FROM THE PLANET OF ARRIVAL "EDENIA".

All players count their points (*cf. back of the rulebook: victory points).* The player with the highest score wins **"Prestige" victory.**

If two (or more) players tie, the player with the biggest flock on Edenia wins the game. If the game is still tied, play another game!!

YOU CAN NOW START THE INTRODUCTION GAME

The first player moves one of his sheep to explore a new tile.
If you find unknown lands,
go to the next pages to read the related paragraph.



GALAXY EXPLORATION

HABITABLE PLANETS



"Please… Draw me a Planet!"
Little Jon, cutest little lamb ever.

« A planet! A planet! The journey is getting quite exhausting, now is the time to stretch our legs. Besides, there are probably some Turbo-Clovers to eat somewhere (if other sheep have come here already, I do hope they have left some). This planet will be the first step in our Conquest of the Universe and I shall raise our flag here! Oh well… there's already another flag. Whatever, it looks like it's going to come off anyway. »

►▷ When a planet has been discovered, **take 3 Turbo-Clover tokens** from the supply and put them on the newly revealed tile.

A sheep who has just arrived on a planet **has to stop there** (there is no limited number of sheep that can be present on a planet).

The player then faces 2 choices:

- **Take** 1 "Turbo-Clover" token (if there are any left).
- **Raise** one of his "Flag" token (if there is already one, give it back to his owner).

  Every "Flag" token raised on a planet gives its owner **7 points.**

EXAMPLE

1. The red player discovers a planet and has to stop there. He puts 3 "Turbo-Clover" tokens on it and decides to raise his flag instead of recovering a "Turbo-Clover" token.



2. The gree player also decides to move to this planet. He must stop there as well. Instead of taking one "Turbo-Clover" token, he chooses to replace the red player's flag with his own.



DWARF PLANETS



"Look over there! Is that a bird? Is that a plane? Aw… No, that's just a silly big rock."
Sheep nb.3, really disappointed.

« What the hell is this? It is such a tiny planet! Hey guys, what do you think? Is it worth stopping here? Well, you never know, I remember my late great-granduncle Gene Von Wool-Wool, may he baa in peace, found some extra rare artefacts on a rock like this. Anyway, let's keep focused. Shall we stop or not? »

►▷ When an "Exploration" tile with a Dwarf Planet tile is revealed, put **2 "Artefact"** tokens face down on the designated spot of the tile.

When a sheep lands on a Dwarf Planet, it can either:

- **Continue** his way (**straight ahead**).
- **Stop and pay 1 "Turbo-Clover" token**. Then he looks at the "Artefact" tokens left on the tile and picks one. He keeps it face down in front of him and puts the other one back on the tile (see the back of the rulebook for more details regarding the "Artefact" tokens).
- **Stop and simply do nothing**.

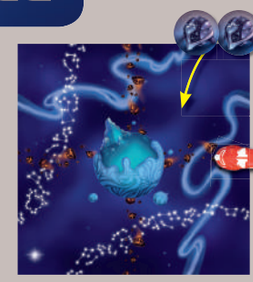
Important :

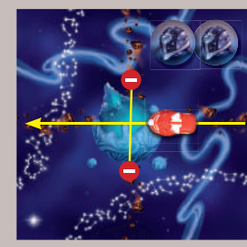
►▷ **if the active player decides to stop on a Dwarf Planet, he can leave through any of the 4 available exits during his next turn.**

►▷ No other sheep is allowed to land on the Dwarf Planet as long as it is occupied by another sheep. A sheep can still leapfrog to continue its journey straight ahead.

EXAMPLE

1. The red player reveals a dwarf planet and puts 2 "Artefact" tokens on the tile face down.





2. If he decides to continue his journey, he must keep going straight ahead (yellow arrow).

3. If he decides to stop on the planet, he may take one "Artefact" token which costs him one Turbo-Clover token. Later, he can leave using a different path (yellow arrows).



BLACK HOLE



"In the space, no one can hear you bleat."
Merino Proverb

« I should have thought twice before entering the Black Hole" the Astro-Sheepilot Alan Sheepard thought. He was groping around in the dark. "When you are lost, follow the Evening Star" my ewanny always told me. "But here, it is so dark, I wish I had a Lamb-Sitter. »

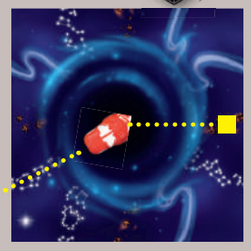
►▷ When a sheep enters the Black Hole, **it chooses one side of the tile and throws the dice.** It must follow the path corresponding to the picked side and to the symbol given by the dice.

The sheep **continues its journey** and only reveals one "Exploration" tile.

If there is a loop, the sheep can go **several times** though the Black Hole during the same turn.

EXAMPLE





1. The red player reaches the Black Hole. He chooses the right side of the tile and throws the dice. This one shows the "Meteorite" pathway. The sheep continues down this path.

2. Since the player has already discovered one "Exploration" tile, he has to stop on the edge of the Black Hole.

RELAY STATIONS



"Do not play leapfrog with a unicorn, ever."
Marc Dorset

The Relay Station was there, floating alone and silent in the deep Outer Space, left by the first Sheeponauts from the Goldenfleece project. The Turbo-Clovers had grown beyond all craziest dreams due to the leaks in the lasso-convector pump. The lucky sheep who would pass by the station would receive all the needed energy to continue on its journey.

►▷ The Relay Stations are located on the "Outer Rim" tiles.

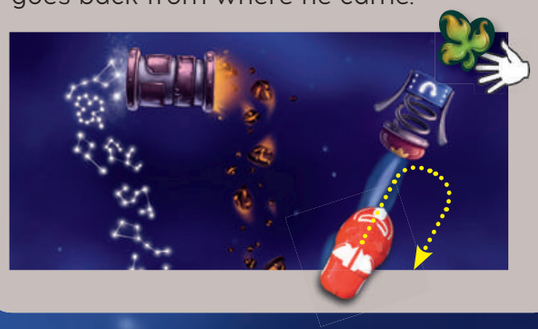


When a sheep lands in a Relay Station, **the active player recovers the "Turbo-Clover" token** of the tile (if it's still there!).

The sheep bounces back on the path it came from. The sheep **continues its journey** and only reveals one "Exploration" tile.

EXAMPLE

1. The red player reaches a Relay Station. He gets the Turbo-Clover token and then goes back from where he came.



TELE PORTERS



« Oh my Goat! It's filled with Turbo-Clovers! »
Dave Sheepman, Sheeponaut (ID 2001).
…ta... Ta... TA... TADAM !
(POUM poum POUM poum…)

Dave Sheepman moved closer to the huge dimensional portal and was about to cross it, even if it meant getting a good shear. He crossed his hooves, hoping the portal would take him to Edenia. When the vortex opened, he looked at it with wide eyes… Few moments later, he came out of the teleporter and turned around. "It would be a shame if somebody used it to follow me" he thought. "The green wire with the red switch, the red wire with the green switch. That should slow them down for a bit!".

►▷ When a sheep arrives to a teleporter, the player's **turn ends**.

If he wants to, the player can teleport to any other **available teleporter** during his next turn (no sheep nor "Sabotage" token on the arrival teleporter).
If the departure and the arrival teleporters are the **same color**, the teleportation is **free of charge**.
Otherwise, the player must use one Turbo-Clover token.
The sheep **continues its journey** and only reveals one "Exploration" tile.

Sabotage

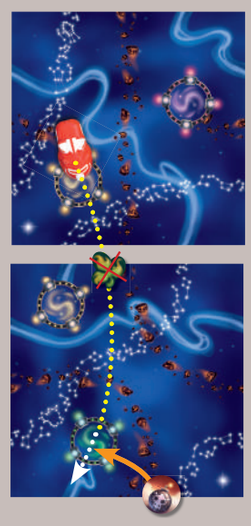


After teleporting, the active player **must** place one "Sabotage" token on the **arrival teleporter.** This teleporter cannot be used as long as no sheep fixes it arriving on it by a normal way (the players puts the "Sabotage" token back in the supply).

EXAMPLE

1. A sheep of the red player is on a yellow teleporter. He chooses to move the sheep on another "Exploration" tile. The colors of the teleporters are different, so he must pay one Turbo-Clover token.

2. He places 1 "Sabotage" token and continues his exploration.



"ARTEFACT" TOKENS

Each "Artefact" token allows the player to perform a specific action **when he finds it or during one of his next turns**. There is no limited number of "Artefact" tokens a player can use at the same time. The "Artefact" tokens can only be played **before or after moving** the sheep (but not during his move).
If the player skips his turn, he cannot play any "Artefact" token.

When an Artefact token is played, the owner puts it back face up in front of him. The points of each "Artefact" token are counted in the player's total score, **whether the tokens have been used or not.**



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 strait ahead on the same way.



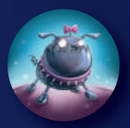
Junction (3/4/5 pts) 3 copies.
Allow the player to take another path while on an "Exploration" tile before starting his turn and moving the sheep.



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.

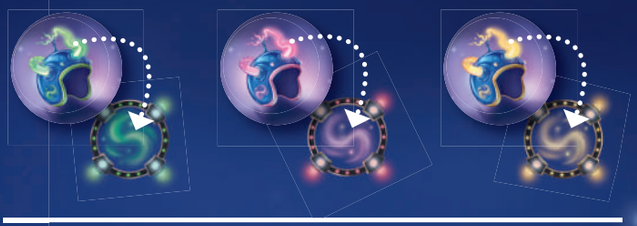


Gromout (O pt) 1 copy.
Allow the player to protect a "flag" token on a planet. The flag protected by Gromout cannot be removed anymore.
No sheep is needed on the planet to activate the protection.



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.



You can find a player aid on our website : blam-edition.com

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

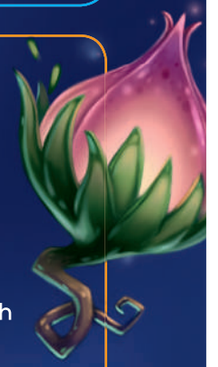
GOAL OF THE GAME :

- **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.

VARIATION FOR THE LITTLE LAMBS (FROM AGE 6)



- The first player with 2 sheep on Edenia wins the game immediately.
- Do not use "Artefact" and "Flag" tokens.
- The Turbo-Clover tokens are only used for leapfrogging and moving between 2 teleporters with different colors.

Matthieu Lanvin > **author**

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Romain Ledoux > Narrative text
Raphael Biolluz & Arnaud Lucchini > Proofreading
François Swidurski & Martin Groene > Translation
Le monde est petit > Design

BLAM!

Our heartfelt thanks to all of you who follow us and support us since the begining of the adventure.

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