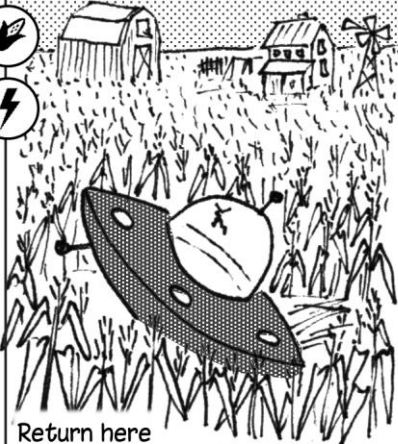






**Location: CRASH SITE**



Return here with , , , and  to repair your saucer and **WIN!**


Other side: cornfield

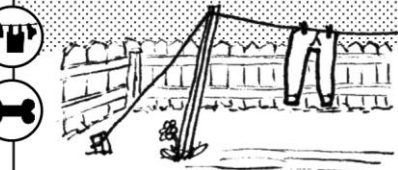


**Location: BARN**






4 **Distrustful dog**
Must have a  to stop him barking. Otherwise, discard  as you are discovered.


Other side: shed

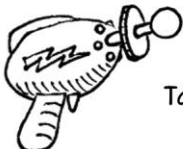
**Location: BACK GARDEN**





3 **Farmer**
You must have  +  to wipe his memory. Otherwise discard  as he calls the police.


Other side: farmhouse


**MEMORY ERASER**



Taking this requires 

**KEYS**





Found in 


**SPROCKET**



Remove from  using  then discard .

1 **A policeman arrives**

4 **He sees you!**
If you have  +  you may disable him and place this card at the bottom of the draw pile without flipping it.




2 **Washing day**





The farmer's wife comes to hang her washing. If you have  you must scare her away, discarding  if you hold it.


Other side: duct tape




1 **Uber-cool space-racer**








Have  +  to hitch a speedy ride home and **WIN!**



Other side: crop circle





**TRACTOR**




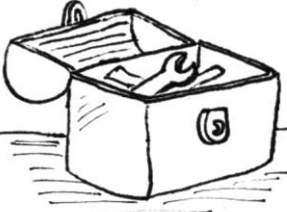



Found in . Must have  to take it. Cannot take if you have  or 


**SIGNAL**






Use and discard  +  with  to create a signal 

**TOOL BOX**



Found in 


1 **Farmer's wife**


You must have  +  to wipe her memory. Otherwise discard  as she calls the police.



Other side: radio

1 **Twister**


If you have the  shuffle together (without flipping) and re-deal the draw pile and time line, preserving any gaps; no more events are activated this turn, but time passes as normal.



Other side: alarm clock

1 **Lucky break**

No more events are triggered this turn, except those by the police and FBI.



Other side: battery



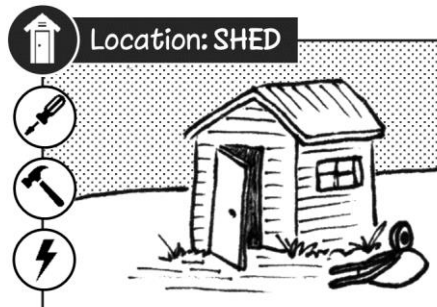
Location: FARMHOUSE

3 Cow of dubious intent



You must have to feed the cow, or lose (discard) one item.

Other side: back garden

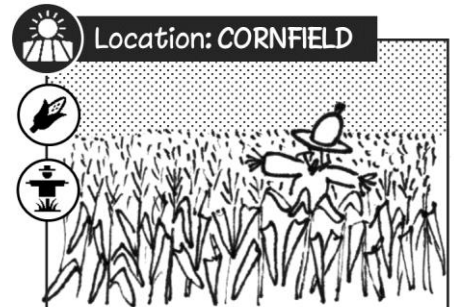


Location: SHED

2 Farmer's wife

You must have + to wipe her memory. Otherwise discard as she calls the police.

Other side: barn

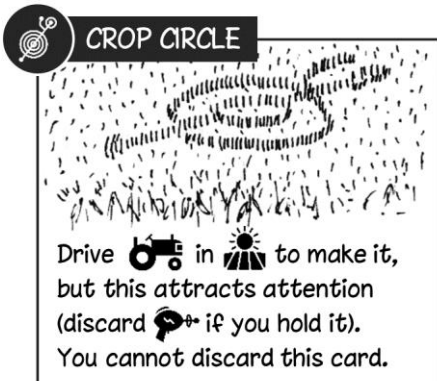


Location: CORNFIELD

1 Bothersome crow

Takes a random item from you: shuffle your items and discard the first one.

Other side: crash site



CROP CIRCLE

Drive in to make it, but this attracts attention (discard if you hold it). You cannot discard this card.

1 Foul fowl

Flip your location card to escape.



Other side: sprocket



DUCT TAPE

Found in or

4 Cantankerous cat

The cat forces you into a tight spot. If you are carrying more than 2 items you must discard one.

Other side: keys



1 FBI arrives

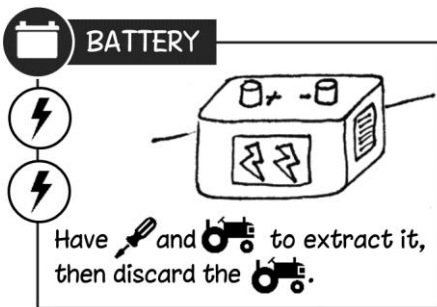
FBI dogs released

2

4 You are captured!



Vivisection awaits... you **LOSE!**

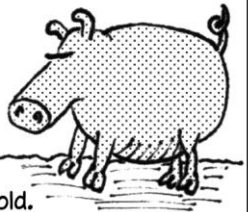


BATTERY

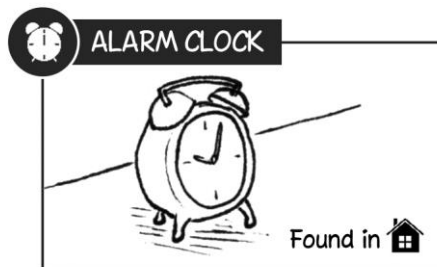
Have and to extract it, then discard the .

3 Hostile hog

Discard one item for each you hold.



Other side: tool box



ALARM CLOCK

Found in

2 Deluxe space-yacht



Have + to hitch a luxury ride home and **WIN!**

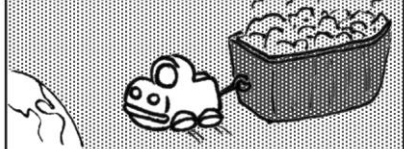
Other side: signal



RADIO

Found in or

4 Spacejunk barge



Have + to hitch a slow, smelly ride home and **WIN!**

Other side: tractor