Steam Time

For 2 to 4 Players, Ages 12 Years and Up

The year is 1899. For millennia, people have shared myths of unexplained occurrences at age-old monuments around the world, such as Stonehenge and the Pyramids of Egypt. Recently, reports of bizarre phenomena at these sites have garnered the full attention of the powers that be. In these places, spacetime is distorted. Time flows in unexpected ways. In addition, unusual crystals with supernatural properties have been discovered there. These discoveries have sparked the invention of fantastic machines that can travel through time. Now, the rapidly industrializing superpowers of the world are in a race to amass and exploit these valuable resources.

At the center of these endeavors, the newly established **Temporal Institute for Monument Exploration** (T.I.M.E. for short) is sending out steam-powered airships to travel through time and space. As captain of one of these airships, you will set out to explore the temporal rifts around the monuments. Dive into the turbulent stream of time on a quest for long-lost knowledge, vanished cultures, and hidden treasures. Search for crystal deposits and use your resources — including steam, crystals, gold, and time — wisely to stay ahead of your competitors, ultimately to gain T.I.M.E.'s esteem and eternal glory. Get ready to embark on an extraordinary time travel adventure with Steam Time!

KOSMOS

Components

Note: Before the first game, carefully separate the gold sovereigns, esteem tiles, saboteurs, and upgrades, as well as monument boards, first player tile, and airship boards from their die-cut cardboard frames. Then carefully punch the die-cut holes out of the monument boards and airship boards.

3 Game board tiles

1 First player tile

36 Gold sovereigns
referred to as "gold"
(20 x 1-unit pieces, 16 x 5-unit pieces)

Fronts Backs

4 Esteem tiles
(1 per player color)

Fronts Backs

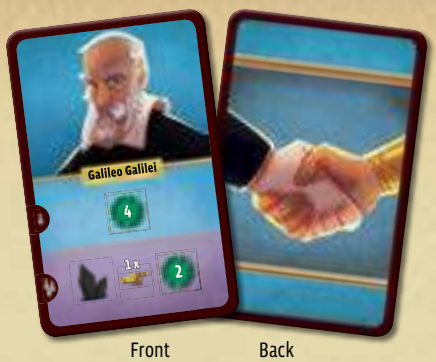
30 Upgrade tiles
referred to as "Upgrades"
(6 per round)

Backs Fronts

9 Monument boards
(Double-sided; 6 panels each for 2, 3, and 4 players)

4 Airship boards
(1 per player color)

24 Encounter cards
referred to as "Encounters"



Front Back

30 Expedition cards
referred to as "Expeditions"
(6 per round)

Fronts Backs

32 Mission cards
referred to as "Missions"

Fronts Back

12 Effort cards
(6 each α and Ω)

Fronts Backs

1 Fabric bag

12 Control discs
(3 per player color)

Mr. T.I.M.E.

12 Airships
(3 per player color)

120 Crystals

Modules

(not required for base game)

Sabotage module

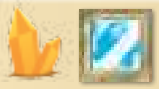
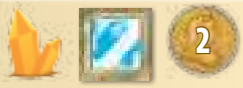
4 Saboteur tokens
(1 per player color)

Specialist module

36 Specialist cards
(9 per player color)

Fronts Backs

First player

All players:	
2nd player:	+
3rd player:	+ 
4th player:	+ 

Setup for 4 players

Preparation

Each player receives the following in his or her color:

1. **1 Airship board.** Place it in front of you.
2. **3 Airships.** Place them in the **hangar** of your airship board.
3. **3 Control discs.** Place 1 each on:
   - the start space of the **esteem track** on the game board,
   - the space marked "1" on your **steam track,**
   - and the start space of your **time portal track.**
4. **8 Gold.** Place it in your **vault.**

The least punctual person is the **starting player.**
(Yellow in the example on the left.)

5. The players also receive **crystals** in the following quantities, according to the order in which they will play. Each player places his or her crystals in the **correspondingly colored generators** on his or her airship board. There are generators located in six places on the airship: **bridge (green), engine room (blue), laboratory (black), time portal (pink), Midas-machine (gray), and analytic engine (orange).**
   All players each receive 5 crystals: 1 each in **green, blue, black, pink, and gray.**
   The **second, third, and fourth players** additionally receive **1 orange crystal each,** which are placed in the analytic engines.
   The **third and fourth players** additionally receive **1 steam** each. They advance the control discs on their steam tracks accordingly.
   The **fourth player** additionally receives **2 gold,** which are placed in the vault.

Placement rule 1: When placed, a crystal must be placed into the **generator** of the **same color** as the crystal.

Placement rule 2: When placed, a crystal must be placed into the **slot in the generator that is farthest left and empty.**

6. Put all of the remaining crystals **except the clear T.I.M.E.-crystals** in the **fabric bag.**

Prospector: *T.I.M.E. has a monopoly on the rare and universally usable T.I.M.E.-crystals. They cannot be found in the regular deposits.*

Now connect the **3 game board tiles** (as seen on the left) and prepare the **game board.**

7. Place the **30 clear T.I.M.E.-crystals** in the **secret mine.**
8. Place the remaining **gold** in the **bank.**
9. Place the **esteem tiles** on the corresponding spaces of the game board.
10. Place **Mr. T.I.M.E.** on the **time compass.**
11. Shuffle the **24 encounters** face down and place them face down on the **encounters box.** This is the encounter deck.
12. Shuffle the **32 missions** face down and place them face down on the **missions box.** This is the mission deck.
13. Sort the **expeditions** into 5 decks by the Roman numerals on their back sides. Shuffle each deck separately face down. Stack the 5 decks face down and sorted by Roman numeral on top of each other on the **expeditions box.** With "V" at the bottom, then "IV", "III", "II", and "I" on the top. This is the expedition deck.
14. Sort the **upgrades** in the same manner as the expeditions and place them face down on the **upgrades box.** This is the upgrade deck.
15. Sort the **effort cards** by the Greek symbols on their back sides (α "alpha" and Ω "omega"). Shuffle each stack separately face down. Then draw **2 effort cards from the α-deck and 3 from the Ω-deck.** Place the 2 α effort cards **on top of** the 3 Ω effort cards. Place this stack face down on the effort box. This is the **effort deck.** Reveal the topmost effort card and place it face up on top of the effort deck. The other 7 effort cards are removed from the game.
16. Place the **first player tile** next to the game board.
17. Take the **monument boards** marked with the number (2, 3, or 4) in the corners equal to the number of players in the current game. Place them in any order next to the game board (see left). Choose any desired sequence of the monument boards. The other 3 monument boards are removed from the game.

On each monument board, there are several different **action spaces** (see page 7, "2 Action phase"). Prepare the action spaces of the monument boards as follows:

18. **Crystal deposit action space:** Place **1 crystal** in each available slot. Randomly draw the crystals from the bag.
19. **Mission action space:** Draw **1 mission** per action space from the mission deck and place them to the **left** of the corresponding monument boards on the corresponding mission spaces of the game board.
20. **Expedition action space:** Draw **1 round-I-expedition** per action space and place them to the **right** of the expedition images on the corresponding monument boards. The remaining round-I-expeditions are removed from the game.
21. **Upgrade action space:** Draw **1 round-I-upgrade** per action space and place them **on top** of the upgrade action spaces on the monument boards. The remaining round-I-upgrades are removed from the game.

You do not place anything on the 22 **Encounters** or 23 **Gold** action spaces.

Game Objective

T.I.M.E. has entrusted you to examine the temporal phenomena around the monuments. Gain knowledge about the past, gather crystals, build up steam, and return. The more successful you are, the higher you will rise in T.I.M.E.'s esteem!

The player who has the highest esteem score after 5 rounds is the winner.

Game Sequence

The game is played over 5 rounds. Each round consists of the following phases:

1. **Income phase** (This does not happen in the first round!)
2. **Action phase**
3. **Supply phase**

1 Income phase

(**Please note:** This does not happen in the first round because players have not acquired upgrades yet.)

Commander: Well done! This upgrade makes our airship more efficient. T.I.M.E. will shell out some more money for us!

For each upgrade, which improves a player's airship board, he or she receives rewards in each **subsequent round.** Starting with the first player, players receive the rewards (in clockwise order) for each of their upgrades.

- *The Midas-machine generator is working more efficiently!*
  Take **X gold** from the bank.

- *You rise in T.I.M.E.'s esteem!*
  Advance your control disc **X spaces** on the **esteem track.**

- *T.I.M.E. sends you 1 T.I.M.E.-crystal!*
  Take **1 T.I.M.E.-crystal** from the secret mine and place it immediately in a free generator slot on your airship. Please note the placement rules!
  Note: T.I.M.E.-crystals are universally usable. They can represent any color.

Possible costs for placing crystals

Engineer: Sir, the generator is already close to capacity. Installing another crystal will require enhancements to the generator, which will cost money.

Placement rule 3: Running some generators at full capacity will cost you additional gold. If you want to place a crystal in a slot that is marked with "-2", you **immediately** have to **pay 2 gold to the bank.** These additional costs apply regardless of how you received the crystal, be it from a crystal deposit, encounter, expedition, upgrade, or the first player tile. If you cannot (or do not want to) do so, you can neither place the crystal on that slot nor take or buy it. The costs apply every time you place a crystal in one of these slots, even if one had been placed there before and then removed.

Placement rule 4: When you receive a T.I.M.E.-crystal, you **immediately** have to place it in any open slot in a generator on your airship. Please note the other placement rules!

Placement rule 5: T.I.M.E.-crystals are always placed to the right of colored crystals. If you receive a new colored crystal, the T.I.M.E.-crystal shifts to the right.

Example: *Leo already has 2 orange crystals and 1 T.I.M.E.-crystal in the generator of his analytic machine. Now he receives another orange crystal. The T.I.M.E.-crystal shifts one slot to the right and the orange crystal takes its old slot. And he pays 2 gold because a crystal is placed into a slot marked with a "-2".*

- *T.I.M.E. sends you a crystal!*
  Take **1 crystal** of the depicted color from the bag and place it in the corresponding generator on your airship board. Please note the placement rules!
  Please note: If there is no open slot of the matching color, you cannot take the crystal!

- *Your steam generator is running more efficiently!*
  Advance the **control disc** on your steam track by **1 space.**
  Please note: If you already have 10 steam, your steam generator has reached its capacity and you do not get the additional steam.

- *Your lookout reports that there is a crystal deposit ahead!*
  Take **1 crystal** free of costs from any crystal deposit on a monument board and place it in an open slot on the corresponding generator on your airship board. Please note the placement rules!
  Please note: Do **not** draw a replacement for this crystal from the bag for the current round!

2 Action phase

***Navigator:** We are diving into the stream of time with our airship. Depending on the actions we perform, we can provide T.I.M.E. with valuable information.*

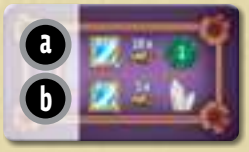
Starting with the first player, in a clockwise order, players execute 1 of the following possibilities:

a) Either take the first player tile or ...
b) Place 1 airship and execute the action.

a) Take the first player tile:

***Captain to T.I.M.E.:** We have steam for you! Commencing transfer now ...*

The first player tile can be taken only **once per round!** If you take the first player tile, you **may** execute **one** of the two depicted special actions. After this, the turn passes immediately to the next player. You do not place an airship in this turn!
Please note: You do **not** lose an airship action for taking the first player tile! After all the other players have placed all of their airships, you will get one turn to place your third airship.



- **a** **Special action 1:** Convert **1 steam into 1 esteem** (up to 10 times).
- **b** **Special action 2:** Convert **1 steam into 1 T.I.M.E.-crystal,** which you must place in any of your generators. Please note the placement rules!

Please note: The current round's first player **cannot** take the first player tile in his or her first turn. (In other words, the first player in the current round must give all the other players one chance to take the first player tile before taking it.)
Please note: If all players have placed all their airships, but no one has taken the first player tile, the previous first player gets the first player tile. He or she stays first player for another round and may execute one of the special actions before the end of this round.

b) Place 1 airship and execute the action:

Place 1 of your airships from your hangar on **any unoccupied action space** on a monument board (following Placement rule 6). **Execute** the corresponding **action.** After executing the action, you may receive a **reward and/or a bonus.** If you cannot or do not want to do so (e.g., you don't have enough gold, or you don't have any open slots in generators for available crystals), you cannot choose this action.

***Commander:** As you know, T.I.M.E. rewards the clever use of resources. So take care to always run the generators at full capacity.*

Bonuses generated by the airship: Each crystal color and each action space color correspond to one of the six generators on the airships, with the exception of the clear, universally usable T.I.M.E.-crystals. The **more crystals** there are in a generator, the **higher the bonus** you get when the generator is activated by the correspondingly colored action on the monument board.

Please note: Only the active player receives a bonus! And you only get a potential bonus **after** completely executing the action.
Refer to the generator of the **same frame color** as the action space of the executed action. If you have 1 or more crystals in this generator, you receive the bonus(es) depicted below the filled crystal slot(s)!

Placement rule 6: If you have already placed an airship in a previous turn, and it is your turn again, you must place your next airship at least 1 monument board further up in the stream of time.

***Example:** In his first turn, Finn (Red) places his airship on the gold action space on the second monument board (from the bottom). In his second turn, he can place his airship on a free action space. The action spaces on which Dani (Yellow), Leo (Blue), and Sabrina (Green) have placed their airships are not available for him anymore. And he has to follow the stream of time. Therefore, he cannot place his second airship on the bottom monument board or on the monument board second from the bottom.*

Actions

There are 6 different action spaces, but some of them are not available on some monument boards.

1 Mission

***Commander:** T.I.M.E. has a mission for us! If we deliver the requested resources at the end of the mission, we rise in T.I.M.E.'s esteem. And a well-equipped bridge is quite helpful when you want to rise in T.I.M.E.'s esteem.*

Take one of the missions and place it face down left of your airship board. You may check your mission at any time. Missions allow you to convert resources into esteem at the end of the game.

Please note: Some mission action spaces additionally give you **1 steam** or you can advance the **control disc** of your **time portal by 1.**

Missions are revealed and checked **at the end of the game.** A mission only increases your **esteem** if you **deliver the resources** that are depicted in the **top** half of the mission. You can see the amount of esteem points you can earn at the **bottom** of the mission card. Some missions even allow meeting the requirements **multiple times** (e.g., 1x, 2x, 4x, 10x) as long as you have enough resources.

Bonus: Advance the control disc on the esteem track **by 1** per **green** crystal in your **bridge.**

Examples:** From left to right above, the missions are: Move 1 step back on time portal track (only until starting space), hand in 1 upgrade, hand in 1 expedition, hand in 10 gold plus any 3 crystals, hand in **any** 3 crystals of the **same color.

2 Encounter

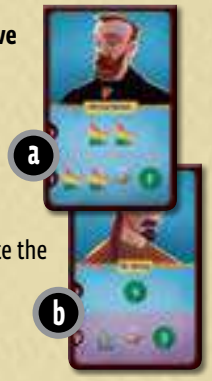
***Diplomat:** We have the chance to meet famous explorers, scientists, inventors, and patrons in the past! With a little luck, they have exactly the resources we need. The encounters provide us with additional knowledge about steam.*

Draw as many encounters as depicted (2 or 3). **Choose 1** and execute it. **Please note:** Some encounter action spaces additionally give you **2 esteem** or you can advance the **control disc** of your **time portal by 1.**

There are **2 different kinds** of encounters:

a Both possible card actions are **blue.** The **active player** either executes the top **or** the bottom action.

b The bottom action is **purple.** The **active player** executes the **blue action** first. After this, **each of the other players** may in turn decide whether they can and want to execute the **purple action.**



Please note the placement rules!

Then place all drawn encounters on the encounter discard pile. When the encounter deck has run out, shuffle the encounter discard and place it again face down on the encounter box.

Bonus: Get **1 steam** for each **blue** crystal in the generator of your **engine room.** If you already have 10 steam, you do not get the bonus.

The top action always gives the active player resources. This is also true for the bottom actions of Crassus, Rockefeller, and ad-Din. For all other encounters' bottom actions, you need to spend something (left of the hand) to receive the reward (right of the hand).

***Example:** Dani places her airship on the encounter action space (see top of the page). She immediately receives 2 esteem. Then she draws 2 encounters: Alfred Nobel and Bi Sheng. She chooses Alfred and executes the top action (to get 2 crystals of the same color) and takes 2 blue crystals from the bag and places them in the blue engine room generator on her airship, which was previously empty. Then she checks for the bonuses generated by the engine room, because the encounter activated the blue engine room generator: Since she now has 2 blue crystals in her engine room generator, she receives a bonus of 2 steam.*

❸ Crystal deposit

Scientist: With these new crystals and the knowledge we have acquired, maybe I can create more T.I.M.E.-crystals myself! That certainly is worth the money we pay the crystal miners to purchase the crystals.

Buy **1 or more crystals for 2 gold each.**
Please note: Some deposit action spaces additionally give you **2 esteem.**

BONUS: Get 1 **T.I.M.E.-crystal** from the secret mine for each **black** crystal in your **laboratory generator.** You have to place it immediately! Please note the placement rules! If the secret mine is empty, you do not get the bonus.

❹ Upgrade

Engineer: Depending on the current spacetime distortion field patterns, I can make improvements to our airship with the right crystals. This procedure will consume the crystals. However, T.I.M.E. will send us a regular income for our research and implementation of these upgrades. In addition, the upgrades will allow us to activate our time portal generator, as long as there are crystals installed in it.

Pay for the upgrade and incorporate it into your airship board.
Please note: Although there are only 4 upgrade spaces on the right side of your airship board, you can have more than 4 upgrades.
Check the **costs** for the chosen upgrade with the upgrade tile and the active **effort card.** Take the required crystals from your airship board and place them back in the bag to pay the costs.

- **The letters (A to F)** on the left of the upgrade tell you **how many crystals** the upgrade costs.
- The effort card tells you **which color of crystal is required for each letter** on the upgrade.

After paying for the upgrade, you **immediately** receive the depicted income on the upgrade (see the Income phase section).

Steam

Prospector: How does it work, you ask? Captain, I have no idea! I just place the gray crystal into this compartment and close it up tight. Then I push those two buttons and turn the controller to the desired color, say, pink. As soon as I pull the lever, there's steam and hissing all around. And then, well, there you have it: a pink crystal!

If you do not have a required crystal or do not want to spend it, you have another option when **paying for upgrades or expeditions:** For each **1 steam** you spend, you can transform **1 crystal into any other colored crystal.** When you do so, slide the control disc of your steam generator 1 space to the left.
Please note: If you neither have the required crystals nor the steam, you cannot change the crystal color and may not execute this action.

Psychic: There are rumors that he uses magic when he manipulates time. Utter nonsense! He simply makes very complex calculations and educated guesses that cannot be understood by the simple mind. Speaking of which, shall we begin your reading?

BONUS: Advance the control disc on your time portal **by 1 space** in a clockwise direction for each **pink** crystal in your **time portal.** If the control disc reaches or crosses the top pink space, you **immediately gain 1 bonus action on any of the monument boards.** Please note the placement rules.

Do **not** use one of your airships, but instead **Mr. T.I.M.E.**! Take Mr. T.I.M.E. from the **time compass** space and place it on almost **any** action space: Mr. T.I.M.E. allows you to land on action spaces **without following the stream of time** and/or that are **already occupied** by another airship! Return Mr. T.I.M.E. to its place on the time compass after you have executed the bonus action.
Please note: If there are no more crystals on a crystal deposit or if the expedition, upgrade, or mission of an action space have already been taken, those spaces are **not available,** even to Mr. T.I.M.E.!

Example: *Finn wants to buy the upgrade to the right. It costs 3 crystals: A, B, and C. The current effort card shows that he has to pay 1 black, 1 pink, and 1 gray crystal. However, he wants to keep the pink crystal so that it activates his time portal when the time portal generator is activated. He therefore uses 1 steam to convert any other crystal (he chooses a gray crystal in this case) to make a pink crystal to satisfy cost B. This, together with 1 black crystal to satisfy A and 1 gray crystal to satisfy C, covers the cost of the upgrade.*

❺ Gold

Banker: We have discovered an unknown reserve of gold sovereigns previously lost in the stream of time! We should not pass up the opportunity to collect these. And, the more crystals installed in our Midas-machine, the more gold it can generate for us.

Take X gold.
Please note: Some gold action spaces additionally give you **1 steam** and/or you can **advance the control disc** of your **time portal by 1.**

BONUS: Receive **2 additional gold** per **gray** crystal in your **Midas-machine generator.** If the bank is empty, you do not get the bonus.

❻ Expedition

***Navigator:** Depending on the current spacetime distortion fields, we might be able to travel to different places by using the right crystals. However, this consumes the crystals.*

***Adventurer:** But there are great treasures and rare knowledge to be found! So what are we waiting for? The devil takes the hindmost!*

Pay the expedition cost and place the card **face up** on the left side of your airship. The **number** of crystals required is indicated by the **letters** on the left of the expedition, and the required crystal **colors** are indicated on the active **effort card.**

Bonus: After paying for the expedition, you get **1 or more of the depicted rewards.** For each **orange** crystal in your **analytic engine generator,** you could achieve 1 additional discovery on your expedition and thus get 1 reward. (For this action, the bonus and reward are one and the same.)

***Example:** The expedition at the top of the page costs 4 crystals: 1 each in green (A), blue (B), orange (C), and black (D) as indicated by the current effort card. Sabrina has 4 orange crystals. She spends 1 crystal each in blue, green, and black. But instead of spending the required orange crystal, she spends 1 steam and converts any other crystal (in this case, gray) into orange. By doing so, she keeps 4 orange crystals and thus also receives the first 4 rewards: 8 esteem points and 2 spaces on the time portal. If she had a fifth orange crystal, Sabrina would also get 1 T.I.M.E.-crystal.*

Spending crystals and T.I.M.E.-crystals

Spending rule 1: When you spend crystals or T.I.M.E.-crystals, you must start with the right most slot in the corresponding generator of your airship board! This means that crystals in slots that have additional placement costs are used first.

Spending rule 2: If you must or can spend crystals during the game (for encounters, expeditions, or upgrades) and you have a T.I.M.E.-crystal in the corresponding generator, you must spend it first! Only when there are no more T.I.M.E. -crystals in a generator may you spend the colored crystals in that generator.

Spending rule 3: When spending a T.I.M.E.-crystal, it is spent as if it were a crystal of the color of the generator it is installed in. (For example, a T.I.M.E.-crystal placed in the analytic engine must be spent as an orange crystal.) However, by using 1 steam, you can convert a T.I.M.E.-crystal from one color to another during spending only, as if it were a colored crystal.

Spending rule 4: If you spend a T.I.M.E.-crystal during the game, place it on the secret mine and not in the bag!

The action phase ends when no one can or wants to place any airships anymore **and** the first player tile has been taken.

❸ Supply phase

***Navigator:** It's happening again: the stream of time is shifting again! T.I.M.E. is transmitting the new coordinates to us at this moment. Let's see what awaits us this time!*

Execute the following preparations for the next round:

- Take back your **airships** and place them in your hangars.
- Move the **monument board** in the top position to the position at the bottom of the stream of time.
- Return all **crystals** remaining on crystal deposit action spaces to the bag. Remove all **expeditions, missions, and upgrades** for the round that just ended from the game.

Now prepare the monument boards:

- Place new **crystals** in the crystal deposit action spaces. Place new **missions** from the mission deck. Place the **expeditions** and **upgrades** for the new round. (The Roman numeral on the card matches the number of the round.)
- Remove the previous round's effort card from the game and flip the top **effort card** from the effort deck face up.
- Finally, the new first player places the **first player tile** next to the game board and starts his or her turn.

End of the Game

***T.I.M.E.:** We have now come to the end of the five week discovery mission. Your success was crucial for providing us with new knowledge of the monuments and what lies beyond. It is with great pleasure that we now honor the most successful and accomplished airship captain.*

The game ends after 5 rounds. All that counts now is how high you have risen in T.I.M.E.'s esteem!

If you have accepted missions from T.I.M.E., you now check whether you can fulfill them. Starting with the first player, reveal your missions and spend the required resources to build esteem. Advance your control disc on the esteem track accordingly.

Please note: Missions for which you did not meet the requirements do not provide you any esteem.

- If a player crosses the start space of the esteem track with his or her control disc for the first time, he or she takes the esteem tile and places it next to his or her airship board, 60-side up. If he or she crosses the start space for the second time, he or she flips the esteem tile to the 120-side.
- Any remaining resources you may still own at this point (gold, crystals, upgrades, expeditions, steam, or steps on your time portal) are of no value!
- The player who is in the highest esteem wins and is the celebrated captain of **Steam Time!**
- In case of a tie, the player with more remaining crystals on his or her airship board wins. If there is still a tie, you have to share the title of most esteemed airship captain!

Modules

Sabotage

Diplomat: We are deploying a special operative to this site. His assignment is to ensure that no other airships become active in that region. And if he cannot prevent it, at least it will cost them a tidy little sum. If he gets caught, we never had this talk ...

The game is played as described with the following changes:

- **Preparation:** Each player receives the **saboteur** of his or her color and places the saboteur in his or her hangar with the airships.

- **At the end of the supply phase,** starting with the first player, place your saboteur on **any action space** on the monument boards.

  The other players follow in clockwise order and place their saboteurs as well.

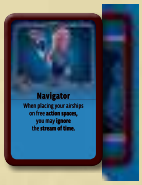
  Please note: It is possible that at the end of the supply phase, there are **several saboteurs** on the same action space!
- If a player wants to place his or her airship on an action space with a saboteur, he or she has to pay **1 T.I.M.E.-crystal per saboteur** on the action space and return it to the secret mine! The color of the saboteur is of no importance. Only **after** "bribing" the saboteur, may you execute the corresponding action. If a player **cannot** or does not want to bribe the saboteur, he or she cannot place his or her airship on this action space.
- At the **beginning of the next supply phase,** players return their saboteurs together with their airships. So each player gets to place his or her saboteur **four times** in the entire game.

Specialists

T.I.M.E.: We will give you a team of local specialists for support. They may throw a wrench or two into your regular plan of action. But rest assured, if you use their skills well, it will not be to your disadvantage!

The game is played as described with the following changes:

- **Preparation:** Each player receives the **9 specialists** of his or her color.
- **Before you start the game** each player picks **2 specialists** and takes them in his or her hand. Then each player shuffles his or her remaining specialists and places them **face down** as a draw pile next to his or her airship board.



- The specialists come into play during the **action phase.** In a player's turn and before executing any action (either taking first player tile or placing an airship), the player may play (face up) **1 or 2 specialists.** Place the first specialist **left** of the corresponding symbol of your airship board. Each subsequently played specialist is placed face up on top of already played specialists, thus creating the specialist deck.

  Please note: Only the special skills of the **top most face up** specialist are active!

  Please note: Special skills of already covered specialists cannot be used for the rest of the game! So if a player plays 2 specialists **at the same time** in his or her turn (i.e., to draw new specialists which might suit his or her purposes better), he or she has to choose which specialist to place on top. **Only the special skill of the top specialist is active.**
- Refresh your specialist hand to 2 specialists at the end of your turn.

  Please note: If the draw pile is exhausted, you **cannot** draw any more specialists.

Example: *In her first turn, Sabrina plays the* ***navigator.*** *She may now place airships on any action spaces and may ignore the stream of time! At the end of her turn, she draws 1 specialist from the draw pile.*
In her fourth turn, Sabrina plays the ***psychic.*** *Now, she can no longer use the special skills of the navigator, which she played in the first turn. She takes the still available first player tile and chooses special action 1: convert steam to esteem. With the psychic's special skills, she can convert 1 steam into 2 esteem instead of the usual exchange rate of 1:1. At the end of her turn, she draws 2 specialists. So due to the second special skill of the psychic, she now has 3 specialists to choose from.*
In her fifth turn, Sabrina plays the ***adventurer.*** *Now the skills of the psychic are lost. She chooses the expedition action. After paying the costs of the expedition, she now checks how many rewards she gets. Sabrina has 4 orange crystals. Thanks to the special skills of the adventurer, she receives one more reward, so she gets all 5 rewards! At the end of her turn, she does not draw another specialist, since she still has 2 specialists in her hand.*
Later, Sabrina simultaneously plays ***banker*** *and* ***scientist.*** *She places the banker on top. Now all special skills of the adventurer and the just played scientist are lost. At the end of her turn, she draws 2 specialists from the draw pile.*

Rüdiger Dorn, born in 1969, lives with his wife and three children in southern Germany. The business teacher has developed and published various games for children, families, and adults; among them, several published by Kosmos. His major works are Goa, Jambo, Louis XIV, and Istanbul. With **Steam Time,** Kosmos publishes his latest strategy game.
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Steam Time Almanac

Encounters

- **Alfred Nobel** (1833-1896), Swedish chemist and inventor of dynamite. Founder and eponym of the Nobel prize.
- **Archimedes of Syracuse** (287-212 BCE), Greek mathematician, physicist, and mechanic. Considered inventor of burning mirror, pulley, and irrigation system.
- **Bi Sheng** (died around 1052), Chinese inventor. Conceived print with movable type long before Gutenberg.
- **Marcus Licinius Crassus** (ca. 115-53 BCE), Roman statesman. Supported the first Roman triumvirate with Caesar and Pompeius with his great wealth.
- **Jakob Fugger** (1459-1525), German merchant prince. The most significant banker of his time, he rated high aristocracy and royal dynasties among his customers.
- **Galileo Galilei** (1564-1642), Tuscan scientist, mathematician, and philosopher. Proved that Earth circles around the sun.
- **Hero of Alexandria** (ca. 20-62), Greek mechanic and engineer. Invented the aeolipile, the first thermal engine in history.
- **Christiaan Huygens** (1629-1695), Dutch physicist and mathematician. Founder of wave theory and inventor of the pendulum clock, among other things.
- **Johannes Kepler** (1571-1630), German polymath and theologian. Discovered the laws of planetary motion.
- **Leif Erikson** (ca. 975-1020), Norwegian seafarer. Considered to be the first European discoverer of America, described in the Vinland sagas.
- **Gottfried Wilhelm Leibniz** (1646-1716), German polymath. Discovered differential calculus and invented calculating machines.
- **Leonardo da Vinci** (1452-1519), Italian universal genius. Creator of Mona Lisa, inventor of parachute, helicopter, submarine, and more.
- **Marco Polo** (1254-1324), Venetian merchant and adventurer. Published a highly detailed report of his travels to Asia and China.
- **Montgolfier Brothers** (Joseph 1740-1810, Jacques 1745-1799), French paper manufacturers and aviation pioneers. Constructed and flew the first hot-air balloon.
- **Isaac Newton** (1642-1727), British polymath. Developed the laws of motion, the law of gravitational force, and infinitesimal calculus.
- **Nostradamus** (1503-1566), French physician, astrologist, and seer. Author of "The Prophecies" in rhymes.
- **Denis Papin** (1647- ca. 1712), French physicist and inventor. Invented an atmospheric steam engine and the pressure cooker.
- **John D. Rockefeller** (1839-1937), US entrepreneur and oil tycoon. Inflation-adjusted, assumed to be the richest person ever, but also great philanthropist.
- **Taqi ad-Din** (1526-1585), Ottoman polymath. Inventor of steam turbine, piston pump, mechanical clocks, and more.
- **Nikola Tesla** (1856-1943), Yugoslavian inventor, physicist, and electrical engineer. Discovered alternating current and invented many electrical devices including the wireless remote control.
- **Richard Trevithick** (1771-1833), British engineer. Created a steam vehicle and the first steam locomotive.
- **Cornelius Vanderbilt** (1794-1877), US shipping and railroad tycoon and the richest man at his time.
- **James Watt** (1736-1819), Scottish inventor and industrial engineer. Improved the efficiency of steam engines.
- **Yi Xing** (683-727), Chinese astronomer, mathematician, and engineer. Created an extensive calendar and discovered the proper motion of fixed stars.

Expeditions

- **Alhambra –** Built in the 13th and 14th century by the emirate of Granada in Spain. Residence and fortress with extensive gardens.
- **Andersons Creek –** A gold discovery in 1851 at this creek started the Australian gold rush, which lured hundreds of thousands to Australia.
- **Atlantis –** Mythical island, first mentioned by Platon in the 4th century BCE. Existence is disputed.
- **Amber Room –** Created around 1700 in the Berlin city palace. Room with countless amber elements. Current whereabouts unknown.
- **Library of Alexandria –** Built in early 3rd century BCE. Most important library of ancient times. Location and fate unknown.
- **Big Ben –** Built in London 1859, renamed 2012 in Elizabeth Tower. Its chime is known as "The Voice of Britain."
- **Himeji Castle –** Construction started in 1346; extensively expanded in 1580 and 1601. Japanese castle complex with advanced fortifications.
- **Eiffel Tower –** Constructed for the 1889 world exhibition in Paris. For about 40 years it was the world's tallest building.
- **Eldorado –** 16th century Colombian legend. Legendary country of gold somewhere in South America.
- **New York Harbor –** Location of the first paddle steamer line, which traveled between New York and Albany in 1807. Site of the Statue of Liberty since 1886.
- **Hagia Sophia –** Opened in 537. Last major building of late antiquity. In the beginning it was a Byzantine church, then a mosque. Today, it is a museum.
- **Lascaux cave –** Location of several of the oldest cave paintings of mankind, presumably dating back to 17,000 BCE. Could be far older.
- **Ishtar Gate of Babylon –** Built around 605 BCE as part of the walls of Babylon. Deemed by some scholars as one of the ancient wonders.
- **Jericho –** Founded around 9000 BCE and one of the oldest cities of mankind.
- **Carthage –** Most likely founded around 814 BCE by Phoenicians. Due to its harbor, it was a prosperous ancient metropolis and rival of Rome.
- **Kingdom of Punt –** Since 3rd millennium BCE, it was an important trading partner of ancient Egypt. Location assumed at the Horn of Africa.
- **Colosseum –** Completed in 80 CE in Rome. Largest amphitheater in the world. Featured events such as the gladiator games.
- **Kremlin –** A huge complex containing a citadel and residence of the tsar, built in 15th and 16th century in Moscow. Also features several sacral buildings.
- **Nazca lines –** Created 8th to 6th century BCE. These geoglyphs in the Peruvian Pampa can only be spotted from the air.
- **Xi'an palace –** Palace compound constructed in 634. Main residence of Chinese Tung dynasty for 220 years.
- **Petra –** Founded around 2nd century BCE in the Jordan mountainous region and capital of the Nabataean empire.
- **Samarkand –** Oasis city established in the 2nd millennium BCE. Important trade hub along the silk road.
- **Shangri-La –** Fictional hidden paradise, somewhere in Tibet. Based on Eastern legends and described in the novel "Lost Horizon."
- **Taj Mahal –** Completed in 1648 in Indian Agra. Richly ornamented mausoleum for the main wife of the Great Mogul.
- **Teotihuacán –** Dating back to 100 CE, this was the most important cultural and political center of central America. Probably established far earlier.
- **Terracotta Army –** Completed in 210 BCE. Thousands of terracotta soldiers guard an imperial mausoleum.
- **Theater of Philippopolis –** Earliest traces of settlement around 4th millennium BCE. Center of Thracian culture, theater from Roman times.
- **Tortuga –** In 17th century, the "Turtle Island" was an infamous pirates' den. Situated north of Haiti.
- **Uruk –** Mesopotamian city on the Euphrates, established around 3500 BCE. Assumed to be the largest metropolis of its time. Location of the discovery of the first writings.

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