

STEAM TIME

STEAM TIME FAQ

For First Edition Game and Instructions, November 2015

- **Q:** In a 4-player game, there are not enough orange crystals to fill all players' analytic engines. What happens in the income phase if an upgrade would provide me with an orange crystal, but there is none? Can I take a T.I.M.E.-crystal instead?

A: When a resource is exhausted, it is gone, be it gold or crystals. Therefore, you do not get this income.

- **Q:** And what if I take the gold action, which would give me 7 gold and thanks to my full Midas machine an additional 8 gold, for 15 gold in total, but there is only 12 gold left in the bank? And what if I would get 3 crystals of the same color, but there is only 1 crystal of that color left?

A: When there is not enough of a resource to fully satisfy a demand, you get as much of that resource as possible. In the example, you would get 12 gold or the 1 remaining crystal.

- **Q:** On page 8, it says, "Take one of the missions..." Does that mean I can take any mission? For the expeditions, it says I have to take the expedition next to the action space.

A: No, this is a mistake. It should read, "Take the mission next to the action space..."

- **Q:** An encounter would give me 2 (or 3) crystals. However, in my generator, there are not enough free slots. May I still execute the action and take fewer than the number of crystals indicated?

A: Yes, you may still execute the action. Take as many crystals as will fit into your generator (mind the placement rules and possible costs though!).

- **Q:** When I use Mr. T.I.M.E. to get an additional action, do I also get the corresponding bonus related to that action space?

A: Yes, an action always yields a possible additional bonus (if your generator has crystals), no matter whether you execute the action with one of your airship tokens or Mr. T.I.M.E.

- **Q:** To fulfill some missions, I have to spend crystals of any color as indicated by the rainbow-colored crystal. Can these also be T.I.M.E.-crystals?

A: Yes, T.I.M.E.-crystals are universally usable and can be used when a mission calls for a crystal of any color. 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.

- **Q:** And what if I would receive crystals of any color? Can I take T.I.M.E.-crystals in this case?
A: No. You get T.I.M.E.-crystals when taking the first player action, when executing the crystal action and its bonus, or if a symbol specifically says so (some upgrades, encounters, expeditions, and specialists).
- **Q:** I have placed my first (or second) airship token on an action space of the top most monument board. What do I do now in my second (and third) turn of this round?
A: You must skip your turn. Bad move — unless you can still get the first player tile.
- **Q:** Do I receive the rewards for an expedition one after the other or all together?
A: You get the rewards together. Check first the number of crystals you have in your analytic engine and then take the corresponding rewards.

Example: You have 3 orange crystals in your calculating machine. You pay for the expedition action (i.e. **Eldorado**) and take the expedition card. You get 5 esteem, 1 T.I.M.E.-crystal, and 5 gold.

You do NOT get 5 esteem first, advance them on the esteem track, then take 1 T.I.M.E.-crystal and place it (for example) in your analytic engine, then take 5 gold and, then — because of the 4th crystal in your analytic engine — get 1 step on the time portal track!

- **Q:** And what if I get several rewards on action spaces, through upgrades or encounters? Can I choose the order in which I get them or do I have to take them from left to right or top to bottom?
A: You can choose the order in which you get the rewards!
Example: You have no gold, a level III upgrade (which yields 1 orange crystal and 6 gold) and 4 crystals in your analytic engine. In the income phase, you can choose the order in which you get the rewards and thus take the gold first and then take the orange crystal and pay 2 gold to place it in your analytic engine.!
- **Q:** Does a player using Mr. T.I.M.E. have to pay Saboteur costs?
A: Yes, you have to pay Saboteur costs. Using Mr. T.I.M.E. technically grants you an extra turn. Thus, all air ship placing rules also apply with the two exceptions that a) you can ignore the stream of time and b) you can also place Mr. T.I.M.E. on already occupied action spaces (provided that there is still something to gain).