ALL-ZEIT
(ALL TIME)

This expansion provides new playing cards for **Raumhändler**, the interplanetary real-time game. There is playing material for 4 players.

1. Before the first game:

Replace the old Gizzi cards with the new cards.

In addition, **remove** the following cards from the **basic game: fusion mines**, **sabotage probes**, **interstellar rockets**.

Remove the „Intergalaktische Putzkolonne" and „High Tech" cards (in German – you will use the English versions of these cards).

2. Preparation

Each player gets one of each kind of the TechLevel 1 cards. Shuffle the TechLevel 2 and TechLevel 3 card piles. Exception: The "High Tech" card is put on top of the TechLevel 3 pile. Other than this, the rules of the basic game apply.

3. The new cards

Handelsstation
Trading Station 12x (Gizzi):
As long as this neutral demand has not been satisfied, each player may trade the goods shown there with the stock in any way at a 1:1 ratio. If the demand has been satisfied, the card is used like a usual neutral demand.

Terraforming 4x (Gizzi):
This demand must be satisfied by exactly two players who are both in the same field and deliver the required goods in any distribution they want. (Two players must also be involved when using a transport probe or an orbital station.) Both players earn 4 points. (Mark with both victory point markers.)

Wurmloch
Wormhole 4x (Gizzi):
A player on this planet can put this card under the Gizzi pile in order to place his spaceship immediately (without using a sand timer) on any other Gizzi planet. Then, a new Gizzi card is turned over.

Deponie
Dumpsite 4x (TL 1):
To satisfy these demands, only the number of goods – but **not** the color – is significant.

Spionagebunker
Spy Bunker 4x (TL 1):
After a sand timer runs out, the player may place his own victory point marker on a card in another player's planning area (this does not count towards the end of the game criterion). If one of the player's victory point markers has already been placed, the marked card may be moved to the player's own planning area after the sand timer has run out once more, without the other player having the right of objection. The marker is returned to owner's stock. If the card is built before that, the marker goes to owner's stock without any effect.

Sabotagesonde
Sabotage Probe UPDATE 4x (TL 2):
These sabotage probes replace the sabotage probes **and** the interstellar

rockets from the base game. A sand timer produces 2 black cubes, which are put directly on the sabotage probe. These can be placed anytime on any sand timer but can be cancelled with an Energy Shield. A player may never have more than 2 black cubes on one Sabotage Probe at a time. Any extra cubes that are produced may not be taken. A sand timer with a black cube must not be utilized. It's best to put these sand timers in a neutral place on the table, so they can run through without effect. After that, they can be used again as usual. There may never be more than one black cube on any sand timer.

Energieschild
Energy Shield 2x (TL 2)**:**
A sand timer produces 2 white cubes, which are put directly on the Energy Shield. A player may never have more than 2 white cubes on one Energy Shield at a time. Any extra cubes that are produced may not be taken. The Energy Shield allows any sand timer to be charged at any time. To do this, one of the white cubes from the Energy Shield is placed onto the sand timer. If a sand timer, charged in this way, has or gets a black cube, this cube, along with the white cube, is returned to the general stock.

High Tech 1x (TL 3):
The first player to draw a card from the TechLevel 3 pile gets this card and then draws two more cards, as usual. As other players reach TechLevel 3, the card passes to them in turn. The player who has this card at the end of the game gains 5 additional victory points.

Mop and Bucket Brigade 1x (TL3):
When a player draws the Mop and Bucket Brigade card, he immediately places it on one of his power station piles (left or right). The other card drawn must be put in the planning area. **NO** buildings that are supplied with energy by this power station will work (no utilization of sand timers possible) as long as the Mop and Bucket Brigade remains there. The player can play two sand timers (**at the same time**) to move the Mop and Bucket Brigade to a power station belonging to the next player to the right (the choice is made by the player moving the card). The back of the Mop and Bucket Brigade card is marked and is visible to all players when it is drawn.

Chronosphäre
Chronosphere 2x (TL 3):
The Chronosphere is charged (white cube) by running a sand timer. A charged Chronosphere can be used at anytime as a substitute for running a sand timer **at that planet**. This discharges the Chronosphere. (return cube to the stock).

Fusionsmine
Fusion Mine UPDATE 4x (TL 3):
The fusion mines replace the fusion mines from the base game. When a sand timer is run, they provide 2 goods in one of the indicated combinations.