



Snowdonia Seasons

Components

2 Seasons cards (Spring / Summer, and Autumn / Winter) and 4 new Contract cards.

Set up

Choose one Season card at the start of the game. For example, you might start with the real life season, or with Spring. For a thematic start, start with Winter (the Snowdon Mountain Railway was started in December 1894). Put the chosen Season card next to the Contract cards pack covering the normal weather adjustments.

Put a Rubble cube in the top month space of the Season card.

Shuffle the four new Contract cards into the Contract cards pack.

Weather

When you are placing weather discs, if a Seasons Contract Card comes up, the Start Player chooses the weather from the 2 options on the card back.

When adjusting the markers on the Work Rate Tracks, use the values on the Seasons card. Fog is only 'traditional Snowdonia fog' in Winter. In all other seasons it simply blocks one of the Excavation (B) and Lay Track (D) action spaces.

End of Round

At the end of each Round, move the cube on the Season card down one space. If the cube moves off the card, change the season to the next one (in normal sequence, of course!).

Card explanations



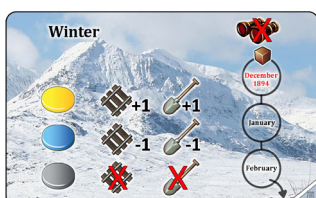
Taking your temporary Labourer from the Pub costs 1 less Coal (for most trains, this means your third Labourer is free).



Your Surveyor may move 1 extra station when you take the Move the Surveyor action.



Each Labourer who takes a Build action can take 2 Build actions instead of the usual 1.



You cannot move your Surveyor with the Move the Surveyor action. If you take the action, take one Rubble cube from supply (your Surveyor is doing a spot of gardening instead).