

Snowdonia Promo Cards

The Station with the Longest Name in the World



Place this station on the board next to Llanberis / Blaenau with any unused track cards (0-2) between them (you will need to cover the pub!). When you excavate, build or lay track you can do it in either direction from Llanberis. Events and/or the game-end trigger ignore this station and the track cards to it.

Extra Action Space H - Take a Discarded Card



Place this new action space next to the Contract Card discard pile. Whenever a player takes the action, they may take 1 card from the discard pile (search through the pile) into their supply.

The **Abominable Snowman** – the rules are on the reverse of the card. You will need something to represent the Yeti.

The **Camouflaged Loco** allows a black cube to be used to get a third worker at any time in the round. This train comes with one each of iron ore, stone, coal and rubble.

The **Coal Train** – when built it takes all the coal off the other trains.

The **Cocoa Loco** - Give a (decent-sized) piece of Easter Egg (chocolate) to each opponent. Take your extra worker out of the Pub for this Round for FREE.

The **Dawn Raider** - When a white block 'lay-track' event occurs, the holder of "The Dawn Raider" can lay track instead of the game. The track card needs to be clear - the "Dawn Raider" player cannot lay track on track cards with rubble. If the player with the "Dawn Raider" cannot or does not want to lay track the 'game' lays track as defined in the rules.

Downbound Train – When this comes into play immediately put ALL PLAYERS third worker on it. They cannot be recruited by a train for the rest of the game. When you use your third worker for an action you return one of the other player's third workers to the box. When there are no more third workers to return to the box then no-one can play a third worker.

Dragon - Whenever you take the Dragon out of the Pub as your third worker, you can immediately convert iron ore to steel, once, without having to take the [C] action.

The **Engine Shed** costs 6 rubble to buy. At the train maintenance event you collect all the paid steel before you have to pay the maintenance on the Engine Shed.

The **Ferroequinologist** scores 4 points for each Train 'in play' (including itself).

The **Funeral Train** - at the start of phase G you may pay 1 coal to reset a used contract card.

The **Great Old One**. Remove your Surveyor from the Game (s/he must be at least one station along from her/his Starting position). This card is worth 8 points at final scoring ...which will be Two Rounds from the point this is built! (In the meantime) no player may recruit their third worker from the Pub for the rest of the game. (Put a rubble cube on the third weather marker - that will be the final round in the game).

The **Hot Air Balloon** is played as a train. When bought put 4 rubble from supply on the balloon. When you take the Surveyor action, you may put a rubble from the card into your personal stock to have your Surveyor move an extra station. If the Surveyor moves beyond the last station, put him on the balloon and score +8 points in addition to points for the last station at the end of the game.

Ivor the Engine lets you excavate and/or lay track when it's foggy - put your workers on the action space(s), as per normal weather.

Jimmy and the Little Old Engine fixes your excavation rate at 2 for the rest of the game - regardless of the worker track value; and, of course, it's **FREE** to any player 11 or under - just take the build action.

Jumbo, The Circus Elephant – rules on the reverse of the card.

London Jack is played as a train and costs nothing to buy. Put your third worker on London Jack. It is free to activate your worker on London Jack, but he can only be assigned to the Stock Yard (A) or Surveyor Move (G) actions - he can only fetch or go walkies!

Lord Mayor's State Coach – This train comes with the first player marker plus one each of iron ore, stone, coal and rubble. At the end of the game score 3 VPs.

The **Luggage** comes with two iron ore and two stone. The third player costs two of any type of cube (iron ore, stone or coal).

Mrs Larkin's Washing Machine - When built you take a spare scoring marker from each other player and put it on the card. The card has a special ability meaning that, each round, you may give **up to one player** their marker back. That player must place one fewer worker that round.

Mystery Train - Place this new action space (envelope) next to the Contract Card discard pile. Whenever a player takes this action, they may take 1 random train from the envelope but you must be able to pay for it as normal.

No 1 L.A.D.A.S (lost) is FREE to build (but the player still needs to take a Build action and the game must have had the train build event) and comes with three rubble cubes on it. Whenever the player takes the Surveyor action (i.e. go wandering up the mountain), take one of the rubble cubes off of this train card. If there are no rubble cubes on it at the end of the game (and the player still 'owns' it), then it's worth 9VP. This DOES count as a train for the purposes of "one train only" and the train upkeep event!

One Less Worker – all players gain 1 coal but place 1 fewer worker in next round. Remove card from the game.

Princess Margaret Rose - Your Surveyor may be used as an extra worker. Before your first placement of a worker, you may pay 1 coal for an extra worker OR two coal for two extra workers. Mark the current location of your Surveyor with one of your cubes temporarily and return it to that position at the end of the Round.

Rolling Chair - When you use your third worker you may have one of your workers go first in an action even if they're not in the no.1 spot. For example place worker in the last space of the stock yard to gain Start Player and then have that worker pick cubes FIRST with this ability!

Santa Claus – when built get a **FREE** contract from the deck.

Scarecrow - Hire a FREE third worker after at least one **event** happens in the Round otherwise he's expensive to recruit – 2 coal!

Sen's Train allows the owner to pay 2 coal and remove this train from the game. Then build any train for FREE, even if it is not available in the current game you are playing of Snowdonia.

The **Shunter** is a permanent 3rd worker. **(NB: Not available as a PnP)**

Traction Engine - your worker comes out of the Pub for **FREE** whenever it's raining for the Round.