

Tony Boydell

Snowdonia

About the Game

The peaks of Snowdonia rise before you encased in mist, their summits barely visible. The highest is Snowdon (Wyddfa) herself, at 1,085 metres. The year is 1894, and the Snowdon Mountain Tramroad and Hotels Company Limited has been formed to build a branch line from Llanberis to the summit. You can scarcely believe it is possible!

In Snowdonia, players represent companies providing labour for the construction of the Snowdon Mountain Railway. Unlike in other train games, you will have to excavate your way up the mountain-side, as well as make and lay track and construct viaducts and stations; all this, in competition with the weather of the Welsh mountains and your fellow players. You will be assisted by a train and can collect essential materials from the Stock Yard. You will obtain special work contracts that give you bonus points at the end of the game.

Each turn, a player allocates labourers to specific tasks, such as getting supplies, excavating the mountain, making or laying track, building parts of stations, or obtaining lucrative contracts. A player uses supplies to construct sections of the railway that will yield victory points once the route has been completed. Players can also buy trains to ship in extra labourers and to improve their work rate. A player who completes contracts for specific work will gain bonuses at the end of the game.

Can you contribute more than the other players to the magnificence of the Snowdon Mountain Railway?

About the Deluxe Master Set

The words of introduction you have just read come from the original Snowdonia rulebook. First published in 2012, Snowdonia featured only two scenarios: the original Mount Snowdon scenario, which the game takes its name from, and Blaenau Ffestiniog, a more advanced scenario for those ready to spice up the game.

Over the course of seven years, Snowdonia has grown with new scenarios, expansions, and promotional cards, all of which have been meticulously catalogued and placed in this Deluxe Master Set. If you are ready to see trains climb Welsh mountains, cut through the plains of Australia, or travel underwater — proceed into what is much more than a game now!

If you are a new fan of Snowdonia, please take a moment to read the First Steps section below, and get ready for a gaming journey of a lifetime!

First Steps

The default mode of play for Snowdonia has always been the original Mount Snowdon scenario. If you have never played Snowdonia before, it is strongly recommended that you play your first few games using the base game rules outlined below.

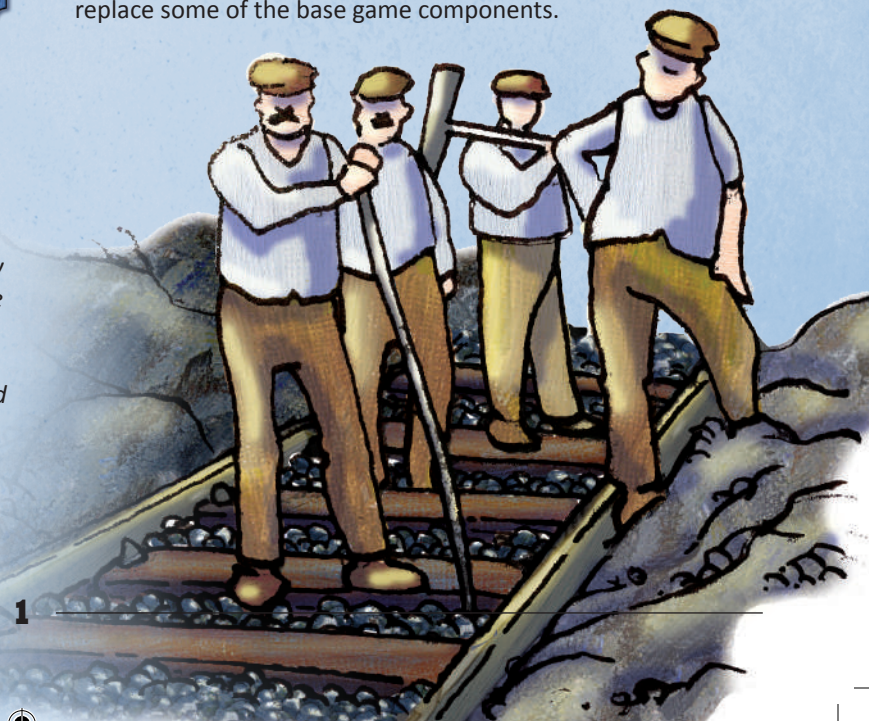
Base Game Rules

Snowdonia Deluxe Master Set comes with 18 different scenarios, 2 mini-expansions, and fully developed rules for Solo play (Botdell). These rules are written for the default Mount Snowdon scenario. Each other scenario and mini-expansion will specifically point out any changes in setup or game play where they differ from Mount Snowdon.

If you are new to Snowdonia, we strongly recommend that you first learn the rules of the Mount Snowdon scenario and play it a few times before taking on – and learning – a more complex or different mode of play.

Game Setup

Any components not mentioned in the Game Setup for the base game (i.e. the Mount Snowdon scenario) should be left in the game box. Each other scenario uses all base game components unless it instructs you to remove specific components. Each scenario will also list any additional tokens or cards that should be added to the game or that are used to replace some of the base game components.





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9 ACTION AREA OVERLAY CARDS

The game board has pre-printed Action Areas for a 3-player game, marked A to G. If you are playing with 2, 4, or 5 players, take the applicable alternative Action Area overlay cards and place them over the pre-printed Action Areas so that the number at the top of each Action Area includes the number of players.

Note: Set aside the special **B** EXCAVATION Action Area overlay card. It will not be used until later in the game.

10 GAME MARKERS

Place the shovel-shaped Excavation Work Rate Marker on the space marked with a dot on the top Work Rate track. Similarly, place the track-shaped Lay Track Work Rate Marker on the space marked with a dot on the bottom Work Rate track.

11 CONTRACT CARDS

If you are setting up a 2-player game, remove the two Contract cards marked "3-5" from the deck (cards 28 and 29).

Thoroughly shuffle the Contract cards and place them as a face-down deck on the indicated space.

12 WEATHER FORECAST

Take the top three Contract cards and place them face-down, one at a time, on the numbered spaces next to the Contract deck. These three spaces are referred to as the Site Office in the rules.

On the back of each Contract card you will find a weather icon. Take a Weather disc matching the weather icon on the back of the middle (space "2") Contract card and put it on the middle space of the Weather Track. Repeat for the right-most (space "3") Contract card. Then, flip these three Contract cards face up.

Note: The Snow discs are not used in the Mount Snowdon scenario and should be left in the game box.



13 TRAINS

Thoroughly shuffle the Train cards and place six Train cards face up next to the game board. These Trains form what is referred to as the Engine Shed in the rules.

Note: For your first game, we recommend that you only shuffle the following Train cards during setup:

- | | |
|------------------|-------------------|
| No. 1 L.A.D.A.S. | No. 5 Moel Siabod |
| No. 2 Enid | No. 6 Padarn |
| No. 3 Wyddfa | No. 7 Ralph |
| No. 4 Snowdon | |

These Trains are all marked with **SD** in the bottom-right corner of the card.



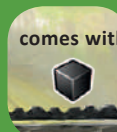
14 STOCK YARD AND SUPPLY BAG

Place the following resources onto their spaces in the Stock Yard on the board: 7 Iron Ore, 4 Stone, and 1 Coal.

Separate a number of resources (Iron Ore, Stone, or Coal) and Event cubes as indicated by the Supply Table (see next page), returning additional resources and Event cubes to the game box as they will not be used this game.

Place wooden markers (typically just Coal, but can also be other wooden markers) onto the Trains in the Engine Shed as indicated on each card.

Place the remaining resources and Event cubes into the Supply Bag.



15 GENERAL SUPPLY

Place all other pieces next to the board to form the general supply.



Supply Table

During setup (Step 14), separate the following types and quantities of resources and Event cubes:

	2	3	4	5
	20	20	27	33
	11	11	16	20
	All	All	All	All
	5	5	5	5
	Remove - Waterfall Station (2) - Passing Loop (4 ½) "3–5" Contract cards (28 & 29)	Remove Passing Loop (4 ½)	Remove Passing Loop (4 ½)	

Game Sequence

Each round consists of the following phases:

- 1 Assign Labourers
 - A Stock Yard Action Area
 - B Excavation Action Area
 - C Works Action Area
 - D Lay Track Action Area
 - E Build Action Area
 - F Site Office Action Area
 - G Move the Surveyor Action Area
- 2 Resolve Actions
- 3 Restock Contract Cards
- 4 Check the Weather
- 5 Restock the Stock Yard

Rounds are repeated until the End of Game is triggered.

Game Round

1 Assign Labourers

Players take turns placing one Labourer at a time into empty Action Spaces

In clockwise order, beginning with the Start Player, each player places one of their Labourers from their personal supply onto any empty numbered Action Space in any of the Action Areas (A to G) on the game board. Players continue to place Labourers, one Labourer per player at a time, until every player has placed all Labourers from their personal supply.

Owning a Train often provides you with a way to gain an extra Labourer for the round.

Typically, Train cards will allow the owner to gain a Temporary Labourer by paying 1 or 2 Coal, though some Trains may specify different costs or special requirements as well. Before placing your first Labourer, if you own such a Train, you may pay the indicated cost to gain your Temporary Labourer for the round. For more information about each Train, see the Train Master List Appendix.

When gaining your Temporary Labourer, take the Labourer in your colour from the Pub and add it to your personal supply. This Temporary Labourer can be assigned to Action Spaces like any other Labourer.

Contract Cards

Each Contract card is divided into two sections. The upper section of the card depicts an end-game scoring option while the lower section details an effect which, once per game, modifies the action you are taking or changes the rules in your favour.

For each of the Action Areas, before the first action is resolved for that Action Area, players may activate Contract cards. In clockwise order, beginning with the Start Player, each player may activate any number of Contract cards that reference the current Action Area in the bottom-left corner of the card.

After a Contract card has been activated, turn it sideways to show that its effect has been used, but leave the card in your player area. The card effect lasts until the end of the current round.



2 Resolve Actions

Actions are resolved in a fixed order, from **A** STOCK YARD through **G** MOVE THE SURVEYOR.

All Action Areas are resolved in order, from **A** to **G**. Within each Action Area, resolve the Action Spaces one by one in numerical order. If you have a Labourer assigned to an Action Space, you **must** take that action. If you have two or more Labourers assigned to the same Action Area, then you must take the action once for each Labourer.

After completing an action, return the Labourer to your personal supply.

Note: Temporary Labourers are returned to the Pub instead.

3 Restock Contract Cards

If any Contract card remains in the last spot (space "1") in the Site Office, place it face down onto the Contract card discard pile. Then, shift any Contract cards still left in the Site Office in the direction of the discard pile and refill any empty spaces with cards from the top of the Contract card deck so that the Site Office again contains three face-up Contract cards.

4 Check the Weather

By keeping an eye on the upcoming weather, you can calculate Work Rates and decide whether you need to Excavate or Lay Track first!

If there is a Weather disc on the left-most space of the Weather Track (marked with "1"), return the disc to the general supply.

Future weather is determined by the Contract card deck.

Shift all Weather discs one space to the left on the Weather Track. Take a Weather disc matching the weather icon on the top (unrevealed) card of the Contract card deck and place that disc on the right-most space of the Weather Track.

Adjust the Excavation and Lay Track Work Rate according to the current weather (indicated by the space marked with "!"). The Work Rate Markers cannot move beyond either end of the tracks!

Sun improves the Work Rate.



= Excavate +2 spaces, Lay Track +1 space

Rain decreases the Work Rate.



= Excavate -1 space, Lay Track -1 space

Fog prevents certain actions from being performed by the players (does not affect Events).



= Excavation and Lay Track actions cannot be performed this round. Do not adjust the Work Rate Markers. Instead, place a Weather disc on both the **B** EXCAVATION and **D** LAY TRACK Action Areas to show that Labourers cannot be placed there.

Thinner Fog Variant

For your first few games you may use the following variant Fog rule.

During the Check the Weather phase, if the current weather is Fog, place a Weather disc on only the last space of the **B** EXCAVATION and **D** LAY TRACK Action Areas.

This way, Excavating and Laying Track will be possible during each round of the game, albeit for fewer Labourers.

5 Restock the Stock Yard

Be aware of the Event Track and how empty the Supply Bag is. The emptier the bag, the greater the chance of an Event cube being drawn and messing up your plans!

Each round, more raw materials arrive at the Stock Yard.



Randomly draw a number of cubes from the Supply Bag and place them on the Stock Yard spaces according to type: Iron Ore, Stone, or Coal.

The number of cubes you should draw depends on the number of players, as shown on the board to the left of the Event Track. If there are not enough cubes in the Supply Bag, simply draw all remaining cubes.

If any Event cubes are drawn, place these, one cube per space, from left to right, onto the Event Track, beginning with the space immediately to the right of the last occupied space. As you place each Event cube, immediately resolve the Event associated with that space (before placing the next Event cube, if any). For more information about the individual Events and their effects, see RESOLVING EVENTS on page 9.

Action Areas

Paying Resources or Other Pieces

Whenever the game or these rules instruct you to pay a resource, it is important to ensure that these resources and other pieces are returned to the correct supply. Unless stated otherwise:

Every “resource” (Iron Ore, Stone, or Coal) should be returned to the Supply Bag.

Every other piece (such as Rubble or Steel Bars, among others) should be returned to the general supply.

A STOCK YARD

Hoarding resources will result in keeping the Supply Bag emptier, thereby increasing the likelihood of Events occurring! This may, of course, be precisely your plan, or else it may be your undoing!

Take up to 3 resources (max 1 Coal) and add them to your personal supply.

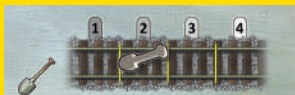


From the resources available in the Stock Yard, take any combination of 3 Iron Ore and Stone and add them to your personal supply. Alternatively, you may take 1 Coal and any combination of 2 Iron Ore and Stone.

If your Labourer is in the last Action Space of the Stock Yard, you also become the new Start Player. Take the Start Player token and place it in front of you. If no Labourer was assigned to this Action Space, then the current Start Player simply keeps the Start Player token.

B EXCAVATION

The Excavation Work Rate depends on the current weather.



The current Excavation Work Rate is indicated by the position of the shovel-shaped Excavation Work Rate Marker. Take from Track and Station cards a number of Rubble cubes equal to the current Excavation Work Rate, plus any bonuses from a Train you own or Contract cards you have activated, and add them to your personal supply.

You may not choose to take fewer Rubble cubes than this total (Excavation Work Rate plus bonuses), unless there is no Rubble left to excavate. If you need to take more Rubble cubes than what is left on the whole route, simply take all remaining Rubble cubes.

Rubble is excavated in a strict order “up the mountain.”

Rubble must always be taken from the first Track or Station card (with remaining Rubble) you encounter when moving “up the mountain” from Llanberis.

You may not take Rubble cubes from a Station card until all Rubble has been removed from all Track cards leading up to that Station card. When taking Rubble cubes from a Station card, always take from the top-left-most Excavation space on the Station card first (left to right, top to bottom).

If you take the last Rubble cube from an Excavation space on a Station card, place one of your remaining Ownership Markers on that space. At the end of the game you will score a number of victory points as indicated for that space.

When all Rubble has been excavated, an extra Build Action Area becomes available.

If, at the end of a round, there is no more Rubble available to Excavate — take the special **B** EXCAVATION Action Area overlay card set aside during setup and place it over the **B** EXCAVATION Action Area. For the rest of the game, an additional Build Action Space is now available in this Action Area.

C WORKS

The ability to convert Iron Ore into Steel Bars is important and of limited availability each round. Do not be afraid to assign your Labourer to this action first!

Iron Ore can be converted into Steel Bars.



Convert 3 Iron Ore into 1 Steel Bar or convert 2 Rubble into 1 Stone. Perform this conversion at least once and up to three times per Action Space. You may freely mix these conversions as you choose. For example: gain 2 Steel Bars and 1 Stone, or 2 Stone and 1 Steel Bar, and so on.

Rubble can be converted into Stone.

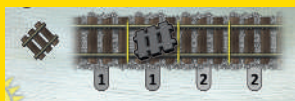


Put the Iron Ore into the Supply Bag and take Steel Bars from the general supply. Return the Rubble to the general supply and take Stone from the Supply Bag. If the Supply Bag runs out of Stone, you cannot make more Stone until some has been returned to the bag.

Note: You are allowed to look in the Supply Bag prior to converting Rubble to Stone.

D LAY TRACK

The Lay Track Work Rate depends on the current weather.



The current Lay Track Work Rate is indicated by the position of the track-shaped Lay Track Work Rate Marker. Return to the general supply a number of Steel Bars equal to the current Lay Track Work Rate, plus any bonuses from a Train you own or Contract cards you have activated, and, for each Steel Bar, turn over the first fully excavated Track card you encounter when moving “up the mountain” from Llanberis and place one of your remaining Ownership Markers on that card.

The game will end when all track has been laid. See END OF GAME on page 8.

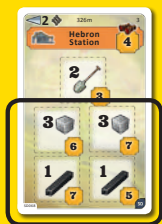
You may not choose to lay fewer track than this total (Lay Track Work Rate plus bonuses), unless you have an insufficient number of Steel Bars. If you need to lay more track than there are excavated Track cards left on the whole route, simply lay all remaining track.

Completing the last Track card of the route will trigger the end of the game. (See END OF GAME on page 8.)

E BUILD

Choose whether to Build a Station or Acquire a Train.

Using Stone and Steel Bars, build parts of a Station to earn victory points at the end of the game.



Build Station

Build any one **non-Excavation** space on any Station card, provided that all Track cards leading up to that Station have been excavated. To build the space, pay the resources specified and place one of your remaining Ownership Markers on that space.

Note: Even though you cannot build any spaces on a Station card until all Track cards leading up to that Station have been excavated, the Excavation spaces on the Station card itself do not need to be cleared first. They represent the track continuing past the Station up the mountain. For more information about Excavation spaces, see the **B EXCAVATION** Action Area section on page 6.

Acquiring a Train will provide you with powerful abilities.



Acquire Train

Note: You may not choose this option until the “Trains may now be acquired” Event has occurred! (See Resolving Events on page 9.)

Choose one of the Train cards remaining in the Engine Shed and pay its cost (typically just 1 or 2 Steel Bars, but can also be free or have other costs or specific requirements). Place the Train in your player area, along with any wooden markers that come with your chosen Train.

Note: If your Train “comes with” specific benefits not represented by wooden markers on the card, take those now.

From now on, and for as long as you own this Train, apply its benefits whenever applicable. For more information about each Train, see the Train Master List Appendix.

You may not own more than 1 Train. If you already own a Train, as part of this action, you may return a Train card to the Engine Shed and acquire a different Train instead (paying any associated costs of the new Train as normal).

Whenever a Train is returned to the Engine Shed, place wooden markers (typically just Coal, but can also be other wooden markers) onto that Train card (and only that Train card) as was done during setup, and as indicated on the card. If there is not enough wooden markers (in the Supply Bag or general supply), place as many as possible.

F SITE OFFICE

Take a Contract card of your choice.

Choose one of the three face-up Contract cards in the Site Office and place it, still face-up, in your player area. The upper section of the card depicts an end-game scoring option while the lower section details an effect which, once per game, modifies the action you are taking or changes the rules in your favour. (See CONTRACT CARDS box on page 4.)

G MOVE THE SURVEYOR

Moving the Surveyor is much more than just a default “pass” action!



Send your Surveyor further up the mountain to score victory points at the end of the game.

Move your Surveyor onto the next Station card you encounter when moving “up the mountain” from Llanberis.

Note: When moving your Surveyor, it is irrelevant whether Rubble has been excavated or track laid.

End of Game

Laying the last track triggers the end of the game!

The end of the game is triggered when the last track has been laid (every Track card on the whole route has been completed).

If the last track is laid as the result of an Event, finish the current round, then play one more round and proceed to Scoring thereafter.

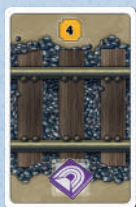
If a player laid the last track, finish the current round and proceed to Scoring.

Additionally, in a 2-player game, as long as the last track has not yet been laid, the game ends *immediately* if neither player has any Ownership Markers left.

Scoring

Each player scores victory points as follows.

Note: As you score the Station and Track cards, do not remove your Ownership Markers! These are used when scoring your Contract card bonuses.



Track cards

For each of your Ownership Markers on Track cards, score a number of victory points as indicated on the card.



Station cards

For each of your Ownership Markers on Station cards, score a number of victory points as indicated by the space.

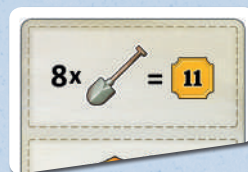
Contract cards

Contract cards — you simply cannot win the game without them!

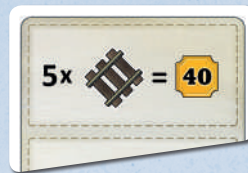
You score bonus points for each Contract card in your playing area, whether the card has been activated for its effect or not.

When counting scoring objects (resources, Ownership Markers, etc.), keep in mind that you cannot score more than one Contract card with the given objects. For example, if you have laid a total of 4 tracks and have both a “4 track” and a “3 track” Contract card, you can only score one or the other, not both. In order to score both cards you must have laid 7 or more track.

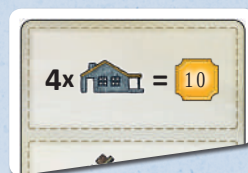
Excavation bonuses: In order to score the stated number of victory points — move the indicated number of Rubble cubes from your personal supply and place onto this card. If you cannot move enough Rubble cubes, leave them where they are — the card scores nothing.



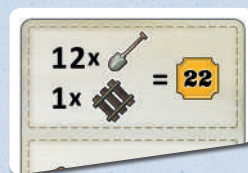
Track bonuses: In order to score the stated number of victory points — move the indicated number of your Ownership Markers from completed Track cards and place onto this card. If you cannot move enough Ownership Markers, leave them where they are — the card scores nothing.



Building bonuses: In order to score the stated number of victory points — move the indicated number of your Ownership Markers from Station cards and place onto this card. If you cannot move enough Ownership Markers, leave them where they are — the card scores nothing.

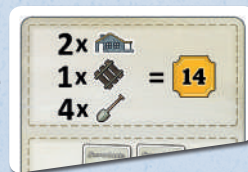


Excavation and Track bonuses: In order to score the stated number of victory points — move the indicated number of Rubble cubes from your personal supply and place onto this card **AND** move the indicated number of your Ownership Markers from completed Track cards and place onto this card. If you cannot complete all the requirements, leave the Rubble cubes and Ownership Markers where they are — the card scores nothing.

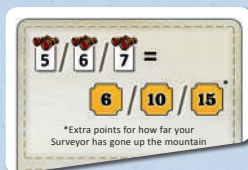


Building, Track, and Excavation

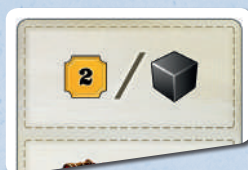
bonuses: In order to score the stated number of victory points — move the indicated number of your Ownership Markers from Station cards and place onto this card **AND** move the indicated number of your Ownership Markers from completed Track cards and place onto this card **AND** move the indicated number of Rubble cubes from your personal supply and place onto this card. If you cannot complete all the requirements, leave the Ownership Markers and Rubble cubes where they are — the card scores nothing.



Surveyor bonuses: If your Surveyor has reached at least as far up the mountain as the indicated Station, score the stated number of victory points. Otherwise, the card scores nothing.



Coal bonuses: Score the stated number of victory points for each Coal in your personal supply.



Train No. 4, Snowdon

If you own the **No. 4 Snowdon** Train card, score an additional 9 victory points.

Note: When playing the game with promotional Train cards, keep in mind that some of those Trains may provide bonus victory points at the end of the game, just like No. 4 Snowdon.



Surveyor

Score a number of victory points as indicated in the top-right corner of the Station card reached by your Surveyor.



Winning

The player with the most victory points is the winner! In case of a tie, the tied player who was last in turn order during the final round wins.

Resolving Events

During the Restock the Stock Yard phase, if any Event cubes are drawn, place these, one cube per space, from left to right, onto the Event Track, beginning with the space immediately to the right of the last occupied space. As you place each Event cube, immediately resolve the Event associated with that space (before placing the next Event cube, if any).



Excavate Rubble

Immediately remove *all* Rubble cubes from a number of **spaces** (Track cards or Station Excavation spaces) equal to the current Excavation Work Rate.

Rubble must always be taken from the first Track or Station card (with remaining Rubble) you encounter when moving “up the mountain” from Llanberis. When taking Rubble cubes from a Station card, always take from the top-left-most Excavation space on the Station card first (left to right, top to bottom).

Place the removed Rubble cubes in the general supply.



Trains may now be acquired

Trains cannot be acquired by any player until this Event has occurred. From now on, when taking an action in the **E** BUILD Action Area, you may choose the Build Station option OR the Acquire Train option, but not both.



Lay Track

Immediately turn over a number of Track cards equal to the current Lay Track Work Rate.

For each track laid by this Event, always turn over the first Track card you encounter when moving “up the mountain” from Llanberis. If any Rubble cubes remain on the Track card, return those to the general supply.

No player scores for track laid this way.

This Event has no effect on any Rubble cubes on Station cards.



Complete Station

Immediately complete a Station by placing a black No Entry marker on the first incomplete Station you encounter when moving “up the mountain” from Llanberis.

A Station is considered incomplete if any Rubble remains on any of its Excavation spaces or if any of its non-Excavation spaces remain open (i.e. are not covered by Ownership Markers).

For the rest of the game, whenever you take the Excavate or Build actions, you may no longer do so at this Station, though existing Ownership Markers remain on the card to be scored at the end of the game.



Train Maintenance

In alphabetical order of the name on the Train card, each player who owns a Train must immediately pay 1 Steel Bar OR discard a Train Maintenance Contract card. If you cannot pay, or choose not to, the Train must be returned to the Engine Shed.

Whenever a Train is returned to the Engine Shed, place wooden markers (typically just Coal, but can also be other wooden markers) onto that Train card (and only that Train card) as was done during setup, and as indicated on the card. If there is not enough wooden markers (in the Supply Bag or general supply), place as many as possible.



Return Event cubes to the Supply Bag

In addition to resolving the Event of the Event space itself, return the Event cubes from the indicated Event spaces to the Supply Bag.

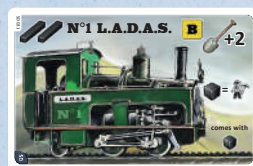
Note: When placing Event cubes, they are always placed on the Event Track beginning with the space immediately to the right of the last occupied space, **not** simply on the first unoccupied space.

This means that, when the “10” space is reached, the “7” space will again become the last occupied space, causing future Events to loop through 8►9►10 until the end of the game.

Trains

You do not need to own a Train to win the game, but it often helps!

Trains cannot be acquired by any player until the “Trains may now be acquired” Event has occurred. Once this Event has occurred, a new option — Acquire Train — becomes available for any Labourer taking the Build action. (See **E** BUILD on page 7.)



No. 1 L.A.D.A.S.

Cost: 2 Steel Bars

Comes with 1 Coal

You may pay 1 Coal at the start of a round to gain 1 Temporary Labourer for the round.

Whenever you take the Excavation action, you excavate at 2 above the current Work Rate. The total can exceed the maximum rate printed on the board.



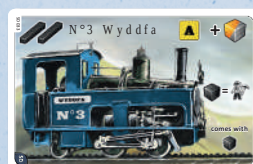
No. 2 Enid

Cost: 2 Steel Bars

Comes with no resources

You may pay 1 Coal at the start of a round to gain 1 Temporary Labourer for the round.

Whenever you take the Works action, you can convert 2 Iron Ore into 1 Steel Bar. Normally, this would cost 3 Iron Ore.



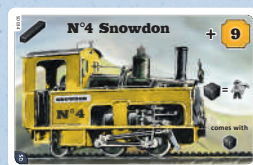
No. 3 Wyddfa

Cost: 2 Steel Bars

Comes with 1 Coal

You may pay 1 Coal at the start of a round to gain 1 Temporary Labourer for the round.

Whenever you take the Stock Yard action, you may take 1 additional cube. You may still not take more than 1 Coal per action.



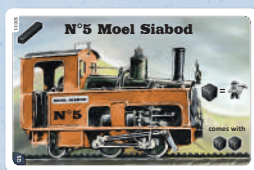
No. 4 Snowdon

Cost: 1 Steel Bar

Comes with 1 Coal

You may pay 1 Coal at the start of a round to gain 1 Temporary Labourer for the round.

At the end of the game, you score an additional 9 victory points.

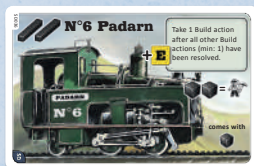


No. 5 Moel Siabod

Cost: 1 Steel Bar

Comes with 2 Coal

You may pay 1 Coal at the start of a round to gain 1 Temporary Labourer for the round.



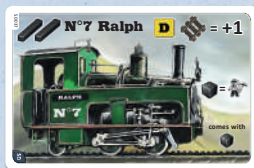
No. 6 Padarn

Cost: 2 Steel Bars

Comes with 1 Coal

You may pay 2 Coal at the start of a round to gain 1 Temporary Labourer for the round.

At the end of resolving the Build Action Area, if at least 1 Build action was taken this round, by any player, you may take an additional Build action.



No. 7 Ralph

Cost: 2 Steel Bars

Comes with 1 Coal

You may pay 1 Coal at the start of a round to gain 1 Temporary Labourer for the round.

Whenever you take the Lay Track action, you lay track at 1 above the current Work Rate. The total can exceed the maximum rate printed on the board.

Solo Training Mode

Snowdonia Deluxe Master Set offers two options for solitaire play: the Solo Training Mode (below) and the more demanding Botdell option found at the end of the Scenario Book.

Solo Training Mode is played in the same way as the normal game, with the following changes.

Game Setup Changes

2 RAILWAY ROUTE — STATION CARDS

Waterfall Station (2) is not used in the Solo Training Mode.

9 ACTION AREA OVERLAY CARDS

Take the applicable alternative Action Area overlay cards and place them over the pre-printed Action Areas so that the number at the top of each Action Area includes “1”.

11 CONTRACT CARDS

Remove the two Contract cards marked “3–5” from the deck (cards 28 and 29).

13 TRAINS

Only a single Train card is available in Solo Training Mode. It is recommended that you play a series of 7 games, each with a different starting Train card. Choose your Train card from the following list:

- No. 1 L.A.D.A.S.
- No. 2 Enid
- No. 3 Wyddfa
- No. 4 Snowdon
- No. 5 Moel Siabod
- No. 6 Padarn
- No. 7 Ralph

You will begin the game with your chosen Train already in your player area, along with any Coal that comes with the Train.

14 STOCK YARD AND SUPPLY BAG

When setting up the Stock Yard, do not populate it normally. Instead, add a number of resources to the Supply Bag using the following Supply Table:

	1 
	16
	10
	6 (minus any Coal that came with your chosen Train)
	4
	Remove ● Waterfall Station (2) ● Passing Loop (4 ½) ● “3–5” Contract cards (28 & 29)

To finish setting up the Stock Yard, randomly draw 6 cubes from the Supply Bag and place them on the Stock Yard spaces according to type: Iron Ore, Stone, or Coal. Return any Event cubes drawn this way, drawing a new cube as replacement.

Game Round

4 Check the Weather

Discard *all* face up Contract cards and refill with three new cards. If the Contract card deck runs out, reshuffle the discard pile to form a new deck.

Resolving Events

Train Maintenance

If you cannot pay, or choose not to, remove the Train from the game. You cannot buy another one.

End of Game

As long as the last track has not yet been laid, the game ends *immediately* if you have no Ownership Markers left.

Credits

A game designed by: Tony Boydell

Art and graphic design by: Tony Boydell, Klemens Franz, Charlie Paull, Magdalena Klepacz, Agnieszka Kopera, Paweł Niziołek, Paulina Wach, Diana Lisiecka, Mateusz Stanisławski

Additional design by: Matthew Dunstan, Hisashi Hayashi, Sebastian Bleasdale, Błażej Kubacki, David J. Mortimer, David Brain, Alan Paull

Special promos design by: Dávid Turczí, Nigle Buckle, Dennis Kirps, Matthew Dunstan, Jean-Claude Pellin, Adam Kwapiński, Jonathan Gilmour, David Mortimer, Nick Case, Rainer Åhlfors, David Chircop, Jakub Polkowski

Botdell automa solo mode by: Dávid Turczí

Game Development: Rainer Åhlfors, Błażej Kubacki, Jakub Polkowski

Art direction: Jakub Polkowski

Rules editing: Rainer Åhlfors

Special thanks: The NSKN Games team would like to extend special thanks to all people who made Snowdonia Deluxe Master Set possible. Besides Tony and Alan, there were a lot of play-testers, advisors and gamers whose contribution has not gone unnoticed. Among them, Giles Bennett who runs Snowdonia Central has a special place in our hearts for making our job a lot easier. Everyone in our team who spent sleepless nights making this project possible also deserves a word of praise.

Tony Boydell would also like to extend his special thanks to Jakub Polkowski and Błażej Kubacki and the rest of NSKN Games team and all the guests and designers who contributed to the Kickstarter campaign. He'd also like to thank Mount Snowdon for being so bloody awesome!

Extra special thanks to:

- Giles Bennett, Asthma UK, for Puffing Billy
- Andrew Smith, for The Battlepuppy Express
- Dave Moser, for The Candance Camille
- Richard Dewsberry, for Card 32
- Ben Parkinson, Uganda Village Board Game Convention, for Tsavo Lions
- Chooi Oh, for Baby Train
- 5G4D podcast, for A Remote Cabin In The Woods
- Peter D, for Katie, who would also like to share a few words:
"The Fairbourne Railway is one of The Great Little Trains of Wales. Back in the 1970s this delightful 15" gauge railway was at its peak, carrying over 100,000 passengers a year. Katie was a beautiful engine, and one of the line's most-loved. In the Snowdonia promo card she is driven by Dave Black, who all the kids of the 70s thought was the coolest driver on the line. She is still alive and well, and now runs on the Kirklees Light Railway."

Snowdonia Deluxe Master Set is a board game published by **NSKN Games**. For more information about this product, please visit **www.nskn.net**. For missing or damaged components, please follow the customer support link.