



S.S. Snaefell

Cost: 2 Steel Bars

Comes with 1 Steel Bar

Whenever you take the Stock Yard action, you may take 1 Steel Bar instead of taking Resources normally.

At the end of the game, you score an additional 1 victory point for each Ship you own, including this one.



S.S. Tynwald

Cost: 2 Steel Bars

At the end of the game, you score an additional 5 victory points for each Ship you own, including this one.



S.S. Viking

Cost: 1 Steel Bar

Comes with 1 Contract card

Whenever you take the Site Office action, you may take the top card from the Contract card deck instead of a face-up Contract card.

At the end of the game, you score an additional 1 victory point for each Ship you own, including this one.

Card Clarifications

Station card No. 1S (Castletown), No. 4S (Port St Mary), No. 5S (Port Erin), and No. 6N (Ramsey); bottom spaces

After building this Station space, immediately gain a Ship whose cost matches what you just paid. The cost required to build this Station space is, therefore, 1 or 2 Steel Bars, as indicated on the Ship you wish to acquire.

NOTE: Do not flip the Ship to its opposite side.

Station card No. 2S (Ballabeg), No. 1N (Union Mills), No. 3N (St John's), No. 4N (St Germain's), and No. 5N (Ballaugh); bottom spaces

After building this Station space, in addition to earning End-of-Game victory points, at the start of the following round you will gain your Temporary Labourer for free for the round.

Station card No. 3S (Colby), bottom space

After building this Station space, in addition to earning

End-of-Game victory points, you may immediately build any eligible Station space along the North Line, paying its cost and placing an Ownership Marker as normal.

Station card No. 2N (Crosby), bottom space

After building this Station space, in addition to earning End-of-Game victory points, you may immediately build any eligible Station space along the South Line, paying its cost and placing an Ownership Marker as normal.

Station card No. 3N (St John's)

The Station space with a Rubble cost must be built before the space with a Steel Bar cost.

Isle of Man Railway



Opened in 1874, the 24.6 kilometre Port Erin line is all that remains of this historic narrow-gauge railway network which connected the island's capital, Douglas, to Peel on the island's west coast, Port Erin in the south, and Ramsey in the north. The South Line construction, terminating at Port Erin, nearly bankrupted the contractors due to significant civil engineering work linked to two major rock cuttings on the climb out of Douglas railway station. Although passenger operations ceased on both the Peel Line and the North Line in 1968, the South Line remains operational today. Under government ownership, it still uses original locomotives and carriages.

Scenario Specific Components

- 28 Cards with icon
 - 2 Weather Track overlay cards
 - 12 Station cards
 - 2 MOVE THE SURVEYOR Action Area overlay cards
 - 8 Contract cards
 - 4 double-sided Ship cards
- Additionally, locate and set aside the following general game components:
 - 1 Train card (500cc Manx Norton)
 - 16 Flower tokens
 - 16 Water tokens
 - 2 extra Work Rate Markers:
 - 1 white Shovel
 - 1 white Track
 - 9 extra Weather discs:
 - 3 Sun
 - 3 Fog
 - 3 Rain



IMPORTANT: Unless otherwise noted, scenario specific cards are used in place of the equivalent cards from the default Mount Snowdon scenario.

Scenario Rules

All setup instructions and rules for play are the same as for the default Mount Snowdon scenario apart from the following changes.

Game Setup Changes

- GAME BOARD
- RAILWAY ROUTE — STATION CARDS
- RAILWAY ROUTE — TRACK CARDS
- RUBBLE
- START PLAYER
- PLAYER PIECES
- LABOURERS
- SURVEYORS
- ACTION AREA OVERLAY CARDS
- GAME MARKERS
- CONTRACT CARDS
- WEATHER FORECAST
- TRAINS
- STOCK YARD AND SUPPLY BAG
- GENERAL SUPPLY

1 GAME BOARD

Place the Weather Track overlay cards next to each other on or near the game board. Ensure that the North Weather Track is placed above or to the right of the South Weather Track. Place a black No Entry marker on spaces 3 and 8 of the Event Track. These two Event spaces have no effect in this scenario.

2 RAILWAY ROUTE — STATION CARDS

The Isle of Man route consists of two separate lines — the South Line (white) and the North Line (black). Start by placing Port Erin (5S) on top of Llanberis. Then lay out the other South Line Stations in descending order (from 5S to 1S). Next, place Douglas (0) followed by the North Line Stations in ascending order (from 1N to 6N).

NOTE: Port St Mary (4S) is not used in games with fewer than 4 players. Similarly, St Germain's (4N) is only used in a 5-player game.

8 SURVEYORS

Each player places their Surveyor (just barely) to the south or north of Douglas.

NOTE: All Surveyors start at Douglas. It is just important to clearly see whether the Surveyor will be moving along the South Line (white) or the North Line (black).

9 ACTION AREA OVERLAY CARDS

Use the applicable Isle of Man MOVE THE SURVEYOR Action Area overlay card.

10 GAME MARKERS

When placing Work Rate Markers, place both of the shovel-shaped markers and both of the track-shaped markers.

11 CONTRACT CARDS

Replace Contract cards 1, 2, 3, 4, 5, 19, 28, and 29 with the Isle of Man versions.

Do not remove any Contract cards in a 2-player game.

12 WEATHER FORECAST

The regular Weather Forecast setup applies to the "North" Weather Track only.

After setting up the Weather discs as normal (for the North Weather Track), discard the top card from the Contract card deck, placing it face down into the Contract card discard pile. Take a Weather disc matching the weather icon on the discarded card and put it on the middle space of the South Weather Track. Repeat this process one more time to place a disc on the last space on the South Weather Track. Before the game begins, players are allowed to look at which two Contract cards were discarded.

13 TRAINS AND SHIPS

A new Train card, **500cc Manx Norton**, should first be added to the Engine Shed. Then, add five more Trains from the thoroughly shuffled deck of Train cards.

After adding the Trains to the Engine Shed, shuffle and lay out the four Ship cards, with a random side facing up, in like manner.

14 STOCK YARD AND SUPPLY BAG

Place wooden markers onto both Trains and Ships as indicated on each card.

15 GENERAL SUPPLY

Set aside a number of Flower tokens equal to the number of players. Place these above Douglas (off the game board).

Add the remaining Flower tokens and 16 Water tokens to the general supply.

Special Rules

- The railway is not built "up the mountain", but rather "away from Douglas".
- Your Surveyor position is important when taking the **B** EXCAVATION, **D** LAY TRACK, and **E** BUILD actions.
- Certain Station spaces may require your Surveyor to be at the Station before they can be built.
- Different weather conditions may apply to the South Line (white) and the North Line (black).
- Future weather for the North Line is determined by the top card of the Contract card deck as usual.
- Future weather for the South Line is determined by the top card of the Contract card discard pile as ... unusual.
- Four Ships exist, which may be acquired in addition to a regular Train. While you may not own more than 1 Train, you may own any number of Ships.
- Ships are immune to the Train Maintenance Event. After all, they are Ships, not Trains.
- Certain spaces may indicate a building cost or reward consisting of Ships, Station Spaces, Temporary Labourers, Flowers, and Water.

Game Round

- 1 Assign Labourers
- 2 Resolve Actions
- 3 Restock Contract Cards
- 4 Check the Weather
- 5 Restock the Stock Yard

4 Check the Weather

The regular Check the Weather process applies to the "North" Weather Track only.

After adding the new Weather disc as normal (for the North Weather Track), look at the top card of the Contract card discard pile. The weather icon on this card determines the future weather for the South Weather Track!

Adjust the **black** (gray) Excavation and Lay Track Work Rate according to the current weather as depicted on the North Weather Track.

Adjust the **white** Excavation and Lay Track Work Rate according to the current weather as depicted on the South Weather Track.

Action Areas

- A** STOCK YARD
- B** EXCAVATION
- C** WORKS
- D** LAY TRACK
- E** BUILD
 - Build Station
 - Acquire Train
- F** SITE OFFICE
- G** MOVE THE SURVEYOR

NOTE: You are only allowed to Excavate, Lay Track, and Build on the same side of Douglas as your Surveyor. If your Surveyor is currently moving along the South Line (white), then you must only Excavate, Lay Track, and Build along the South Line.

B EXCAVATION

The Excavation Work Rate is dependent on whether you are excavating along the South Line or North Line.

If you are excavating along the South Line (because your Surveyor is positioned south of Douglas), use the **white** Excavation Work Rate Marker.

If you are excavating along the North Line (because your Surveyor is positioned north of Douglas), use the **black** (gray) Excavation Work Rate Marker.

D LAY TRACK

The Lay Track Work Rate is dependent on whether you are laying track along the South Line or North Line.

If you are laying track along the South Line (because your Surveyor is positioned south of Douglas), use the **white** Lay Track Work Rate Marker.

If you are laying track along the North Line (because your Surveyor is positioned north of Douglas), use the **black** Lay Track Work Rate Marker.

E BUILD - Build Station

You may only build on the bottom (double-wide) Station space if your Surveyor is currently positioned at that station.

G MOVE THE SURVEYOR

Move your Surveyor onto the next Station card you encounter when moving "away from Douglas".

OR

Pay 1 Coal to move your Surveyor onto any Station card.

OR

If you own a Ship, move your Surveyor back to Douglas (again, placing your Surveyor just barely to the south or north of Douglas).

Once per game, if your Surveyor reaches Port Erin or Ramsey, take one Flower that was set aside during setup.

End of Game

Scoring

Double-wide Station spaces can be used to score either regular Building bonuses or the scenario-specific double-wide Building bonuses.

Score additional points as indicated on every Ship you own.

Contract cards

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

Flowers

You score 3 victory points for each Flower you have.

Water

You score 1 victory point for each Water you have.

Resolving Events

Excavate Rubble

Apply the effects of this Event to both the South Line (white) and North Line (black). **Keep in mind that each line is using its own Excavation Work Rate Marker!**

Lay Track

Apply the effects of this Event to both the South Line (white) and North Line (black). **Keep in mind that each line is using its own Lay Track Work Rate Marker!**

Trains



S.S. Douglas

Cost: 1 Steel Bar

Comes with 1 Coal

Whenever you take the Stock Yard action, you may take 1 additional Coal.

At the end of the game, you score an additional 2 victory points for each Ship you own, including this one.



S.S. Ellan Vannin #1

Cost: 1 Steel Bar

Comes with 2 Rubble

Whenever you take the Stock Yard action, you may take 2 Rubble from the general supply.

At the end of the game, you score an additional 3 victory points for each Ship you own, including this one.



S.S. Ellan Vannin #2

Cost: 1 Steel Bar

Comes with 1 Stone

Whenever you take the Stock Yard action, you may take 1 additional Stone.

At the end of the game, you score an additional 3 victory points for each Ship you own, including this one.



S.S. Mona

Cost: 2 Steel Bars

After taking the Stock Yard action, you may move your Labourer to another open Action Space.

At the end of the game, you score an additional 1 victory point for each Ship you own, including this one.



S.S. Prince of Wales

Cost: 1 Steel Bar

Comes with 1 Iron Ore

Whenever you take the Stock Yard action, you may take 1 additional Iron Ore.

At the end of the game, you score an additional 3 victory points for each Ship you own, including this one.