

Variant Rules for Snow Tails (collected from BGG forums).

The Leap of Death (special promo, Lamont Brothers)

To clear this particularly dangerous obstacle, sleds must cross the purple line with a speed of at least 5. A sled below this speed takes 1 dent card for each point of speed below 5.

Furthermore, if a sled ends its movement on a crevasse square, the player doesn't refill his hand (as if colliding with another sled).

Of course, the effects described above can be cumulative.

Example: a player whose sled passes the purple line at speed 3 and ends its move on the crevasse takes 2 dent cards and doesn't refill his hand. Best of luck for the rest of the race!

Enjoy the leap of death...

[For those who don't possess the promo you can use one or two of the spare brake tokens to place across the track to indicate the leap of death.

The combined value of the two tokens is the minimum speed that a sled must be travelling to jump the leap of death. Take one dent card for every one under the speed limit. If you land on the leap of death row itself do not refresh your hand to 5 this turn.

In the promo 'Leap of Death' the minimum speed is 5. But with the spare tokens you can make it even harder: 6 or 7, for instance. You can also create multiple leaps of death using different tokens in different parts of the board.]

The Wandering Moose (Erik Leppo + BGG users)

The Wandering Moose starts at the finish in the center lane. At the end of all the players turns, draw a card from the top of the last-place player's draw pile (this has the desirable side-effect of cycling through the deck faster for that player), and then use this as the number of spaces the Moose moves, straight ahead. If his way is blocked he moves toward the red flag. The Moose will move back towards the center lane at the first opportunity. While in curves he tries to keep in the center lane as much as possible.

If the Moose and a sled collide they stop. The sled is penalized as if it had hit another sled, that is, no refreshing of the hand to 5 cards. The Moose is stunned and spends his next turn recovering his whereabouts (i.e., he skips a turn).

If you have animeeples from other games use them as the Moose (such as 'Antler Island'). If playing with less than the max number of players use one of the other sleds.

Slick Ice (Erik Leppo)

There are a few tiles that are more blue than white. These are slick ice tiles.

The slick ice tiles add +1 to the drift of any sled. There is no effect on sleds with balanced dogs. This is not an extra move but an increase in the drift of your normal move. This only happens when you use drift on the slick ice tile. For example, if a sled's normal move is 5 with a drift of 2, and any part of the sled's drift is used on a slick ice tile, the sled's drift is increased by 1 and is now 3 but the total move is still 5.

Run With The Herd! (Ted Groth)

A herd of animals is positioned on the track, which will run forward in the same direction as the sleds when spooked.

You will need ten animals.

The does from 'Antler Island' could represent reindeer, or caribou, and the 'Agricola' cow/sheep could work too; cows as elk or moose; sheep as bighorn sheep.

Setup:

Use one of the special track sections indicating trees (saplings) but place one of these animals instead of each of the trees.

Movement of the herd:

The animals in the herd are spooked and begin to move after the turn in which the first sled reaches the track section with the animals on it. Before the first player moves next turn, all the animals move. Repeat each turn after all players have moved, until all sleds have passed the herd.

Herd movement is determined one animal at a time, beginning at the front. If two animals are even in position, the animal toward the right side of the track (red flag) moves first. Each animal is moved in turn until the entire herd has moved, then the player turns begin again.

Movement on straight or special tracks: Each animal moves forward two spaces, if possible. If there is an obstacle, the animal may drift one space to the right to avoid it. If there is an obstacle that direction, then the animal may drift to the left instead.

Movement on curved tracks: If the animal starts on a curved track piece, then the animal will drift one space toward the inside, while moving two spaces forward. If there is an obstacle, then the animal may move straight forward, or drift one space toward the outside instead.

The animals do not leave the track. If it is not possible for the animal to move two spaces forward then it only moves one space or (rarely) might remain still.

Movement of the sleds:

If your sled runs into an animal, the results are the same as when you run into another sled. You don't take a dent card, but your turn stops immediately, and you do not take any cards to refill your hand, this turn.

Comments:

The animals tend to bunch up a bit in the curves, and at a speed of two spaces with one space of drift, they tend to block the inside lanes, making curves very treacherous for the sleds!

The herd can completely block the chasm, or snowdrift special track pieces, and afterwards the herd is set into two long lines, with the other lanes open. But if these special track pieces are at least three sections later, it won't matter. The long lines after these special sections can also be broken up a bit, by placing a curve just after the special section to direct the herd across the track.

Options:

A more difficult set-up option would be to place the sapling trees and use them as normal, but also place an animal starting in the empty space behind each tree. If you do this, the movement of the animals should be adjusted to allow them to jump over any saplings that get in the way, instead of moving around them. This prevents them from bunching up too much at the start.

Thunder Road Elimination Variant (*Rich Chamberlain + Mark McEvoy*)

Like that game, this is a never ending track with the main goal being to eliminate the opponents.

Start the game with the Start tile and a straight. Create a pile of tiles ready. You can decide to use either the Easy side, the Hard side, or totally random. Play the game exactly the same as the rules except for the following amendments:

When the lead sled crosses from the Start tile to the first track tile, the last place player places a second track tile on the end of the first tile (deciding what the leader will face next). Once all players are off the start tile, remove it.

When the lead sled crosses from the first track tile to the second track tile, the last place player places a third track tile on the end of the track (deciding what the leader will face next).

At the end of the turn (after all sleds have moved) when the lead sled crosses from the second tile to the third tile, remove the first tile and any sled still on that tile is eliminated. Then have the last place player place a new "third tile", and repeat this step until only one sled remains.

This means you have a moving window of three tiles and any sled on the rear tile as it is removed is eliminated.

Keep playing until there is only one sled left either by tile elimination or crashing too many times.

The Sturdy Sapling (*Klaus Brune*)

- 1) Take a marker and put a dot on the bottom of one of the trees.
- 2) Mix up the marked sapling with the others and don't look at the bottoms as you place them on the track section(s), so no one knows which one is marked.
- 3) When a sled is about to run over a sapling, check for the dot. If the dot is present, it's a STURDY sapling. This tree is NOT run over, and the sled must stop immediately, just as it does when it hits the side of the track or any other obstacle. Damage is taken as normal. The sturdy sapling is not removed from play.

Alternatively, instead of marking a tree, roll a d20, and on a 1, the tree is a sturdy sapling when hit.

Piercing the Wind (*Tomas Hejna*)

Just one slight modification and a simple rule: While taking the bonus for your balanced sledge, use only your actual position behind the first player (or the number of players before you), i.e.:

1st = 0 bonus; 2nd = 1 bonus; 3rd = 2 bonus; 4th = 3 bonus; 5th = 4 bonus

The two strong arguments for this change are:

- the usual leader runaway problem (no moving obstacles before)
- the frequent difficulty of taking a bonus greater than 3 (obstacles & speed limit)

Grand Prix Snow Tails (Philip Eve)

A group of friends I occasionally play games with tried out Snow Tails for the first time yesterday, playing a couple of games. Afterwards, I got to thinking that the game could be ideal for playing linked series of races, with the players trying to do the best they could across the whole series. The games could then be played across a number of gaming sessions, with either one or two races per session. For added fun, you could get money for winning races, which you could use if you wanted to upgrade your sled. Here's what I thought up as a starting idea:

(When we played, we had the maximum 5 players. I haven't played it with fewer, so I haven't given any thought to how it would best be modified for fewer players.)

Basic Rules

The Racing Season consists of ten races. Each player starts off with funds of \$10, and a basic sled that has no dents. After any race in which his sled crosses the finish line, a player receives winnings of \$10, \$8, \$6, \$4 or \$2 according as his position in that race was 1st, 2nd, 3rd, 4th or 5th. (So, the player who comes 5th in a race will usually be allowed to attempt to complete the course even after all other players have crossed the finish line, as it will affect his winnings; with the possible exception of the final race in the season.)

In the first race, choose a random ordering of the players and have them place their sleds on the starting grid in that order. In subsequent races, the players place their sleds on the starting grid in reverse order of finishing in their previous race. (So, the player who finished last in the previous race places his sled first; the player who finished second-last places his sled second; and so on. If a player didn't finish the previous race, then obviously he came last. If more than one player didn't finish, judge which came last by which was incapacitated earlier in the course.)

At the end of the Racing Season, the player with the greatest winnings is the winner. If there is a tie, then the player who came first in the greatest number of races is the winner. Further ties are not broken (except in the case of the Fancy Paint Job, see below). Note that **winnings** are not the same thing as **remaining funds**.

Dents in a player's sled persist across the season. So if your sled finished one race with 3 dents, it starts the next race with 3 dents. In order to remove the dents, you may pay (between races, obviously - not during a race!) to have dents repaired. Each dent costs you \$1 to repair. (To make the Racing Season more difficult, you might decide to schedule price increases for repairs; say, to \$2 after the 3rd race and \$3 after the 7th.)

Sled Upgrades

In addition to repairing dents in your sled, you may use your funds to buy upgrades for your sled between races. More than one person may buy each upgrade. Here are some I thought up (feel free to contribute your own, but the prices should reflect how good they are, and they should in any case not be so good as to "break" the game).

(If a player's sled is incapacitated during a race, it merely counts as having taken the number of dents needed to incapacitate it - i.e. 6 if it is a Super-Toughened Sled, and 5 otherwise - which will obviously need repairing; it does **not** count as having been destroyed and hence losing its upgrades.)

Doggie Vitamin Supplements - \$12

Select one card from your Dog Deck. You may either increase the value on that card by one, or decrease it by one. (You may not decrease the value of a 1 card, nor increase the value of a 5 card.) This change affects only the single card you chose, not all cards of that value. You **may** buy this upgrade more than one time to obtain a cumulative effect. If you do, then each time you buy it you may choose

to affect a new card or a card you'd previously affected. You can neither vary between races which cards are affected, nor which direction they are changed in, and the effect is permanent.

In order to use this upgrade, you will probably want to sleeve your Dog Deck, and slip a piece of paper in with the affected cards, rather than writing on the cards themselves.

Fireworks in the Back - \$12

Affects the next race only. Once during the race, you may choose to launch the fireworks to give a speed boost of 1. However, you have to light the fuse first. Declare during your turn that you are lighting the fuse; the fireworks take effect the next turn (and obviously the effect is not optional; you are affected whether you like it or not). In addition, if you are not on a bend, any sled that is directly behind yours at a distance of at most 5 squares (and is not itself on a bend, or is on the last square of a bend piece) is distracted by the fireworks going on ahead, and can only play one card that turn, not 2 or 3.

Fancy Paint Job - \$15

Your sled becomes the most popular sled on the racing circuit. Also, if at the end of the season you have the same winnings as another player and you have come first in the same number of races as him, but he does not have a Fancy Paint Job, you win, because the fans just love you so much. (You **may not** buy this upgrade after the final race! The fans have to see you in action in order to support you.)

Smooth Braking System - \$16

At the start of each race, your Brake is set to 2, not 3.

Really Smooth Braking System - \$16

You may only buy this upgrade if you already have the Smooth Braking System. At the start of each race, your Brake is set to 1, not 2 or 3.

Doggie Motivational Counselling - \$20

When you are in 3rd, 4th or 5th position in the race, your bonus for having a Balanced Sled is increased by 1. (So if you are in 3rd, your Balanced Sled bonus is 4, if you are in 4th it is 5, and if you are in 5th it is 6.)

Doggie Steroids - \$20

If you start a race in positions 3, 4 or 5, your starting hand contains one more card than it normally would for that position. (So if you start in position 3 you have 6 cards, if you start in position 4 you have 7 cards, and if you start in position 5 you have 8 cards.)

Toughened Back - \$30

When a player goes into the back of your sled, instead of merely being unable to draw up to his hand limit, he takes a dent just as though he had gone into the side of the track. (However, he does get to draw up to his (new) hand limit.)

Super-Toughened Sled - \$40

Your sled is incapacitated after taking 6 dents, not 5. Moreover, whenever your sled has at least one dent, your hand limit is 6 cards instead of 5 (and if you start the game with at least one dent, your starting hand is 6 cards plus cards for undesirable position as appropriate, not 5 cards plus). The effect of this is that your first dent card does not reduce your number of cards in hand, though subsequent ones do. You **may not** buy this upgrade multiple times to obtain a cumulative effect.

Toughened Underside - \$45

When your sled crosses a speed check line (one of the red lines with a number beside it), you count the speed limit as being one greater than it is. So, if you crossed a red line marked as a 3 while travelling at speed 5, you would take only one dent instead of the usual 2. You **may not** buy this upgrade multiple times to obtain a cumulative effect.

Doggie Massage Therapist - \$15 for the next race, \$26 for the next two races, \$33 for the next 3 races, \$40 for the next 4 races (only employed for the races thus affected - must be re-employed after that if you want the Therapist's services to continue)

Once during the race, when it is time to draw up to your hand limit, you may search through your discard pile, your draw deck, and the piles of cards under your two dog cards to find one card that you want, and place it into your hand. After doing this, you must shuffle your draw deck if you looked through it. If you were due to draw more than one card, you have to use this ability **first**, and randomly draw the remaining cards afterwards. You **may not** employ more than one Doggie Massage Therapist at once for a cumulative effect.

Megaphone - \$22

Whenever, at the start of a round, you are precisely level with another player and that player will be taking his turn before you because he's closer to the inside than you are, you may choose to use your Megaphone to trash talk him and take your turn first. The decision whether or not to do this is taken before the first player takes his turn this round.

You may not use the Megaphone to force another player, who is further from the inside than you, to go before you. You may only use the Megaphone on the nearest race opponent to your inside (i.e. if two or more other players are precisely level with you and closer to the inside than you, you can only talk trash to the one closest to you). If more than one player in a line of level players has a Megaphone then it is quite permissible for a chain of Megaphone effects to mean, for example, that 3 players take their turns in the reverse of the order they normally would. If more than one player has a Megaphone then they decide whether to use their Megaphones in the unmodified race order, from first to last. You are permitted to talk trash on the start line, i.e. to use your Megaphone in the first turn. If you use the Megaphone, then you count as having swapped race positions with your target for the purposes of the Balanced Sled bonus (i.e. if he would be 2nd and you 3rd, but you chose to trash talk him, then you are 2nd in the race and he is 3rd; your Balanced Sled bonus is 2 and his is 3). The Megaphone has no effect on race finishing positions (i.e. if you and another player finish the race in the same round and you are exactly level past the finish line but your opponent is winning, the Megaphone does not allow you to claim that you won instead).

Notes:

It occurred to me that there are some things that are (to me) implicit, but are not stated, in the above rules, so I will state them here:

- If you start a race with dents in your sled, your starting hand consists of the appropriate number of dent cards, as well as Dog cards, up to a total of 5, 6, 7, 8 or 9 cards depending on what lane you start in and whether you have the Doggie Steroids and whether you have a Super-Toughened Sled. At the end of the first turn, you discard down to 5 cards total, or 6 if you have a Super-Toughened Sled.
- If you have dents in your sled when you buy the Super-Toughened Sled, then your Sled has the same number of dents after the purchase as it did before. This has the effect, then, of increasing by one the number of Dog cards you can hold in your hand at the start of the next race, even though you have not repaired any dents.