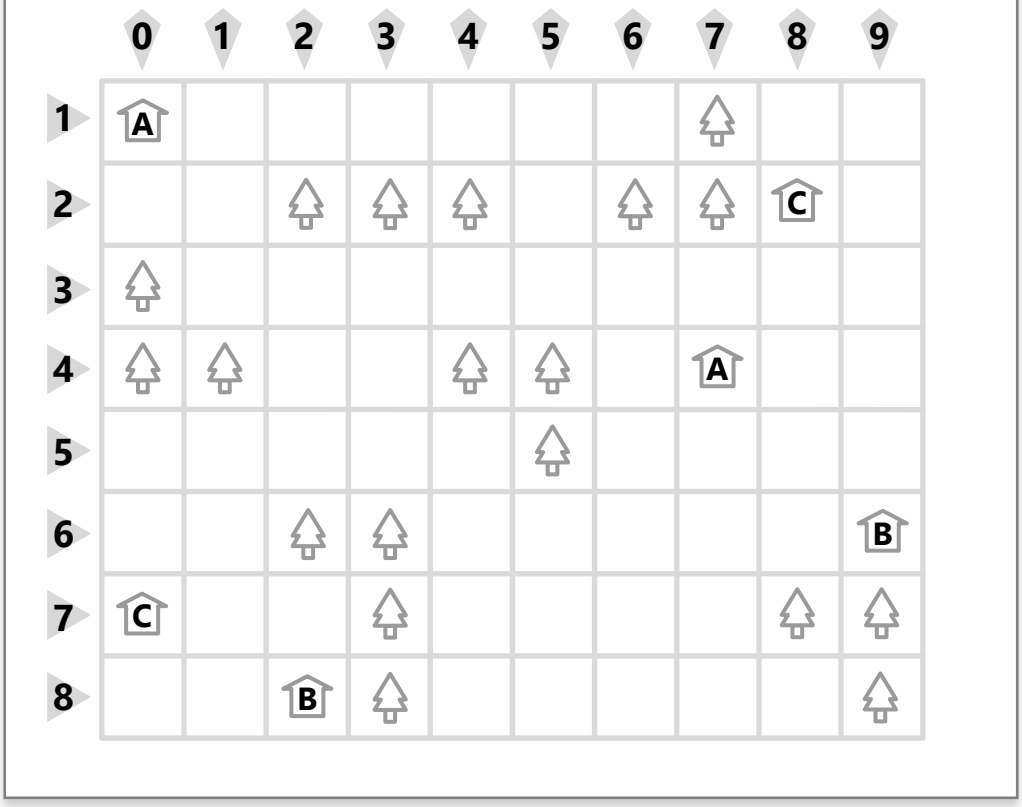
Sketchy Ski Lifts

Welcome to...

Mellow Meadows



Calendar

Apr	May	Jun	Jul	Aug	Sep	*Opening Day!*
						A ___ B ___ C ___ Travel Times

Oct	Nov	Dec	Jan	Feb	Mar	*Opening Day!*
						A ___ B ___ C ___ Travel Times

Sum of all travel times - R&D bonuses = _____ Final Score

R&D

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

↑ ★ ↑ ★ -1 -1

Upgrades

☐ **Renovations**
When building a station, may built it on ANY lodge.

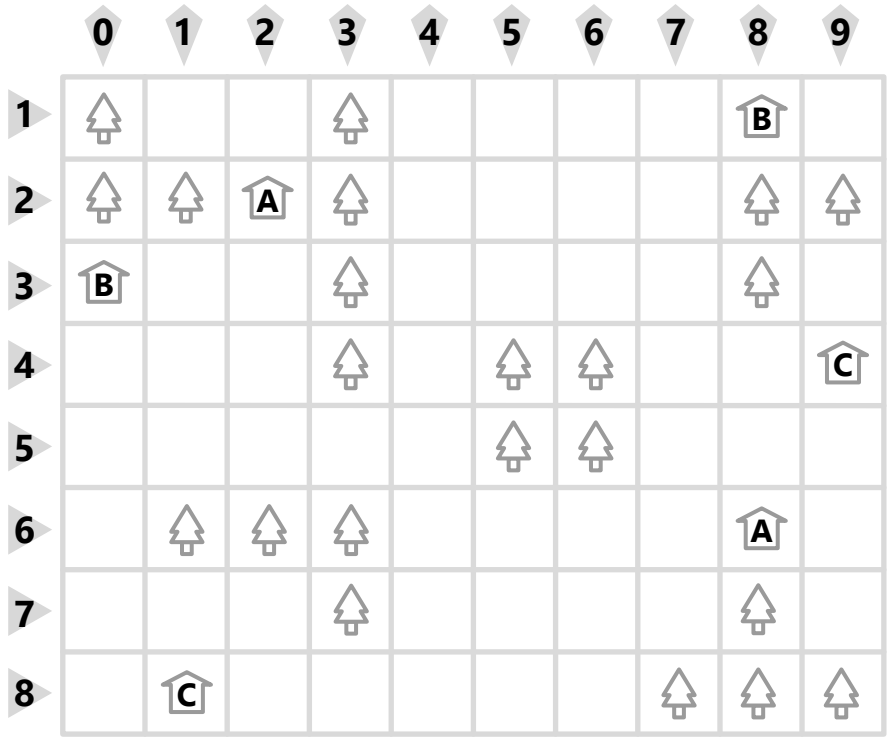
☐ **Controlled Burn**
When trimming a forest, also trim all connected forests.

☐ **Creative Engineering**
When building a pole, may add or subtract 1 to the die.

Sketchy Ski Lifts

Welcome to...

Winding Woods



Calendar

Apr	May	Jun	Jul	Aug	Sep	
						Opening Day!
						A ___ B ___ C ___ Travel Times
Oct	**Nov**	**Dec**	**Jan**	**Feb**	**Mar**	
						Opening Day!
						A ___ B ___ C ___ Travel Times

Sum of all travel times - R&D bonuses = _____ Final Score

R&D



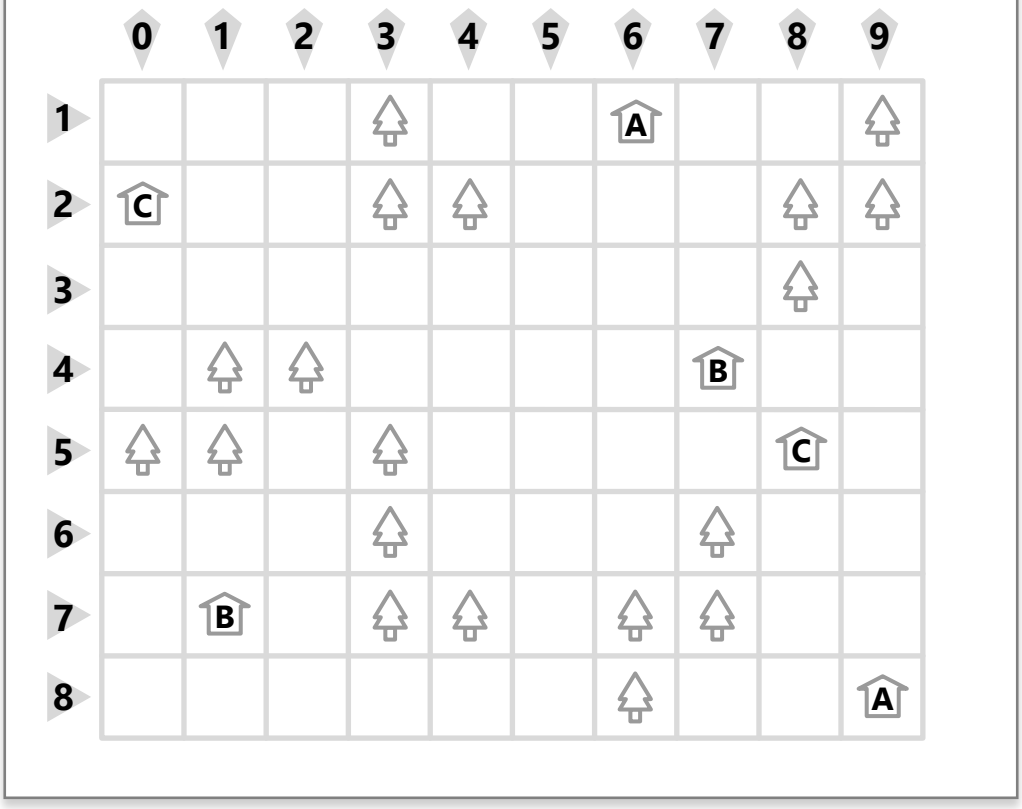
Upgrades

- ☐ **Renovations**
  When building a station, may built it on ANY lodge.
- ☐ **Controlled Burn**
  When trimming a forest, also trim all connected forests.
- ☐ **Creative Engineering**
  When building a pole, may add or subtract 1 to the die.

Sketchy Ski Lifts

Welcome to...

Cascade Cliffs



Calendar

Apr	May	Jun	Jul	Aug	Sep	*Opening Day!*
						A ___ B ___ C ___ Travel Times
Oct	**Nov**	**Dec**	**Jan**	**Feb**	**Mar**	*Opening Day!*
						A ___ B ___ C ___ Travel Times

Sum of all travel times - R&D bonuses = _____ Final Score

R&D

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

↑ ★ ↑ ★ -1 -1

Upgrades

☐ **Renovations**
When building a station, may built it on ANY lodge.

☐ **Controlled Burn**
When trimming a forest, also trim all connected forests.

☐ **Creative Engineering**
When building a pole, may add or subtract 1 to the die.