

Name	Expansion	Requirement	Cost	TAG	1st effect	2nd effect
Advertising Income	Base Game				(CONTINUOUS) During the (d)Payment Phase, if it is currently low season, Gain 1 Ticket if you have atleast 8 likes. If it is currently High season, Gain 1 Ticket if you have atleast 16 likes.	
Beginner Classes	Base Game			Y	Gain 1 Ticket and 1 Guest from 1-6 of the Guest House/Station.	
Brand Shop	Base Game				(CONTINUOUS) When you Gain a Blue Window Tile, Gain 1 Ticket and 1 Like.	
Breakfast Buffet	Base Game	Own atleast 1 Croissant			Gain 1 Ticket, 1 Like, and 1 VP.	
Business Trip	Base Game	3 Checked-out Guests			Choose an action on the main board that a die of value 4 or less can be placed on. apply the effect of that action	
Cooperation	Base Game		1 Snow and 2 Croissants		Gain 1 VIP Guest and 2 VP.	
Crepe Shop	Base Game				(CONTINUOUS) When you Gain a Green Window Tile, Gain 1 Ticket.	
DIY/Home Carpentry	Base Game				Place 1 Croissant from the supply on an open Window space in your hotel. Gain it when placing a Window Tile on that space.	Gain 1 bonus from an open Window space in your hotel.
Dome Tent	Base Game		2 Snow		Gain 1 Blue, Orange or Green Window Tile.	
Drying Room	Base Game				Place 1 Snow from the supply on an open Window space in your hotel. Gain it when placing a Window Tile on that space.	Gain 1 bonus from an open Window space in your hotel.
Epicure	Base Game		3 Croissants		Gain 1 VIP Guest and 1 Ticket.	
Excellent Chef	Base Game	1 Orange Window Tile	1 Croissant		Gain 1 Orange Window Tile and 1 Ticket.	
Exclusive Hotel	Base Game				Gain 2 VP for every VIP Guest in your rooms.	
Famous Bogger	Base Game		1 Croissant		Gain 1 Green Guest from 1-6 of the Guest House/Station.	Gain 1 Like for each Green Window Tile in your hotel.
Fireplace	Base Game				Gain 1 Guest from 1-6 of the Guest House/Station.	(TAG) Draw 2 Event Cards
Following	Base Game				Choose 1 Event card played by an opponent, with no cost, and apply its effect for you, ignoring conditions.	
Food Truck	Base Game	Own atleast 1 Croissant			Gain 2 VP and 1 Guest from 1-2 of the Guest House/Station.	
Footrest	Base Game			Y	Gain 2 Tickets	(TAG) Place 1 UNPLACED die immediately
Forest Course	Base Game		2 Snow	Y	Gain 1 Blue Window Tile.	(TAG) Gain 2 Tickets
Gondola Lift	Base Game		1 Snow	Y	Gain 1 Ticket.	(CONTINUOUS) When you play an Event Card that has a TAG, Gain 1 Ticket.
Good Access	Base Game	3 Checked-out Guests			Gain 2 Guests from 1-2 of the Guest House/Station	
Group Guests	Base Game		1 Snow	Y	(END OF GAME) Gain 4 VPs if you played 3 or more Event cards with TAGs. (including this card)	
High-End Retail Shop	Base Game	1 Blue Window Tile	1 Snow	Y	Gain 2 Tickets, 2 Likes, and 1 VP.	
Hot Drink	Base Game	1 Orange Window Tile			Gain 1 Croissant, Ticket, and Like	
Hot Topic	Base Game				If you have 8-12 Likes, Gain 1 Guest from 1-6 of the Guest House/Station. If you have 13 or more Likes, Gain 2 Guests from 1-6 of the Guest House/Station.	
Igloo	Base Game	1 Checked-out Guest			Gain 1 Like and 2 VP.	

Name	Expansion	Requirement	Cost	TAG	1st effect	2nd effect
Kids Park	Base Game	1 Blue Window Tile	1 Snow		Gain 2 Adjacent Guests from 1-6 of the Guest House/Station.	
Lift Discount Ticket	Base Game				Place 2 Tickets from the supply on an open Window space in your hotel. Gain it when placing a Window Tile on that space.	
Local Procurement	Base Game	3 Event cards played			PLAY THIS CARD WHEN PLAYING ANOTHER EVENT CARD OR TAKE A PROJECT CARD. Pay 1 less Snow or Croissant for it.	
Locker Room	Base Game				Gain 2 VP.	(TAG) Draw 1 Event Card and Gain 1 VP.
Lovely Dog	Base Game				Gain 1 Like.	Chose 1 Guest in your hotel. During THIS rounds (f)Check-out phase, Exclude 1 Window Tile requirement its DAY 2 or DAY 3 requirements.
Lunch Buffet	Base Game	1 Orange Window Tile	1 Croissant		Gain 3 Tickets, 1 Like, and 1 VP.	
Luxury Foods	Base Game		1 Croissant		(CONTINUOUS) When you Gain Orange Guests, Gain 1 Ticket and 1 VP.	
Multilingual Robot	Base Game				When placing the Part-time die, consider 1 higher in value. If it is already a value of 6, gain +1 against negative spaces when placing on the board.	
Multitasking	Base Game				Move 1 of your placed dice of value 4 or lower to another space and perform that action.	
Night Skiing	Base Game		2 Snow	Y	Place 1 Blue Window Tile and draw an Event Card.	
On-Slope Dining	Base Game		1 Croissant		Gain 1 Orange Guest from 1-6 of the Guest House/Station, 1 ticket, and draw 1 Event Card.	
One-Day Trip	Base Game				Chose 1 Guest from 1-6 of the Guest House/Station. Gain it's DAY 1 payment, then place the card at the bottom of the deck.	(TAG) Apply 1st effect again
Onsen	Base Game		1 Croissant		Gain 1 Orange Guest from 1-6 of the Guest House/Station.	(END OF GAME) Gain 1 VP for every Orange Guest in your rooms.
Overtime Work	Base Game				Gain 1 Ticket.	Place 1 UNPLACED die immediately
Popular Post	Base Game	1 Green Window Tile			Gain 1 Ticket and 2 Likes.	
Powder Snow	Base Game			Y	Gain 2 Likes	Gain 1 VP for every Blue Guest in your rooms.
Professional Snowboarder	Base Game		3 Snow	Y	Gain 1 VIP Guest.	(TAG) Gain 1 VP for every Blue Window Tile in your hotel.
Project Benefits	Base Game				(CONTINUOUS) During the (d)Payment Phase, if you own atleast 1 project card, Gain 1 Ticket and 1 VP.	
Prosperity	Base Game				Gain 1 Guest from 1-6 of the Guest House/Station, that is not a colour currently already in your rooms.	
Reference	Base Game	1 Event card played			Give an opponent up to 3 Event Cards from your hand. Gain 1 VP for every card given this way.	
Remodeling	Base Game	0-1 Guests in rooms			Move 1 Window Tile in your hotel to a different open Window space. Gain bonuses as normal. You can do this up to 3 times.	
Renovation	Base Game		1 Snow and 2 Croissants		Gain 1 Like and 1 VP. Gain 1 Window Tile (Blue, Orange or Green).	

Name	Expansion	Requirement	Cost	TAG	1st effect	2nd effect
Repeater	Base Game	3 Checked-out Guests			Choose 1 Guest from your Check-out. Place it in a room on DAY 1 or DAY 2 if you meet the requirements.	
Rescue Training	Base Game		1 Snow		Draw 1 Event Card	Increase the value of 1 value 3 or lower PLACED die by 1.
Reservation	Base Game				Place 1 Guest Card from 1-4 of the Guest House/Station on this card. Gain it during this rounds (g)Cleaning Phase. You must keep 1 or more spaces rooms open during this rounds (f)Check-out Phase. You Gain no Vacancy Penalty if your rooms are empty this round.	
Season Coupon	Base Game				(CONTINUOUS) During the (c)Resolution phase. You pay 1 less resource on season cards	
Selection	Base Game	3 Event cards played			Put 1-6 Event Cards from your hand at the bottom of the deck. Gain 1 Ticket and 1 VP for every 2 returned this way.	
Shuttle Bus Service	Base Game		2 Snow		Gain 1 Ticket, 3VP, and 1 Guest from 1-2 of the Guest House/Station.	
Signature Dish	Base Game	6 Checked-out Guests			Gain 2 Croissants and 2 VP.	
Signature Dish Development	Base Game	2 Checked-out Guests			Gain 1 Croissant and 2 Likes.	
Single Person Lift	Base Game	0 Guests In your rooms		Y	Gain 2 Tickets and 1 Guest from, 1-2.	
Ski Shop	Base Game	1 Checked-out Guest	2 Snow	Y	Gain 1 Blue Window Tile and 1 Ticket.	
Slope Restaurant	Base Game				(CONTINUOUS) You can exchange croissants for the same number of tickets at anytime.	
Snow Cannon	Base Game		1 Snow		Gain 2 Tickets and 2 VP	
Snow Guide Service	Base Game		1 Snow		Choose 1 Guest in your Hotel. Gain its Current DAY payment and Check it out.	Gain 2 Guest from 1-6 of the Guest House/Station
Snowboard Club	Base Game			Y	(END OF GAME) Gain 1 VP per Tag Card you have played.	
Snowboarder's Paradise	Base Game		1 Snow	Y	(CONTINUOUS) Pay 1 less Snow to play Event Cards and for Project Cards.	
Snowmobile	Base Game		1 Snow		(TAG)(CONTINUOUS) During the (d)Payment Phase, Gain 1 Ticket for every Blue Guest in your rooms.	
Souvenir	Base Game				For every 2 of your checked-out Guest Cards, Gain 1 ticket and 1 VP (MAX 3)	
Spectacular View	Base Game				(CONTINUOUS) When upgrading a die from 5 to 6, pay 1 less ticket.	
Spring Board	Base Game	1 Blue Window Tile		Y	Gain 1 Snow and 2 VP.	
Stay Without Meals	Base Game		1 Croissants		Chose 2 Guests in the Guest house. Gain their DAY 1 payments then place them in your check-out.	
Store	Base Game	2 Checked-out Guests			Gain 1 Snow, 1 Croissant, and 1 Ticket.	
Student Campain	Base Game	2 Checked-out Guests		Y	Gain 2 Likes and 1 Guest from 1-4 of the Guest House/Station.	

Name	Expansion	Requirement	Cost	TAG	1st effect	2nd effect
Suite Room	Base Game		1 Croissant		Gain 1 Guest from 1-6 in the Guest House/Station. You may place on it on any DAY, if u meet all requirements of the prior DAYS.	
TV Interview	Base Game				Gain 1 Green Window Tile.	Exchange up to 5 Tickets for Likes
Sharing Best Practices	Promo	1 Event card played			Give 2 Event Cards from your hand to another player	(END OF GAME) Gain 3 VP.
Attraction Program	New Season	2 Guests in your Check-out	Discard 2 Event Cards from your hand		Gain 2 Guests from 1-6 of the Guest House/Station	
Back-to-Back Shifts	New Season	1 Guest in your Check-out			Return 1 of your places dice with a value of 3 or less to your Worker Room (It can be used again this round)	Gain 1 Ticket.
Business Associate's Visit	New Season	2 Guests in your Check-out			Gain 1 Guest from 1-6 of the Guest House/Station and the Day 1 Payment from 1 of the Guest House/Station.	
Client Hospitality	New Season				Advance 1 space on 1 of the Guest Tracks.	(CONTINUOUS) Reduce the High Season cost during the Resolution Phase by 1 per VIP Guest you have in your Guest Rooms.
Demolition Work	New Season		Discard 1 Project Card		Gain 1 Snow and 4 VP	
Development Zone	New Season		Discard 1 Event Card from your hand		(CONTINUOUS) Whenever you Gain a Project Card, Gain 2 Tickets	
Early Morning Bus	New Season	1 Project Card			Discard any Project Cards from the Project Area, replace with new Project Cards, then Gain 1 Project Card from the Project Area, paying its cost and Gain its reward.	
Employee Bonus	New Season				Gain 2 Tickets	(END OF GAME) If the total value of your 3 worker dice is 14 or more, Gain 3 VP.
Event Planner	New Season	2 Guests in your Check-out			Gain 2 Tickets	Draw 3 Event Cards from the Event Deck, add 1 of them to your hand, then return the rest to the bottom of the Event Deck.
Field Survey	New Season	3 Guests in your Check-out			(PLAY THIS CARD WHEN PLACING A DIE ON A NEGATIVE SPACE) Add 2 strength to the die, but the value cannot exceed the die's current value.	
Foresight	New Season	1 Guest in your Check-out			Look at the remaining face-down Round Cards, then return them in the same order.	Gain 2 Snow, Croissants, or Tickets.
Giant Igloo	New Season		3 Snow		Gain 1 Project Card from the Project Area, without paying its costs, but still Gain its rewards.	Gain 2 VP.
Hiring Grant	New Season				Gain 1 Ticket and VP.	(CONTINUOUS) Gain 1 VP each time you Gain the Part-time Die(Black Die).
Identifying Potential Customers	New Season	1 Guest in your Check-out			Draw 3 Guest Cards from the Guest Deck, Gain 1 of them, then return the rest to the bottom of the Guest Deck.	
Key Person	New Season		2 Croissant		Gain current Day Payment from 1 Guest in your Guest Rooms, then place that Guest in your Check-out.	Gain 1 VIP Guest.
Landmark	New Season				Gain 1 Guest from 1-6 Guest House/Station per Project Card you own (cant gain more than empty guest rooms you have).	
Lighting Display	New Season	1 Green House			Gain 1 Green Guest from 1-6 of the the Guest House/Station.	Gain 1 Like per Green Guest in your Check-out.

Name	Expansion	Requirement	Cost	TAG	1st effect	2nd effect
Local Collaboration Project	New Season		Discard 2 Event Cards from your hand		(CONTINUOUS) When discarding Event Cards from your hand as a cost, discard 1 less card.	
Loyal Customer	New Season		Discard 1 Event Card from your hand		Place 1 Guest from you Check-out into one of your Guest Room	Gain 2 Likes
Mission: Train your team	New Season				Place 1 Snow, Croissant, and Ticket on top of each of your player dice, including the 3rd die if it is not claimed yet. after increasing the value on any of your dice with atleast 1 resource on them, Gain 1 of those Resources and Gain 1 VP.	
Multiple Ski Runs	New Season			Y	Draw 1 Event Card	(END OF GAME) Gain 1 VP per 3 Event Cards in your hand.
Omikuji	New Season				(PLAY THIS CARD WHEN IT IS DISCARDED FROM YOUR HAND) All players draw 1 Event Card. If any player drew an Event Card with a Snowman Tag, you gain 1 Snow.	
Omotenashi	New Season	2 Guests in your Check-out			Gain 1 Guest from 1-4 of the Guest House/Station, then place 2 tickets on it. When that Guest advances to Day 3, Gain the Tickets. If the Guest moves to your Check-out, return the Tickets to the supply.	
Open -Air Onsen	New Season				Gain 1 Orange Guest from 1-6 of the Guest House/Station	(TAG) Gain 1 Croissant and Draw 1 Event Card.
Open a New Route	New Season	1 Guest in your Check-out	Discard 1 Event Card from your hand		Gain 2 Croissants and VP.	
Photo Stand-in	New Season			Y	Gain 1 Like per guest in your check out.(Up to 4 Maximum)	
Pizza Buffet	New Season	1 Orange House			Gain 3 Croissants and 1 Ticket.	
Potential New Customers	New Season	2 Guests in your Check-out			Reveal the top card of the Guest Deck. Gain this card or 1 Guest from 1-6 of the Guest House/Station (Discard the revealed card if it is not taken).	
Promotional Poster	New Season	No VIP Guests in your Guest rooms			Look at 3 random VIP Guests not used in the game. Place it next to the Game Board with the VIP Guests used in this game.	Gain 2 Snow
Reaching New Audiences	New Season	12 Likes			Gain 2 non-adjacent Guests from 1-6 of the Guest House/Station	
Rush Job	New Season		1 Ticket		Gain 1 Project Card from the Project Area, paying its cost and Gain its reward. Gain 2 VP	
Sacred Location	New Season	1 Green House			Gain 1 Ticket and 3 Likes.	
Sauna	New Season	1 Orange House			Gain 1 Guest from 1-6 of the Guest House/Station.	(END OF GAME) Gain 1 VP per Orange Guest in your hotel rooms and your check-out.
Sauna Steam Infusion	New Season				Gain 1 Snow and the Day 1 Payment from the Guest from 1 of the Guest House/Station.	If you own 1 Blue House, Gain 2 VP. If you own 1 Orange House, Gain 2 Tickets.
Skyview Restaurant	New Season	1 Project Card			Gain 1 Orange or Green Guest from 1-6 of the Guest House/Station. Gain 2 Croissants or Likes	
Snow Camp	New Season	1 Blue House			Gain 1 Blue Window and VP	Pay up to 5 Snow, Gain 1 Ticket per Snow paid this way.
Snow Paradise	New Season			Y	(CONTINUOUS) When playing an Event Card with a Snowman Tag, Place 1 Snow from the supply on this card. Snow on this card can be used for paying costs of Project Cards.	

Name	Expansion	Requirement	Cost	TAG	1st effect	2nd effect
Snow Rafting	New Season	1 Blue House			Gain 3 Tickets and 1 Snow.	
Snow Resort Ambition	New Season			Y	(END OF GAME) Gain 1 VP per Project Card you own.	
Snow Sculpture	New Season	1 Project Card	Discard 1 Event Card from your hand		Gain 3 Snow and 2 VP.	
Snow-Covered Vegetables	New Season				(CONTINUOUS) When ever you Gain 3 or more Snow from 1 source, Gain 1 Croissant and Ticket.	
Snowshoes	New Season	1 Blue House			Gain 1 Blue Window.	(TAG) Gain 1 Guest from 1-2 of the Guest House/Station
Solidarity	New Season		Discard 1 Event Card from your hand		(END OF GAME) Gain 1 VP per Purple Guest in your hotel rooms and your check-out.	
Spice	New Season	2 Guests in your Check-out			Gain 1 Like and 2 VP.	Pay up to 5 Croissants, Gain 1 Like per Coissant paid this way.
Strategic Pivot	New Season		1 Ticket		Return 1 Project Card you own to the bottom of the Porject Deck. Gain 1 Project Card from A, B or C of the Project Area, without paying its costs, but still Gain its rewards.	
Sweet Red Bean Soup	New Season				Gain 2 Croissants	If you own 1 or more Orange Houses, Gain 1 Guest 1 from 1-6 of the Guest House/Station.
Thematic Interior	New Season				Move 2 Windows you own to different spaces (Gain bonuses if applicable).	(END OF GAME) Gain 1 VP per Vertical, Horizontal, and Diagonal line of 3 Windows with the same colour on your hotel board.
Trendsetter	New Season				Gain Day 1 Payment from the Guest from 1 of the Guest House/Station. If you have 10-19 likes, Gain the Payment twice instead. If you have 20 or more likes, Gain the Payment three times instead.	
Year-End Sale	New Season		1 Snow		Advance Guests in your Guest Rooms by 1 Day, up to 3 times (cost and requirements still apply). Gain 1 VP per Guest in your Guest Rooms on Day 3.	