



**JUMBO, THE CIRCUS ELEPHANT**

**RULES**

Jumbo was a 19th-century male African Bush Elephant born in the French Sudan (present-day Mali). He was imported to France and kept in the Paris zoo Jardin des Plantes and later transferred to London Zoo. Jumbo was sold in November 1881 to the Barnum & Bailey Circus for 10,000 dollars (\$244,000 today). Jumbo died at a railway classification yard in Canada at St. Thomas, Ontario, where he was hit and fatally wounded by a locomotive.

Jumbo should be treated as any other Snowdonia train except that, once 'built', he cannot be returned or discarded; consequently, the owner of Jumbo is immune to the Train Maintenance Event.

You may put a Rubble cube from your stock on to Jumbo to gain a third worker for the Round (apply the timing rules for this as per coal and other trains).

At the end of the game, you lose 2 points for each Rubble cube on Jumbo.



**Abominable Snowman**

- The Yeti piece starts in the summit station of the mountain eg. Yr Wyddfa in the Snowdon scenario.
- The Yeti moves (↓) down and (↑) up the mountain when the weather is processed; it moves from station-to-station (like the Surveyor).
- If the Yeti moves into the same space as a one or more surveyors it will stop and each Surveyor(s) player – in turn order - must pay one coal to supply or move one station down the mountain.
- If a Surveyor moves into the same space as the Yeti, the Yeti will move one station up the mountain unless the player pays one coal.
- When a player pays one coal:** the Yeti will perform an Excavate or Build action immediately in that Station as if it was a player's worker; if building, the player must pay the appropriate build cost.

