

Raymond Chandler III



R U L E B O O K

CHICAGO

Hog Butcher for the World,
Tool Maker, Stacker of Wheat,
Player with Railroads and the Nation's Freight Handler;
Stormy, husky, brawling,
City of the Big Shoulders:

They tell me you are wicked and I believe them, for I have seen your painted
women under the gas lamps luring the farm boys.

And they tell me you are crooked and I answer: Yes, it is true I have seen the
gunman kill and go free to kill again.

And they tell me you are brutal and my reply is: On the faces of women and
children I have seen the marks of wanton hunger.

And having answered so I turn once more to those who sneer at this my city,
and I give them back the sneer and say to them:

Come and show me another city with lifted head singing so proud to be alive
and coarse and strong and cunning.

Flinging magnetic curses amid the toil of piling job on job, here is a tall bold
slugger set vivid against the little soft cities;

Fierce as a dog with tongue lapping for action, cunning as a savage pitted
against the wilderness,

Bareheaded,

Shoveling,

Wrecking,

Planning,

Building, breaking, rebuilding,

Under the smoke, dust all over his mouth, laughing with white teeth,

Under the terrible burden of destiny laughing as a young man laughs,

Laughing even as an ignorant fighter laughs who has never lost a battle,

Bragging and laughing that under his wrist is the pulse, and under his ribs
the heart of the people,

Laughing!

Laughing the stormy, husky, brawling laughter of youth, half-naked,
sweating, proud to be Hog Butcher, Tool Maker, Stacker of Wheat,
Player with Railroads and Freight Handler to the Nation.

~ Carl Sandburg (1914)

CHICAGO 1875: CITY OF THE BIG SHOULDERS

After the great Chicago Fire of 1871, the people of Chicago set out to rebuild their once-great city. Over the next 50 years Chicago experienced an economic golden age, making such great progress that it hosted the World's Columbian Exposition in 1893, followed not long after by a celebration of its Century of Progress at The World's Fair in 1933.

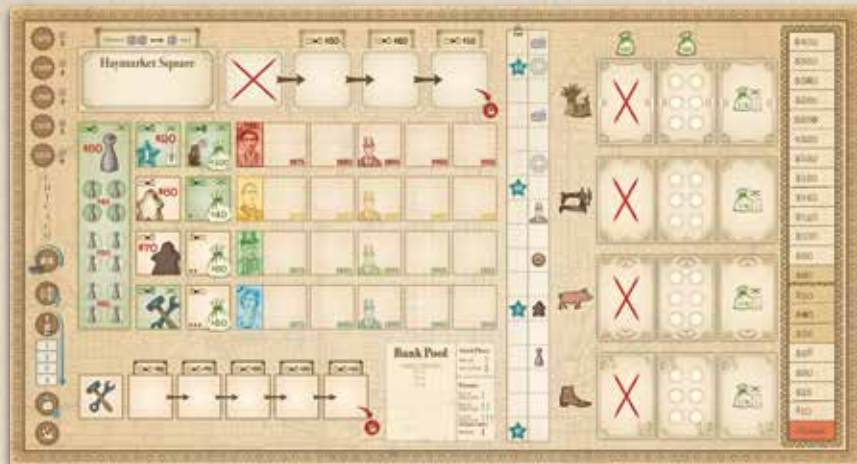
Many of the household brands we've come to know and love today had their start in Chicago during this time period; Oscar Mayer, Quaker Oats, Swift & Co, Armour & Co, Schwinn Bicycles, Cracker Jack, and many others made a home here in this tall, bold slugger.

In *Chicago 1875: City of the Big Shoulders* you will take on the role of an investor. You will start new Companies, trade in shares, hire employees, equip factories, produce Goods and sell them to be delivered to homes across the Midwest.

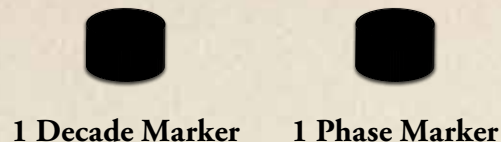
TABLE OF CONTENTS

COMPONENTS	4	Money Flow Icons	19
GAME OVERVIEW	6	General Action Spaces	20
Basic VS Advanced	6	Capital Assets Bonuses	21
COMPONENT OVERVIEW	7	Player-Owned Action Spaces	22
Buildings	7	4. The Operating Phase	25
Capital Assets	7	0. Emergency Fundraising	25
Company Charters	8	1. Purchase Resources	26
Stock Certificates	9	2. Produce Goods in your Factories	26
Demand Tiles	9	Manager Bonuses	27
GAME SETUP	10	3. Sell one or more Goods	28
ESTABLISHING YOUR STARTING COMPANY	12	4. Pay Dividends (or Withhold earnings)	29
Procedure for Establishing a Company	12	5. Adjust Share Value	30
IMPORTANT GAME CONCEPTS	13	6. Maintain the Supply Chain	31
Money	13	5. The Cleanup Phase	32
The Stock track	13	END OF GAME SCORING	33
The Appeal Track	14	GAME VARIANTS	34
Appeal Bonuses	14	1. Draft Your Buildings	34
PLAYING THE GAME	15	2. Friendly Rule for Closed Companies	34
1. The Stock Phase	16	3. Advanced supply chain	34
Selling Stock	16	HELPFUL TIPS	35
Buying Stock	16	CREDITS	35
End of Stock Phase	17	HISTORICAL FIGURES	36
Transfer Of Directorship	17	APPENDIX	37
2. The Building Phase	18	Building Actions Spaces Era I	37
1. Deal Out Building Tiles	18	Building Actions Spaces Era II	38
2. Place Buildings	18	Building Actions Spaces Era III	39
3. Add Workers to the Job Market	18	Special Companies	40
3. The Action Phase	19	Goal Tiles	41
Gaining additional Partners	19	Capital Assets	42

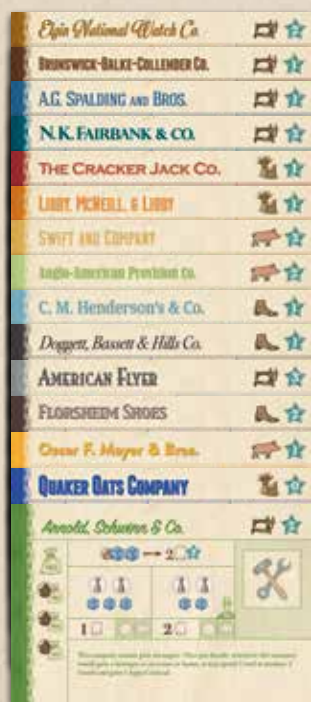
COMPONENTS



1 Game Board



1 Advanced Supply Overlay
For more details, see page xx



15 Company Charters



15 Director's (30%) Stock Certificates
1 Per Company



15 Preferred (20%) Stock Certificates
1 Per Company



75 Common (10%) Stock Certificates
5 Per Company



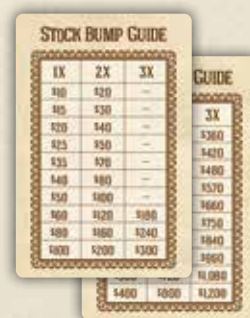
70 Resource Cubes
20 (Pink) Livestock
18 (Blue) Steel
16 (Brown) Wood
16 (Black) Coal



24 Partner Meeples
6 Red, 6 Blue, 6 Green, 6 Yellow



1 End Game Scorepad



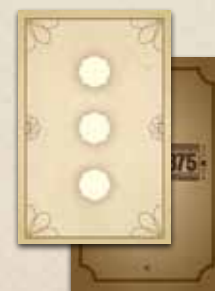
4 Stock Bump Guides



30 Company Tokens
2 Per Company



1 Resource Bag



24 Demand Tiles
6 of Each Level 1-4

COMPONENTS



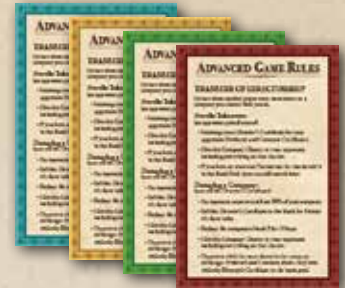
44 Building Tiles

12 Era I Buildings
16 Era II Buildings
16 Era III Buildings



4 Player Aids

Red, Blue, Green, Yellow



4 Advanced Player Aids

Red, Blue, Green, Yellow



10 Goal Tiles



50
Workers



20
Salespeople



20
Managers



60 Goods
Tokens



40 Automation
Tokens



12 Appeal Bonus
Goods Tokens



16 Capital Assets



40 × \$500 Bills
(\$20,000)



40 × \$100 Bills
(\$4,000)



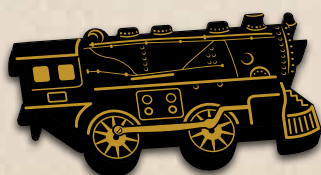
4 Chief Capital
Assets



60 × \$25 Bills
(\$1,500)



40 × \$10 Bills
(\$400)



Priority Deal Marker



40 × \$5 Bills
(\$200)



40 × \$1 Bills
(\$40)

GAME OVERVIEW

Chicago 1875 unfolds over **five Decades**, each representing a pivotal period in Chicago's industrial resurgence. Within each Decade, players engage in **five distinct phases**, where they act as ambitious investors striving to establish thriving Companies, grow their fortunes, and outperform their rivals. This chapter an overview of each âhse, and ontroducs some of the terminology you will encounter throughout this rulebook.



The game begins with the **Stock Phase**, where players act as savvy financiers, buying and selling stock certificates to build portfolios that balance control and profit. This phase sets the foundation for the Decade, as players determine their investments and decide whether to launch new Companies or enhance their stake in existing ones.



Next comes the **Building Phase**, where players contribute to Chicago's skyline by placing new Buildings on the game board. These Buildings become action spaces, providing opportunities to generate resources, hire workers, and strengthen Companies. The choice of Buildings not only determines future strategic options but also influences the flow of workers into the city's labor market.



During the **Action Phase**, players send their Partners to the newly constructed Buildings and other action spaces to perform vital tasks for their Companies. These tasks might include hiring staff, purchasing raw materials, or acquiring powerful assets. The order of actions is determined by the turn order track, and each Partner's placement is a critical decision that shapes a Company's success.



The heart of the game lies in the **Operating Phase**, where each Company runs its operations in turn. Companies with high Appeal operate first, enjoying the advantage of acting before competitors. In this phase, players use their resources to produce Goods, sell them to meet market demand, and decide whether to reinvest profits or distribute dividends to shareholders. These decisions impact the Company's stock value, influencing its future growth and player earnings.



Finally, the Decade concludes with the **Cleanup Phase**, where the board is refreshed, resources are replenished, and the stage is set for the next Decade. The cycle then begins anew, with players adapting their strategies to evolving market conditions and competition.

By the end of the fifth Decade, the game reaches its climax. Players tally their wealth, incorporating earnings from stock sales, Company dividends, and public goals achieved during the game. **The player who has accumulated the most money is crowned the victor**, celebrated as the industrialist who best navigated the challenges of rebuilding Chicago into the City of the Big Shoulders.

BASIC VS ADVANCED

Chicago 1875 is designed to accommodate both new players and those seeking deeper strategic challenges. To achieve this, the game offers two modes: the Basic Game and the Advanced Game. These modes share the same core mechanics but differ in complexity, providing a tailored experience for different player groups. Throughout this rulebook, you will find color-coded frames highlighting the rules specific to each game mode. **For your initial plays, we recommend focusing on the "Basic Game" frames** to get familiar with the core mechanics. Once you're comfortable, **you can skip these and refer only to the "Advanced Game" frames** for a deeper challenge. Below is an overview of the two modes:

Basic Game

The Basic Game is ideal for players who are learning the rules or prefer a streamlined experience. It simplifies certain mechanics to focus on the foundational elements of the game: managing Companies, producing Goods, and trading on the stock market.

Advanced Game

The Advanced Game builds on the foundation of the Basic Game, introducing nuanced mechanics that increase strategic depth and competitive dynamics. It is suited for experienced players who are comfortable with the game's core mechanics and want to engage in more sophisticated decision-making. *Please use the dedicated Advanced Player Aid when playing this game mode.*

COMPONENT OVERVIEW

This section provides more information about some of the game's components. This will help you better understand their function, and help you during setup.

BUILDINGS



During the Building Phase of each Decade, players will select **one** Building out of 3 available to them, and place it on the game board in the lowest-numbered available Building space of their color.



During the Action Phase, Buildings become **action spaces** where players may send their Partners to take actions on behalf of their Companies. The Buildings in your colour row are available to all players. The advantage of other players placing their Partners on your buildings, is that you or your Companies will receive income from this.

Buildings will also **add Workers to the Job Market** area on the game board.

The pips on the back of each Building indicate the deck the Building should be shuffled into during game setup.

The abilities of each Building are described in the reference section on page xx.



This Building will be shuffled into the first deck when the game is set up.

This Building will add one Worker to the Job Market.

CAPITAL ASSETS



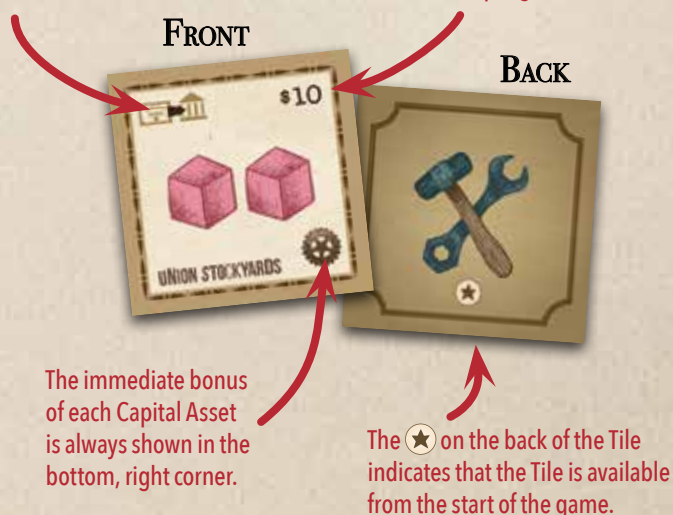
Capital Assets can be activated as a free action on your turn either during the Action Phase or when your Company operates during the Operating Phase. Additionally, when your Company purchases a Capital Asset it will receive an immediate one-time bonus indicated by the icon in the bottom right. Any Company may purchase Capital Assets (and receive their immediate one-time bonus) but only some Companies have the space available for repeated use of their longer-term benefits. Each Company may only accommodate a single capital asset for each capital asset space on their charter.



The abilities of each Capital Asset are listed in the reference section on page xx.

Some Capital Assets require your Company to pay a fee to the bank when they are used; this is indicated in the top, left corner on each tile.

When required, the cost of using a Capital Asset is always listed in the top, right corner.



The immediate bonus of each Capital Asset is always shown in the bottom, right corner.

The ★ on the back of the Tile indicates that the Tile is available from the start of the game.

This edition contains 4 new Capital Asset tiles, called the "**Chiefs**". If you want to add some variability to your game, you may simply add these to the other Capital Asset tiles during setup.



COMPANY CHARTERS



A Company Charter is the game's representation of a Company. Each Company Charter has a **Treasury**. Here you will store any unsold shares in the Company as well as the Company's money, resources, and unsold Goods. There is no limit to the number of resources, money, or unsold Goods a Company may keep within its Treasury.

In the far left-hand column of this Company Charter is its sales department. The dollar amount in the topmost money icon represents the price this Company will sell each of its Goods for. Hiring new Salespeople increases this amount.

The star icon at the top right of this Company Charter is the Company's **starting Appeal**. During the Operating Phase the Company with the highest Appeal on the Appeal track will have the first chance to purchase resources, operate factories, produce Goods, and sell Goods to market demand. Note that when a Company starts on or above a bonus on the Appeal track it will not gain the Appeal Bonus.

Factories for the Company are displayed in the center. Each factory requires a specific number of Workers and resources in order to produce Goods. Companies produce Goods in their factories from left to right. In order to produce in your second factory, you must have produced in the first one. If you hire a Manager into your factory, that Manager's ability will trigger immediately after that factory produces Goods. Managers help your Company produce more Goods, gain resources, or increase its Appeal.

On the right of this Charter are spaces where you can install Capital Assets. Capital Assets give your Company various special powers. Some Companies do not have any spaces available to keep Capital Assets.

Here's a detailed breakdown of a Company Charter:

A The Company Name

B The Type of Company:



C The Company's starting Appeal

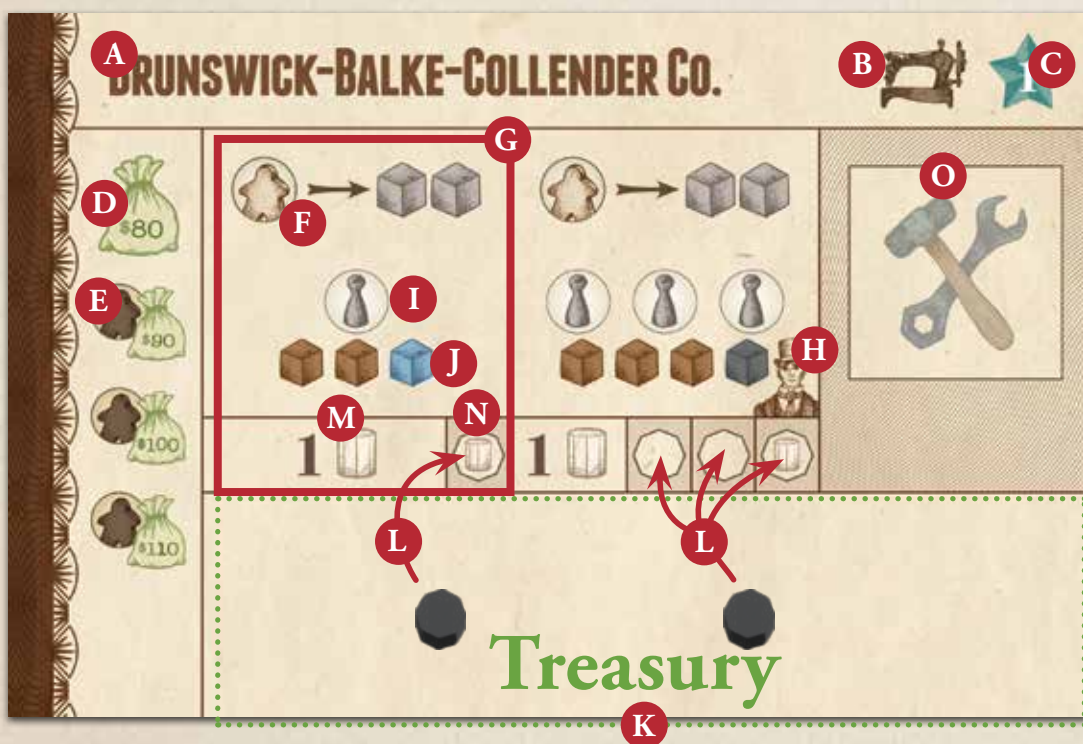
D The sale price of each Good the Company produces.

E When a Salesperson is employed, the sale price of Goods it produces will increase. Salespeople are added from top to bottom.

F When a Manager is employed, a special effect will occur each time that factory produces.

G Each Company consists of 2-3 factories, this block is the first factory.

H If this is your first Company, place a Partner here. The first time your Company produces, in all of its factories; you will receive this Partner.



I The number of spaces indicates how many Workers are required to fully run this factory.

J These are the resources this factory consumes to produce Goods.

K This is the Company Treasury. Place all money, resources, unsold Goods and unpurchased shares here.

L When establishing a Company, place black automation Tokens on each octagon shown at the bottom of each factory.

M This is the number of Goods this factory will produce.

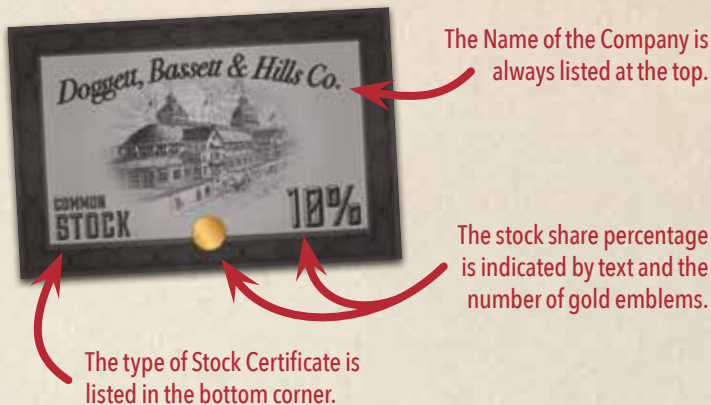
N Once this factory is completely automated, and the additional Goods symbol is revealed, this factory will produce an additional Good.

O Capital Assets this Company purchases will be placed here. Note that not all Company Charters offer this space.

STOCK CERTIFICATES



Chicago 1875: City of the Big Shoulders is a stock manipulation game. A large part of the game play is based on investing in the right Companies at the right time. You can invest into your own Companies and your opponents' Companies. When you invest into a Company, you will own part of that Company. When that Company "operates" during the Operating Phase it will Pay Dividends to you based on the number of shares you hold in that Company.



Each Company in the game has **10 shares**. **Each share is worth 10% of the Company**. You will track who owns which shares using Stock Certificates. There are three kinds of Stock Certificates:

The first is the **Director's Certificate**, which is owned by the player who controls the Company. The player who starts a Company becomes its first Director. This special certificate is worth 3 shares, or 30% of the Company.

The second kind of certificate is the **Preferred Certificate**. This special certificate is worth 2 shares, or 20% of the Company, and can be owned by anyone.

The last kind of certificate is the **Common Certificate**. This certificate is worth 1 share, or 10% of the Company, and can be owned by anyone.

You may never own more than 60% (6 shares) of any one Company.

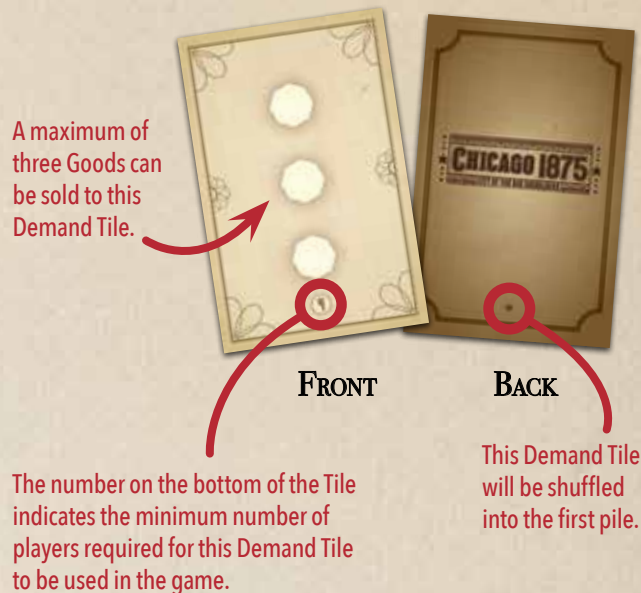
The total number of Stock Certificates that you can own is limited. Thus, it is more advantageous to own Director and Preferred Certificates than to own Common Certificates. This restriction is called the certificate limit and can be found printed on the game board in the **Bank Pool** area. The certificate limit is based on the number of players, as follows:

PLAYER COUNT	CERTIFICATE LIMIT
2	10
3	12
4	14

DEMAND TILES



During the Operating Phase of each Decade, your Company will sell Goods that it has produced to these Demand Tiles. The number of octagons on the Demand Tile indicates how many Goods can be sold to it. The number of pips on the back of the Demand Tile indicates which pile this Tile should be shuffled into during the game's setup.



Tiles with fewer Goods spaces are available earlier in the game, and as the game progresses Tiles with more Goods spaces become available.

One of the Demand Tiles is marked with a **red X**, indicating that no Goods may be sold to it.



PUBLIC GOAL OBJECTIVES

Five public goal objectives are laid out on the game board during the game setup. Each of them has a condition that must be met for it to score. **Each** player that meets its condition gains an additional \$200 to their score at the end of the game.

This is an **optional module** included to help newer players focus on a strategy. More experienced players often choose to forgo playing with them.

The details of each Goal are described in the reference section on page xx.



GAME SETUP

1 Place the game board on the table and place the Decade marker on the Decade marked 1875 on the game board.

2 Place the Phase marker on the Stock Phase space on the game board.

3 2 Player Game: Remove all the Demand Tiles labeled for (3) and (4) players as indicated on the bottom of the Tiles.

3 Player Game: Remove all the Demand Tiles labeled for (4) players as indicated on the bottom of the Tiles.

4 Player Game: Play with all the provided Demand Tiles.

Separate the Demand Tiles into 4 separate (as listed by the pips on the back of the tiles: ●, ●●, ●●●, and ●●●●). Shuffle each pile separately. Place the ●●●● pile face down next to the game board. Place the ●●● pile face down on top of the ●●●● pile. Repeat this for the ●● and ● piles to form a single face down stack of Demand Tiles. Place this deck somewhere near the left side of the board.

4 Starting with the top-right space in the Demand area, fill each column as shown from top to bottom, left to right, placing Demand Tiles face up on each space, to fill the demand tracks.

5 Separate the 5 starting Capital Asset Tiles (marked with ★) from the rest. Place the Capital Asset titled “Brilliant Marketing” onto the \$80 space, then shuffle the remaining 4 Tiles and randomly place them face up on the spaces priced at \$40 through \$70. Finally, shuffle the remaining Capital Asset Tiles into a single deck and place them on the Capital Asset deck space on the game board. You may choose to add the 4 Chief Capital Assets into the deck, but this is optional (see page 7).

6 2 Player Game: Remove all of the Buildings labeled for (3) and (4) player games as indicated on the bottom of the Tiles.

3 Player Game: Remove all of the Buildings labeled for (4) player games as indicated on the bottom of the Tiles.

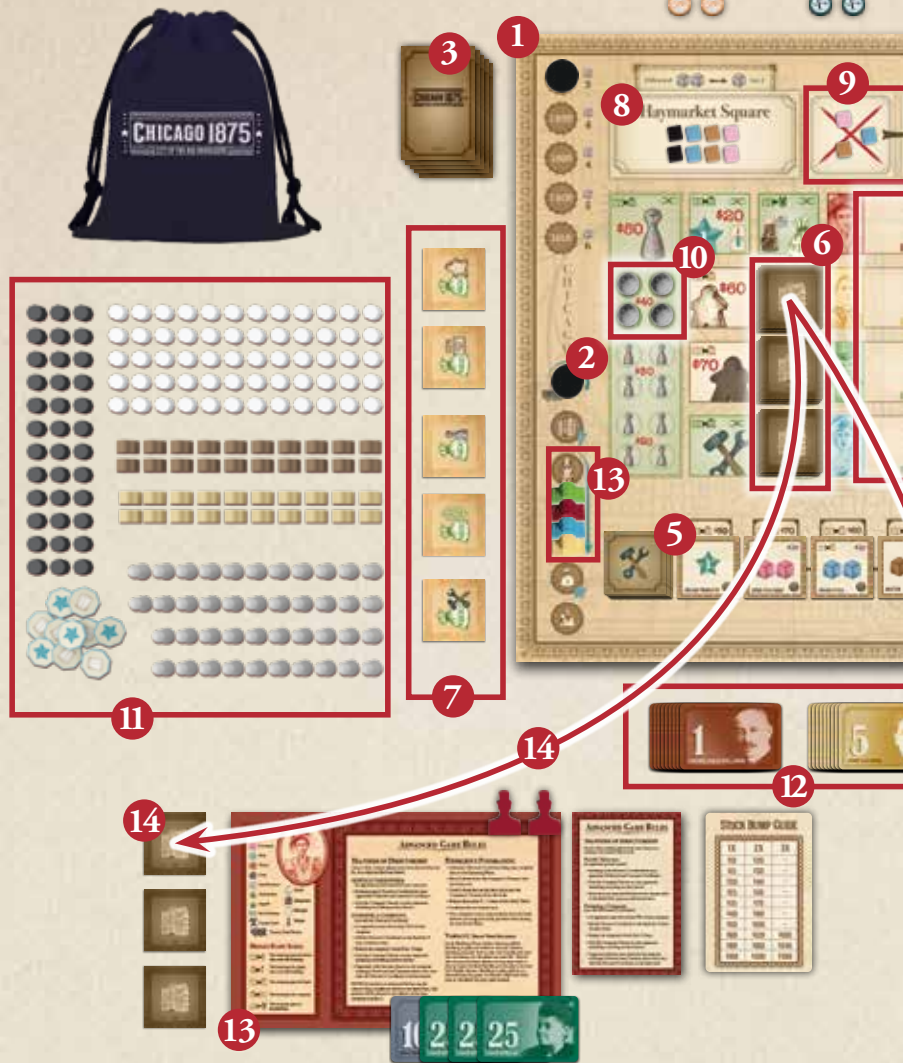
4 Player Game: Play with all the provided Buildings.

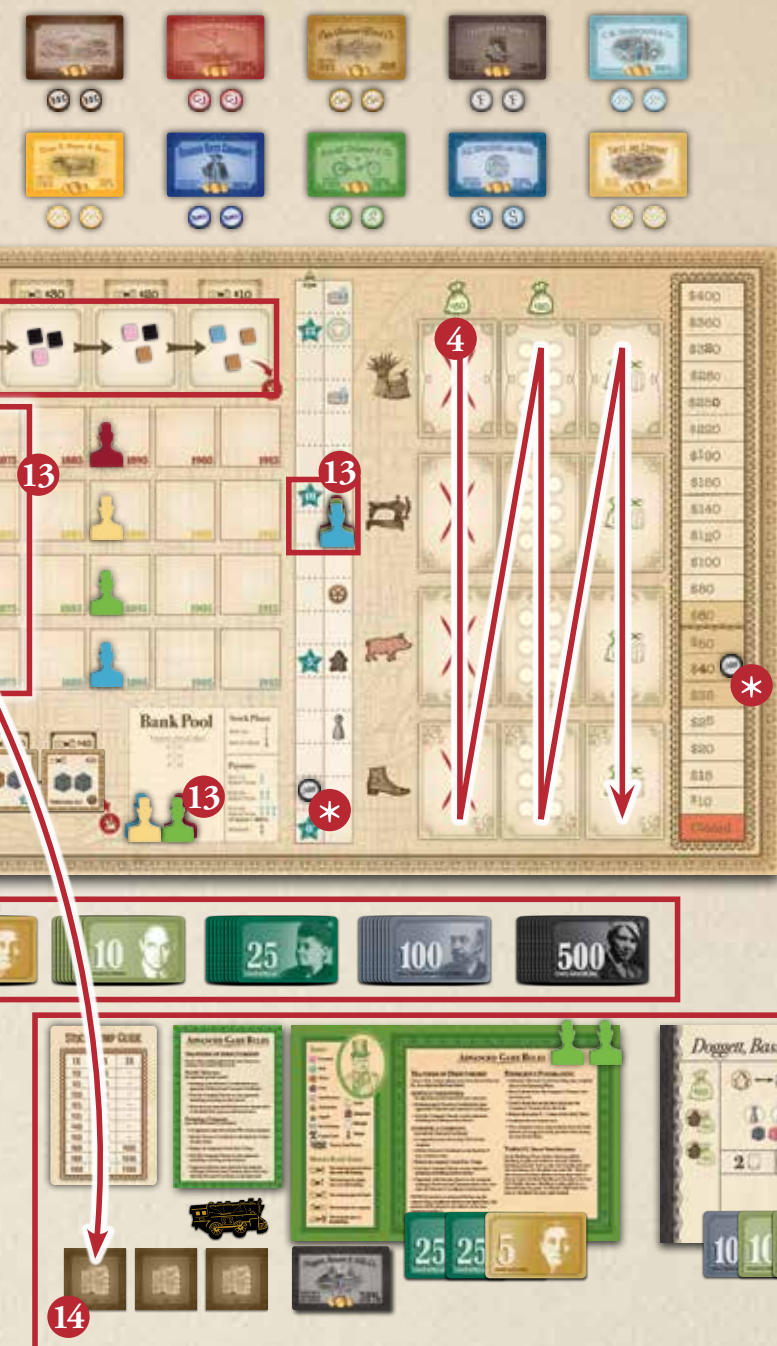
Separate the Buildings according to their era (as listed by the pips on the back of the tiles: ●, ●● and ●●●) into 3 separate Building decks. Then shuffle each deck and place each of them on the appropriate draw deck space on the game board.

7 Shuffle the 10 Goal Tiles, and randomly draw 5, placing them face up near the game board. Return the remaining Goal Tiles to the box.

8 Set aside 2 Resource Cubes of each type and place them on the Haymarket Square space on the game board. Then place all remaining resources in the bag.

9 Give the bag a good shake. Then, for each resource space near the top of the game board, draw 3 resources from the bag at random and place them on the space, including the space marked with an X.





15

- 10 Place 4 Workers on the 4 darkened Worker spaces on the Job Market near the \$40 space.
- 11 Place the Workers, Managers, Salespeople, Goods, Appeal Bonus Goods tokens, and Automation Tokens near the board within reach of all players.
- 12 Place the supply of money near the board within reach of all players.
- 13 Give each player \$175 from the bank, a Stock Bump Guide, 6 Partners in their preferred color and a matching Player Aid and Personal Treasury.

Each player places one Partner in the Bank Pool, one on the 9th Bonus space of the Appeal track, one on their color's third Building space, and one on the action phase turn order track. The remaining two Partners stay on the Player Aid, ready for the first Action phase.
- 14 Deal 3 Building Tiles from the Era I Building Stack face down to each player.
- 15 Finally, place all* Company charters, Stock certificates and Company tokens within easy reach of all players. Each player will choose their starting Companies as described on the next page.

* This is an example of how to set up your Company and player area after establishing your first Company (indicated on page 8).

**For your first few plays, we recommend removing the components of the 5 Companies marked with a xx in the lower left corner of their Company Charter. These are the more advanced Companies that have their own set of rules explained on page xx.*

ESTABLISHING YOUR STARTING COMPANY

Before each player starts their first Company, each player should be given the chance to examine each Company Charter. Players should also familiarize themselves with the Demand Area on the board, their starting Buildings, and the resources available.

Randomly select a player who will have the first choice to start a Company. Starting with that player and continuing **counter-clockwise** (i.e. to that player's right), each player **must** start a Company of their choice by following the procedure as described in the section below. In addition, add your Partner, placed in the bank pool on the game board during set up, on top the Partner icon in the last factory space on the Charter of your starting Company.

PROCEDURE FOR ESTABLISHING A COMPANY

1. To start a Company, select a Company Charter not yet in play. Determine the initial share value for this Company by placing one of the Company Tokens on a darkened Share Value space (\$35, \$40, \$50, or \$60) on the Stock track.
2. You must purchase the **30% Director's Certificate** by paying 3 times the initial share value of the Company, which you set in the previous step. Anytime you purchase shares, including when you start a Company, you always pay from your **Personal Treasury** and place that money directly into the Company Treasury. Once purchased, place the 30% Director's Certificate into your play area.



At the start of the game, players do not have enough money to start a Company at \$60 per share. Later in the game, however, a player can par a new Company at \$60!

Example: if you start a Company at a \$40 initial share value, you will pay \$120 from your personal money into that Company's Treasury in exchange for the Director's Certificate. If you do not have \$120 to purchase the certificate, you cannot start the Company at that share value.

3. Place the Company Charter in the play area in front of you. Then place a Company token on the **Appeal track** as indicated by the star icon in the top-right corner of the Company Charter. If your Company's Appeal Token is placed in an occupied space on the Appeal track, your token is placed on the **bottom** of the stack.

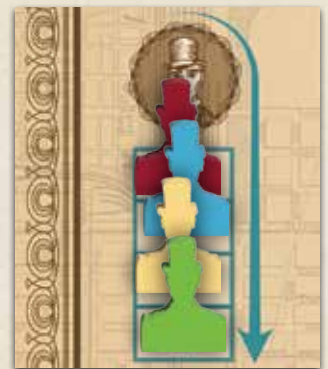


Next, take **Automation Tokens** (black octagons) from the General Supply and place them on the octagonal automation spaces at the bottom of each factory listed on your Charter.



4. Place all remaining Company stock certificates on the Company charter.

The last player to choose a starting Company should be given the **Priority Deal marker**. Then, starting with the player holding the Priority Deal marker, and continuing clockwise (i.e. to that player's left), adjust the order of each player's Partners onto the Action Phase turn order track on the game board. The Partner for the player with the Priority Deal marker will be moved to the space labeled 1, the player to their left moved to the space labeled 2, and so on. The player who had first choice of starting a Company will be last in turn order during the first Action phase.



The red player has the Priority Deal marker so their Partner will be on the first space. The blue player is to the left of the red player and will place their Partner on the second space, and so on.

Example: here's a starting Company that is set up and ready to play. Libby, McNeill and Libby was started by Jen with a par value of \$40 per share, thus \$120 was added to the Company Treasury from Jen's Personal Treasury.



IMPORTANT GAME CONCEPTS

MONEY

In *City of the Big Shoulders*, player money and Company money are completely separate and must be managed independently. Each player has their **personal funds**, which they use primarily during the Stock and Building Phases, and each Company has its **Treasury**, which is used exclusively during the Action and Operating Phases. Understanding this distinction is crucial for mastering the game.

When you invest in a Company, your personal money transfers to the Company's Treasury in exchange for shares. Once in the Company's Treasury, this money becomes the Company's property and is no longer tied to you directly. Companies use their treasuries to fund actions, pay for resources, and distribute dividends during their turns.

During the Action and Operating Phases, all expenses for actions—whether hiring workers, purchasing resources, or activating buildings—must be paid from the Company Treasury. Your personal money cannot be used for these activities. Conversely, during the Stock Phase, only your personal money is used to buy shares or start new Companies; you cannot use funds from a Company's Treasury for these actions.

For new players, it is critical to keep this separation in mind. Mixing personal and Company money is one of the most common mistakes in economic games like this one, so take extra care during your first few plays to ensure you're using the correct funds for each phase of the game.

THE STOCK TRACK

The Stock track **keeps track of the share value of each Company in the game**. When you purchase one or more shares in a Company, you will pay the corresponding amount shown on the Stock track for each share you have purchased. Similarly, when you sell shares in a Company, you will be paid the corresponding amount shown on the Stock track for each share that you have sold.

As your Companies operate during the Operating Phase, you will **adjust their share value on the Stock track** depending on whether you decided to have that Company Pay Dividends to its shareholders, or Withhold the money in its Treasury.

When you choose to **Pay Dividends** (see page xx) your Company will **increase** its share value. When you choose or are forced to **Withhold** your Company will **decrease** its share value.

When you start a Company, you will set the Company's initial share (par) value by placing one of the Company Tokens on a share value space in the darkened area on the Stock track.

When you sell Stock Certificates to the bank during the Stock Phase, you will place those certificates into the Bank Pool and receive money from the bank in return. When you do this, the corresponding Company's share value will **decrease** one step along the Stock track for each share that you sold. But be careful: if the value of Company decreases too much, it may go bankrupt and close!

Some Capital Assets and other bonuses in the game also affect the share value of Companies in various ways.

The share price for any Company cannot exceed \$400.

When your Company pays dividends less than its share value your Company's share value does not change.

When you choose to pay dividends your Company may single, double, or triple jump along the track depending on how much money is paid out.

You can par (start) a new Company at \$35, \$40, \$50, or \$60 a share – anywhere in the shaded area on the Stock track.

When Stock Certificates are sold to the bank the share price of the Company will decrease on the Stock track for each share sold.

Companies whose Share Value drops down to \$0 will be forced to close at the beginning of the Stock Phase.



THE APPEAL TRACK

When you start a Company you will place one of your Company tokens on the Appeal Track, according to the starting Appeal indicated on that Company's Charter.



A Company's starting Appeal is indicated by the star in the top, right corner.

Over the course of the game, you will increase your Company's Appeal by moving its token along this track.

Appeal determines turn order during the Operating Phase. The Company with the highest Appeal will go first, followed by the Company with the second highest, and so on until all Companies have operated. Appeal markers are stacked on top of each other when occupying the same space. When this happens, the Appeal marker **on top will go first**, followed by the Company directly below it, and so on.

When your Company raises its Appeal, and enters a space occupied by at least one other Company, place your Company's Appeal marker on **top** of your competitors' Appeal markers in the same space.

Whenever you start a new Company, your Appeal marker is placed below any Appeal markers belonging to other players on your starting appeal space.

Sometimes, when a Company gains Appeal and enters a new Appeal space, that Company will receive one of several various Appeal Bonuses, which are described to the right. All Appeal Bonuses are gained immediately. If the Company cannot receive the bonus, or does not wish to gain the bonus, it may take \$25 from the bank into its Treasury instead.

If your Company starts with an Appeal on or above a space with a bonus it does not receive that bonus.

Later in the game you may find yourself operating 2 or 3 different Companies. You may **never** give a bonus that one Company gained to **another Company**.



APPEAL BONUSES

GAIN A WORKER:

Your Company may gain a single Worker from the General Supply. This Worker may be placed in any factory on that Company's Charter.



AUTOMATION:

Your Company may automate a Worker within one of its factories. To automate a Worker, select the factory you wish to automate and replace Workers with automation tokens, proceeding from left to right. Once a Worker is automated, you can relocate them to any available Worker space within the same Company. If no such space is available, the Worker is either returned to the most expensive open space in the Job Market or to the General Supply if the Job Market is full. Note that you cannot automate a Worker unless you have an employed Worker in your Company.



GAIN A SALESPERSON:

Your Company may gain one Salesperson from the General Supply and place them in the topmost Salesperson space on its Charter.



GAIN A PARTNER:

You immediately receive one additional Partner. This new Partner may be used in the same Action Phase it is acquired in. This bonus can only be gained once per player.



EXTRA GOOD PRODUCTION:

Your Company may gain a Appeal Bonus Goods Token. At the end of that Company's production step, during the Operating Phase, it immediately produces 1 Good.



STOCK VALUE INCREASE:

Your Company may increase its share value one step along the Stock track.



RINGING THE BELL!

If your Company is already at the maximum amount of appeal and would advance in appeal again, its token is moved to the top of the stack of tokens on this space.



All these actions and bonuses will be explained in more detail in the following pages.

PLAYING THE GAME

We already gave an overview of the game on page 6, but the following pages will explain all the 5 different game phases in more detail. Please also refer to your Player Aid for guidance during play.

There are different types of turn orders throughout the game. Each phase has the turn order indicated with the **blue symbols** next to the phase (see image to the right).

As you progress through each Decade, **move the Phase marker down** to the next phase on the game board to indicate the current phase of play. This ensures all players stay aligned with the game's sequence.

1. STOCK PHASE



- **Objective:** Buy and sell stock certificates to gain ownership in Companies.
- **Turn Order:** Players act sequentially, starting with the holder of the Priority Deal Marker.
- **Actions:**
 - » **Sell Stock Shares:** Liquidate shares for cash.
 - » **Purchase a Single Stock Certificate:** Purchase one stock certificate, potentially establishing a new Company.
- **End of Phase:** When all players pass consecutively, the Priority Deal Marker passes to the player who last bought or sold shares.

2. BUILDING PHASE



- **Objective:** Place Buildings on the game board to create action spaces for later use.
- **Turn Order:** Simultaneous.
- **Steps:**
 1. Deal two Building Tiles to each player.
 2. Players select one Building to place face-down in their player-colored space.
 3. Reveal all placed Buildings and add Workers to the Job Market as indicated on the Tiles.

3. ACTION PHASE



- **Objective:** Use Partners to activate Buildings and grow your Companies.
- **Turn Order:** Determined by the Action Phase Turn Order track.
- **Actions:**
 - » **Assign a Partner to an action space to perform tasks (e.g., hire Workers, purchase resources).**
 - » **Each player must use all available Partners before the phase ends.**



Play will go clockwise, starting with the person who has the Priority Deal marker.

Play is simultaneous; all players act at the same time.

Players will go in a set order, starting with number 1. See page xx for how this order can change.

Companies operate in Appeal order, starting with the Company highest on the Appeal track. See page 25 for an example.

No turn order.

4. OPERATING PHASE



- **Objective:** Run Company operations, including production and sales.
- **Turn Order:** Companies operate in descending order of Appeal.
- **Steps:**
 1. Purchase resources.
 2. Produce Goods in factories.
 3. Sell Goods to meet market demand.
 4. Pay dividends or withhold funds.
 5. Adjust the Company's stock value.
 6. Maintain the Supply Chain.

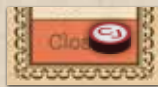
5. CLEANUP PHASE



- **Objective:** Reset the board and prepare for the next Decade.
- **Actions:**
 - » Refresh the Supply Chain with new Resource Cubes.
 - » Move the Phase marker to the Stock Phase.
 - » Advance the Decade marker.

I. THE STOCK PHASE

At the beginning of the Stock Phase, any company whose Stock Value marker is in the "Closed" space is **removed from the game**.



The following actions are taken for a closed company:

- All money in the Company's Treasury is returned to the bank.
- All workers are returned to the general supply.
- All capital assets and salespeople are discarded.
- All of the company's shares are discarded, and players do not receive any compensation for the shares they own.
- You do keep any Partners you acquired so far.

Once this is resolved, starting with the player holding the Priority Deal marker and proceeding clockwise, **each player takes a stock turn**. During their turn, they may perform one or both of the following actions, in order:

1. **Sell Stock Shares:** You may sell any number of shares from any number of Companies you own stock in.
2. **Purchase a Single Stock Certificate:** You may buy **one** stock certificate from **any** Company. If you choose to purchase the Director's (30%) stock certificate of a Company that has not yet been started, you will **establish** that Company. *For details on how to establish a Company, refer to the "Procedure for Establishing a Company" section on page 12.*

If you choose not to perform either action, you must pass your stock turn. However, **passing does not prevent you from taking another turn later in the same phase**.

The Stock Phase continues until all players pass consecutively, ending the phase.

SELLING STOCK

On your stock action, you may sell any number of Stock Certificates from any number of Companies to the bank. When you do, you will receive an amount from the bank equal to the number of shares sold multiplied by the current share value as indicated on the Stock track for that Company.

Then, you will place the Stock Certificates sold in this manner into the Bank Pool area next to the Stock track on the game board.

Finally, each Company's share value **decreases once** along the Stock track **for each share that you sold** in that Company. Thus, selling a Preferred Certificate causes that Company's share value to decrease **twice**. *In the Advanced game, selling the Director's certificate causes the Company's share value to decrease three times.*

Note: At the start of the Stock Phase, if you exceed the certificate limit, you must sell enough stock certificates to the bank to meet the limit. (Refer to the Bank Pool on the game board for certificate limits.)

Bank Pool	
Players	Stock Max
8	10
10	12
12	14

Note: If your Company's Stock value marker drops down to the "Closed" space at this point, it doesn't close immediately. A company only truly closes at the very beginning of the Stock Phase.

Basic Game

You may **never** sell the Director's Certificate. Once you start a Company, you remain that Company's Director until the end of the game, **regardless of how many shares are owned by other players**.

Advanced Game

There are two ways in which it is possible to give up or lose Directorship of a Company:

- **Dumping a Company:** You may sell the Director's Certificate if any single opponent owns 30% or more of your Company. In this case, the share value of the stock decreases three times.
- **Hostile Takeover:** Your opponent can take over your Company if they ever own more shares than you in that Company.

If either condition occurs, a *Transfer of Directorship* occurs. This process is explained in detail on the next page.

BUYING STOCK

After deciding whether to sell stock, you may purchase one Stock Certificate. This can be from the bank or directly from a Company:

- If you buy from the bank, you pay the bank.
- If you buy from a Company, you pay the Company.

Keep in mind that if you sell stock in a Company during this Decade, you **cannot purchase additional shares in that same Company until the next Decade**.

If you choose to buy the 20% Preferred Certificate, you must pay double the Company's current share value. However, this option is **not** available if you already own the 30% Director's Certificate for that Company. **A player cannot hold both the Director's Certificate and the Preferred Certificate for the same Company.** Additionally, purchasing a Preferred Certificate must be done "outright" as a single action. For example, you cannot combine two Common Certificates to exchange them for a Preferred Certificate.

You are limited to a maximum of six shares (60% ownership) in any single Company.



Strategy Tip: Stock values tend to increase over the course of the game. Whenever possible, use your personal money to purchase shares instead of holding onto it. Even if the Company is controlled by an opponent, owning shares ensures you receive dividends when it operates, and the stock is likely to grow in value between Decades. Money left uninvested will not appreciate, making stock a better long-term investment. You can always sell the shares later if needed.

Example: Susan, Bob, and Jen just entered the stock phase. Susan is holding the priority deal marker, so she takes her action first. She decides not to sell any stock, but she does decide to buy the 20% Preferred Certificate from Bob's Company.

It is now Bob's turn, but he wants to see what Jen is planning to do before making his purchase so he passes his turn.

It is now Jen's turn. Jen decides to first sell her share of Susan's Company, and then purchase one share of Bob's Company.

It is now Susan's turn. Susan decides to pass.

Since Jen took an action on her stock turn after Bob passed, Bob gets a chance to perform another stock turn. He decides to purchase the share in Susan's Company that Jen just sold to the bank.

Jen then passes on her turn.

Susan passes on her turn.

Since Bob took an action on his last turn, he may take another action on this stock turn. He purchases another share of Susan's Company. Jen and Susan pass their turns again.

It is Bob's turn again. Bob is now happy with his stock portfolio and so also passes his turn.

Since all players have now passed in succession (one immediately after the other), the stock phase ends. Since Bob took the last action, and Jen goes immediately after Bob, Jen gets the priority deal marker, so that she will go first in the stock phase for the next decade.



END OF STOCK PHASE

At the end of the Stock Phase, the Priority Deal marker passes to the left of the last player who bought or sold stock this phase.

Additionally, at the end of each Stock Phase, if your Company stock is completely owned by players (Sold out), it increases one step along the Stock track.



Transfer Of Directorship

In the advanced game, the Director of a Company is the player **who owns the most shares in that Company**. The Directorship can transfer to another player under two conditions: if you sell enough shares to own fewer than another player, or if another player buys enough shares to surpass your ownership. In either case, the Directorship transfers to the player **with the highest share count**. If multiple opponents tie for the highest share count (e.g., both own 30%), the Directorship goes to the tied opponent closest to your left.

To complete the transfer, give your Director's Certificate to the new Director. In return, they must exchange it for either the Preferred Certificate (if owned) and a Common Certificate, or three Common Certificates. You must then hand over the Company Charter **and all its contents**. The new Director assumes full responsibility for the Company, including making decisions during the Action and Operating Phases.

If you lose Directorship of your starting Company before gaining the bonus from running all its factories, **place your bonus Partner in the Bank Pool**. You will regain this Partner the next time one of your Companies operates all its factories.

Finally, if the Transfer of Directorship causes you to exceed the certificate limit, you must sell enough stock during the next Stock Phase to comply with the limit.

Example: Bob, having purchased the 20% Preferred Share, now owns more stock (50%) in A.G. Spalding than Jen (who owns 40%). This immediately triggers the Transfer of Directorship.

Jen, as the former Director of Spalding, must exchange her 30% Director's Certificate with Bob for the 20% Preferred Share and one 10% Common Share.

Jen removes her Partner from the second factory and places it in the Bank Pool. She then hands the Company Charter over to Bob, who takes control. All workers, salesmen, managers, resources, goods, automation tokens, money, share certificates, and Capital Assets remain on the charter. The transfer is now complete.



2. THE BUILDING PHASE



During the Building Phase, players simultaneously place Building Tiles in spaces corresponding to their player color. These spaces will become **action spaces** available for use during the Action Phase. Additionally, new Workers will immigrate to the city based on the Buildings chosen. Follow these steps in order:

1. DEAL OUT BUILDING TILES

- At the start of the Building Phase in **Decades 2 and 3**, deal each player **two Era II** (●●) Buildings face down.
- At the start of the Building Phase in **Decades 4 and 5**, deal each player **two Era III** (●●●) Buildings face down.

2. PLACE BUILDINGS

Each player follows these steps:

- Choose one of three two Building Tiles you possess and place it face down in the Building space on the board that matches your player color for the current Decade.

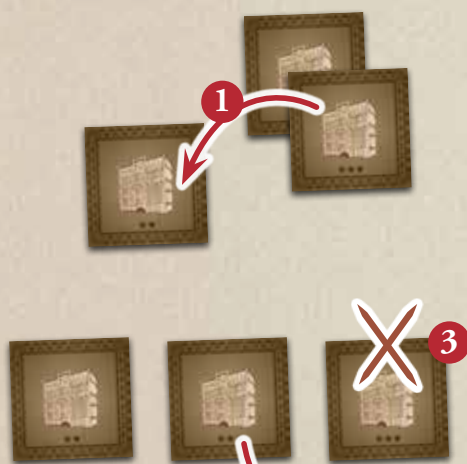
- Remove one of the two remaining Building Tiles from the game (place it back in the box without revealing it to other players).

- Keep the last Tile for potential use in a future Decade.

Once all players have placed their Buildings, flip all the placed Tiles face up.

3. ADD WORKERS TO THE JOB MARKET

After revealing the Buildings, count the number of Workers shown on the bottom-right corner of each Building played this round. Add that many Workers to the **most expensive open spaces** in the Job Market area on the game board.



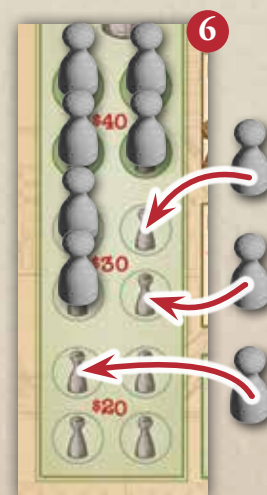
Example: It's the 4th decade of the game (1905), and each player still has one Building tile left from the previous decade. Each player now receives two Era III (●●●) Building tiles **1**.

Susan, Thomas, and Jen now must each choose one Building Tile and place it face down on their respective Building Track **2**.

Then, they each choose and discard one of their two remaining Building tiles from the game, and place it back in the box **3**. They now have one Building tile left that they'll be able to select from in the next decade.

Next, all newly-placed Building tiles are revealed and flipped face up **4**.

Finally, the players count the number of Workers shown on the bottom-right corner of each Building played this round. There are 3 of them **5**, so the players add 3 Workers the the most expensive available spaces of the Job Marker area **6**.



3. THE ACTION PHASE



Now that you've helped build small businesses around the city of Chicago, you'll be able to make deals with those businesses to help your Company grow.

Starting with the player who is first in turn order, and continuing according to the Action Phase turn order track, each player will send one of their Partners to a Building location on the game board to perform its action, on behalf of the Company they own. This includes action spaces that are owned by the bank, by other players, or by themselves.

Play continues until all players have placed all of their Partners.

Note: Players cannot pass on the Action Phase. If you are unsure what to do on your turn, use one of the Fundraising or Extra Dividends action spaces. See page 20 and 21 for details.

GAINING ADDITIONAL PARTNERS

At the start of the game, you begin with two Partners. However, certain milestones allow you to gain additional Partners over the course of play. You can gain a new Partner through these methods:



Operating All Factories in Your Starting Company: When your starting Company successfully runs all its factories, you gain an additional Partner.



Reaching the Third Decade: After placing your third Building in Decade 3, you automatically gain another Partner.



Appeal Bonus: The first time any of your companies reaches the "Gain a Partner" bonus space on the Appeal track, you gain a new Partner.

Each method grants you one Partner, but you may only earn a Partner **once** through each method during the game.

Important! Any costs for an action must be paid from your Company's Treasury, and not from your Personal Treasury. You will only spend money from your Personal Treasury to buy shares during the Stock Phase.

You may only perform actions for Companies where you are the Director (i.e., you hold the 30% Director's Certificate). Your Partners are not tied to a specific Company, allowing you to assign them as needed among the Companies you direct. On your turn, **you choose which Company will perform the action.**

When sending a Partner to an action space you must perform the **entire** action if you are able to.

If you own multiple Companies, you may not use the funds from one Company to perform an action for another Company. Each Company's Treasury is independent from each other Company's.

Some locations on the game board are marked with a green background and an infinity symbol. You, and your opponents, may use these action spaces multiple times, even if another player has already used the action earlier in the phase. **All other Buildings may only be used once per Decade.**



If you do not own a Company, you may place a Partner in the **Bank Pool to gain \$25** in cash to your Personal Treasury as your action for the turn.

MONEY FLOW ICONS

Each Building impacts the game's economy in one of five ways, influencing the flow of money. The icons in the top-left corner of each Building help you quickly identify how your Partners will shape Chicago's economy.



Your Company Pays The Player: When you send a Partner to an action space owned by another player, your Company pays that player for using the action. If you send a Partner to an action space you own, your Company pays you instead.



The Bank Pays The Player: The bank will pay the owner of the Building for the use of the action.



The Bank Pays Your Company: The bank to pay your Company directly. These fundraising spaces provide grants that help your Company raise funds, with their benefits increasing as the game progresses.



Your Company Pays The Bank: Your Company pays the bank for the action.



Your Company Pays Its Shareholders: Your Company is required to pay dividends to its shareholders. The Company must have enough funds in its Treasury to pay one-tenth of the specified amount per share owned by each player, including shares held in the bank pool.

3. THE ACTION PHASE (CONTINUED)

GENERAL ACTION SPACES



HIRE WORKERS

Your Company may hire any number of Workers by paying the bank for each Worker it hires. The price of each Worker is listed within its group and is therefore dependent on how many Workers are available. If no Workers are available, you may hire them from the General Supply for \$50 per Worker.

Hired Workers must be placed in available spaces on a single Company Charter, as each Partner sent to an Action Space works on behalf of only one Company.

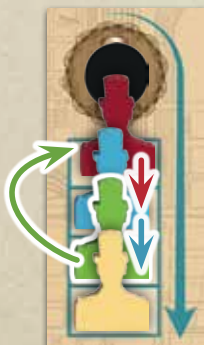
For example, this group of Workers will cost \$20 each to hire.



ADVERTISING & START PLAYER

When you pay \$20 from your Company's Treasury to the bank, increase your Company's Appeal by 1 space on the Appeal track. If this awards an Appeal Bonus for your Company, that bonus is gained immediately (see page xx). Appeal Bonuses gained in this way may be forfeited to gain \$25 into your Company's Treasury instead.

Additionally, you **may** become the starting player for the Action Phase by moving your marker on the turn order track to the first space. The player who was previously first is now second, the player who was previously second is now third, and so on. This change in turn order already takes effect at the beginning of the next round of actions during this phase!



FUNDRAISING

When you place a Partner on a Fundraising space, your Company can raise capital by taking the indicated amount from the bank and adding it **to its Treasury**. The first space, worth \$40, can be used multiple times by any number of Companies each Decade.

As the game progresses, additional Fundraising spaces become available, offering higher amounts but limited to one use per Decade. In Decades 1 and 2, only the first Fundraising space is available. The second space unlocks in Decade 3, and the third becomes available in Decade 5.



HIRE A MANAGER

Your Company pays \$60 to the bank and hires a single Manager.

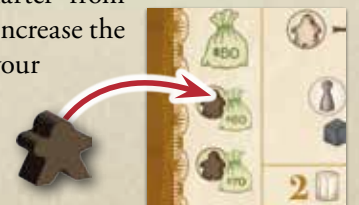
When your Company hires a Manager you may place them on any factory on your Company Charter. Each time a factory with a Manager successfully produces Goods, that factory triggers its Manager ability.



HIRE A SALESPERSON

Your Company pays the bank \$70 and hires a single Salesperson.

Salespeople must be placed on the Company Charter from top to bottom. Salespeople increase the sale price of each Good your Company sells during the Operating Phase.





GENERAL ACTION SPACES



EXTRA DIVIDENDS

You must have at least \$100 in your Company Treasury for you to be able to take this action. When you place a Partner on this space, your Company pays an immediate dividend of \$10 per share from the

Company Treasury to its shareholders. Then, adjust your Company's share price as if your total earnings were \$100. (See page xx for details.)



PURCHASE A CAPITAL ASSET

Your Company can purchase a Capital Asset from the available tiles displayed on the game board. To do so, your Company pays the bank

the amount shown above the chosen tile and immediately receives the one-time bonus indicated in the bottom-right corner of the Capital Asset.



Place the Capital Asset tile on your Company Charter, ensuring the number of Assets does not exceed your charter's capacity. If your Company lacks the ability to store Capital Assets, it can still purchase them to gain the one-time bonus but must immediately discard the Asset, forfeiting its ongoing abilities.



If your Company already has a Capital Asset stored, you may purchase a new one, gain the one-time bonus, and then discard excess Assets at the end of your action to match your charter's capacity.

Note: When acquiring resources from a Building Tile or Capital Asset, you must take them from Haymarket Square. If the required resource is unavailable there, you do not receive it.

At the end of your turn, if any Capital Asset space is empty, **slide the remaining Capital Assets to the right** to fill the lower-valued spaces. Then, draw a new Capital Asset and place it face-up in the \$80 space. If the Capital Asset deck is empty, **no new Assets will be added for the rest of the game.**

ACTIVATING A CAPITAL ASSET

Each Decade, you may activate each Capital Asset you own once as a free action, either during your turn in the Action Phase or while your Company operates in the Operating Phase. To activate a Capital Asset, rotate it 90 degrees and pay any cost shown in the top-right corner of the tile.



You can exhaust a Capital Asset at any time during your turn in the Action or Operating Phase. Capital Assets may also be discarded by your Company at any time. Note that each Capital Asset can only be used **once per Decade**. For more details, refer to page XX.

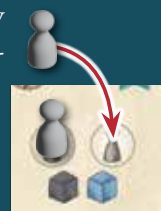
CAPITAL ASSETS BONUSES



Increase Your Company's Appeal: Increase your Company on the Appeal track by the amount indicated on the Tile.



Hire a Worker: You may hire a Worker into your factory by taking that worker from the General Supply and placing them on an available Worker space in a factory on your Company Charter. If you do not have space for a worker you cannot gain this bonus.



Automate a Worker: To automate a Worker, select the factory you wish to automate and **replace Workers** with automation tokens, proceeding **from left to right**. Once a Worker is automated, you can relocate them to any available Worker space within the same Company. If no such space is available, the Worker is either returned to the most expensive open space in the Job Market or to the General Supply if the Job Market is full. Note that you cannot automate a Worker unless you have an employed Worker in your Company.



3. THE ACTION PHASE *(CONTINUED)*

PLAYER-OWNED ACTION SPACES

The bank provides some general action spaces that players can use to help grow their Company, but the bank's action spaces are not nearly as powerful as the action spaces offered by the Buildings that players will construct during the Building Phase of the game.

During the Action Phase, you may place your Partners on any unoccupied Action space OR (occupied or not) infinite-use space, **including those owned by your opponents. Detailed descriptions of all Action Spaces**

found on the Buildings can be found in the Appendix on page XX.

When you place a Partner on a Building, **the player who owns it receives money** as indicated by the icons at the top of the Building. For details on money flow, refer to page 19.

As a real estate developer rebuilding Chicago, any money you earn from your constructed Buildings is added directly to your Personal Treasury.



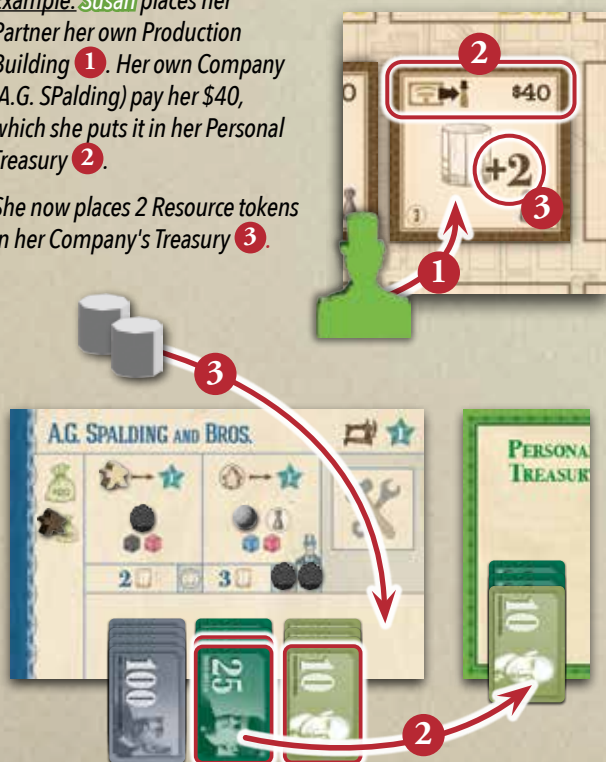
PRODUCTION BUILDINGS

Production Buildings always require **your** chosen Company to pay the owner of the Building for using it.

When your Partner occupies a Production Building, your Company immediately produces the number of Goods shown on the Building Tile and places them in the Company Treasury. These Goods can then be sold during the Operating Phase.

Example: Susan places her Partner her own Production Building ①. Her own Company (A.G. Spalding) pay her \$40, which she puts it in her Personal Treasury ②.

She now places 2 Resource tokens in her Company's Treasury ③.



RESOURCE BUILDINGS

These Buildings either require your Company to pay the player who owns them, or the bank will subsidize the cost for use of the building on your Company's behalf.

Remember that when you acquire resources from a Building Tile, you must take them from Haymarket Square.

If the required resource is unavailable, you will not receive it. If only a limited amount of the resource is available, take what you can. Note that you can trade two similar resources for one of any kind during your turn (see page xx for details).

***Strategy Tip:** These Buildings are often overlooked by new players. They are incredibly important to help mitigate the risk of not having enough resources to produce Goods in the Operating Phase. The Supply Chain may not have what you need available when it comes time to purchase resources. Preparing for supply chain issues ahead of time can be an important aspect of planning your turn and setting your Company up for success.*

Example: Jen places her Partner on her own Resource Building ①, and her Company pays her \$40 for using it. The Building should provide her with one Coal and two Wood, but since no Coal is available at Haymarket Square, she only takes the two Wood.





PLAYER-OWNED ACTION SPACES



EXTRA DIVIDENDS BUILDINGS

These Buildings are subsidized by the bank. The bank will pay the owner of the Building for the use of the action.

When you occupy an Extra Dividend Building your Company pays an immediate dividend per share from the Company Treasury to its shareholders. **The amount paid is dependent on the amount indicated on the Tile.**

$$\text{Amount Indicated} \div 10 \text{ Shares} = \text{Per Share Amount}$$

For example, if your Company pays out \$250 to its shareholders, it will split \$250 **ten ways** to pay \$25 per share. Finally, you will **adjust your Company's share price** as if your total earnings were \$250 (see page xx for details).

Example: **Thomas** places his Partner on the Extra Dividends Building owned by **Jen** ①. The bank Pays **Jen** \$60 ② which she puts in her Personal Treasury.

Thomas' Company (C.M. Henderson's & Co.) now takes out \$300 out of its Treasury and pays out \$30 per share to all its shareholders. **Thomas** owns 5 shares of his own Company, so he receives \$150. **Bob** owns 2 shares of C.M. Henderson's & Co, so he receives \$60. One other share is owned by the bank, so **Thomas** places \$30 of his Company's Treasury back in the bank.

Finally, **Thomas** adjusts his Company's share price.



CAPITAL ASSET BUILDINGS

These Buildings are subsidized by the bank. The bank will pay the owner of the Building for the use of the action.

These Buildings allow you to **Purchase a Capital Asset** (as explained previously on page 21) **at a reduced cost.**

Example: **Bob** Places his Partner on **Thomas**' Capital Asset Building ①. The bank pays **Thomas** \$20, which he places in his Personal Treasury ②.

Bob purchases the "Foundry" Capital Asset in the \$50 spot ③, meaning his Company pays \$50 to the bank ④.

The Capital Asset indicates an Appeal icon ⑤, which means he can now increase his Company's Appeal by 2. By doing so, his Company's Appeal



Marker reaches a bonus spot ⑥, and he receives an extra Partner ⑦, which he'll be able to use in this Action Phase!

Bob then places His Capital Asset on it's dedicated spot on his Company's charter ⑧. Finally, he moves the capital Asset tiles in the display down to the right to close the gap, and fills up the \$80 spot with a new tile from the draw pile.



PLAYER-OWNED ACTION SPACES



AUTOMATION BUILDINGS

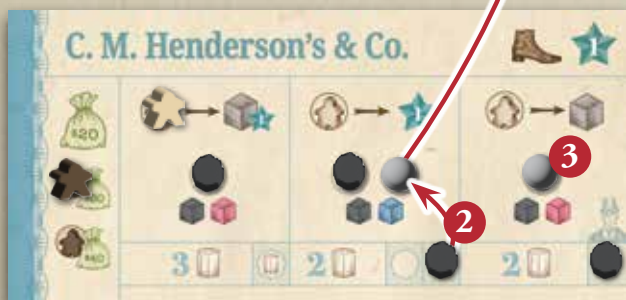
Automation Buildings always require **your** chosen Company to pay the owner of the Building for using it.

When your Partner occupies a Automation Building, it immediately automates a Worker: select the factory you wish to automate and **replace a Worker** with an automation token, **always proceeding from left to right**. Once a Worker is automated, you can relocate them to any available Worker space **within the same Company**. If no such space is available, the Worker is either returned to the most expensive open space in the Job Market or to the General Supply if the Job Market is full. **Note that you cannot automate a Worker unless you have an employed Worker in your Company.**

Example: Thomas decides to perform an automation action for one of his Companies ①. He selects to automate one worker in his C.M. Henderson Company.

Following the automation rules, Thomas replaces the leftmost Worker in the factory with an automation token ②. The automated Worker is no longer needed in this factory, so Thomas needs to move it to an available Worker space within the same Company. But since there are no open spaces ③, he places the Worker in the most expensive open spot in the Job Market ④.

Now, the factory has one remaining Worker and one automation token, making production more efficient in future Operating Phases.



DOUBLE-USE BUILDINGS

These Buildings show **two identical icons**, which indicate a combined action. You must meet the requirements of the entire action in order to gain the benefit. All benefits gained from these

Building actions take place at a **single moment in time**.

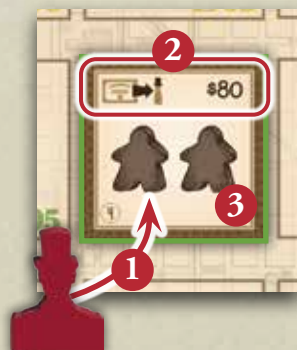
For example, the double automation building would require you to have two workers already employed in order to be able to automate both workers. You would not be able to employ one worker, automate his job, relocate him to another position or factory, and then automate his job again.

Remember that when your Partner occupies an Action Space, a single Company occupies that Building. You cannot split the benefit of an Action Space between two Companies.

Example: Jen places her Partner on Susan's double-use Building ①, and her Company pays Susan \$80 for using it ②.

Jen receives 2 Salespeople from the general supply ③ and places both of them on her Company Charter ④.

From now on, every Florsheim Good sold during the Operating phase will be worth \$60 instead of the original \$40.



4. THE OPERATING PHASE



During the Operating Phase, Companies take turns “operating” in order of highest to lowest Appeal, as shown on the Appeal track. When operating, a Company will:

0. Emergency Fundraising (Advanced Game Only)

1. Purchase resources.
2. Produce Goods in its factories.
3. Sell one or more Goods.
4. Pay Dividends (or Withhold earnings).
5. Adjust its share value.
6. Maintain the Supply Chain.

After all Companies have taken their turns, the phase ends, and play proceeds to the Cleanup Phase to prepare for the next Decade.

TURN ORDER

Companies take their turns one at a time based on their Appeal ranking:

- The Company with the highest Appeal takes its full turn first, followed by the Company with the second-highest Appeal, and so on.
- If two Companies are tied, the Company whose marker is on top of the stack in that Appeal space takes its turn first.



In the example above N.K. Fairbanks will operate first, followed by Cracker Jack and then Anglo-American.

Whenever a Company’s Appeal increases and its marker moves into a space already occupied by other markers, its marker is placed **on top** of the stack in that space.

Note: When a Company is first started, its marker is placed below any existing markers in the same Appeal space.

0. Emergency Fundraising

In the Advanced Game, your Company has the option to perform emergency fundraising at the start of its turn during the Operating Phase. This is an optional step and is typically used as a last resort to raise funds.

To perform emergency fundraising:

1. Your Company may issue (sell) one or more shares to the bank by transferring them from its Company Treasury to the Bank Pool on the game board.
2. For each share sold, your Company receives money equal to its current stock value (as shown on the Stock Track) multiplied by the number of shares sold.

3. After selling shares, the Company’s stock value decreases by one step on the Stock Track for **each** share issued.

4. Additionally, the Chicago Stock Exchange imposes a penalty, **reducing** the Company’s stock value by **one extra step**.

Emergency fundraising is **only allowed during the Operating Phase**, and your Company must have shares available in its Treasury to issue them. If no shares are available, emergency fundraising cannot be performed. (See page xx for more details.)

Example: Susan is really short on cash. She decides to organize an emergency fundraising. Her Company (Cracker Jack) is valued at \$40 per share ①, and she sell 2 shares to the bank ②. Susan receives \$80 from the bank, and Cracker Jack’s share price lowers three steps on the Stock track ③: 2 for the 2 shares she sold to the bank, and one extra penalty issued by the Chicago Stock Exchange.



Advanced Game Strategy Tip: If you are faced with the situation where you cannot produce or sell Goods because you lack funds during the Operating Phase, you should almost always choose to emergency fundraise. Even though your company’s share value initially decreases for issuing shares, it is likely the company will increase its share value after it pays dividends to its shareholders at the end of its turn. Additionally, when the company operates and pays dividends, it will pay you money that you can use to buy more shares during the next Stock Phase. This may give you enough money to buy another share of this company, which in turn will give you a way to inject more capital into the company during the Stock Phase.

4. THE OPERATING PHASE (CONTINUED)

1. PURCHASE RESOURCES

Note: To speed up play you may want to allow players to purchase resources at any time on their turn during the Production step.

On your Company's operating turn, your Company may purchase **one or more** resources from the Supply Chain area on the game board. To do so, your Company will pay to the bank the amount shown in the associated resource space for each resource it purchases from that space. This payment is **always** made from the **Company's Treasury**. You may then take the purchased resources from the Supply Chain area and place them into your Company's Treasury.

Your Company cannot purchase resources from the Supply Chain space labeled with the **X**. The purpose of this space is to forecast what resources will soon be available.



If your Company needs these two Coal resources and one Steel resource, your Company will pay \$40 to the bank for all three resources.

***Strategy Tip:** It is often a good idea to buy all the resources from the \$10 space, unless you want to prevent other Companies from being able to purchase the resources they need to operate and therefore want to avoid refreshing the Supply Chain area (see page 32).*

TRADING AT HAYMARKET SQUARE

You may trade for any resources in Haymarket Square by exchanging two identical resources for 1 of any other resource currently available there. Your Company may exchange resources in this way any number of times on its turn during the Operating Phase, **or anytime during your turn on the Action Phase**.



WAREHOUSING RESOURCES

Your Company may keep any number of resources, of any type in its Treasury, from Decade to Decade.

2. PRODUCE GOODS IN YOUR FACTORIES

After your Company purchases its resources, it will enter the Production step. Starting with the **leftmost factory** on your Company Charter, each factory may produce Goods from left to right, **once and only once**, provided:

1. **All the Worker spaces** on the factory are occupied by Workers or Automation Tokens (or some combination thereof).
2. The Company has **all of the raw resources it needs** to consume in order to produce the Goods in that factory.
3. **All the factories to the left** of the factory currently producing Goods have **also produced** during this Company's turn.

To produce Goods in a factory, start by moving the required resources from your company's treasury to Haymarket Square. Once the resources are placed, take the number of Goods Tokens indicated beneath the factory, including any automation bonuses, from the General Supply and place them on your Company Charter.



If the factory has a Manager, their special ability activates immediately after the factory produces (see next page). After completing production in one factory, you may move on to produce in your next factory.

At the **end** of your company's production step, each **Appeal Bonus Goods Token** your company has acquired produces one additional Good, even if none of your factories produced during this phase. If your company successfully operates **all the factories** in its starting company during the game, you will **gain the reserved Partner** from your Company Charter. This bonus can only be claimed once per game.



You may choose not to produce Goods at all. However, if your company does not sell any Goods this Decade, **its share value will decrease by one step** on the Stock Track during the Distribution step, as explained in the next section.



MANAGER BONUSES



Resourceful Leadership: You gain any one or two resources from Haymarket Square.



Notoriety: Your Company advances one or two steps on the Appeal track according to the number indicated within the Appeal icon.



Overproduction: Your Company produces one additional good.



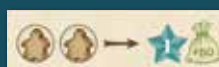
Efficient Oversight: Your Company gains 1 Appeal and this produces one additional good.



Economical Leader: Your Company gains 1 Appeal and it gains one resource from Haymarket Square.



Economical Leader: Your Company automates a worker employed in **any** factory within this company.



Mail Catalog: If both managers are employed, your Company sells goods for \$50 each (instead of the original \$40), and gains 1 Appeal every time it operates.

Strategy Tip: If you trigger a Manager Bonus that gives one or more resources, you may use the resources gained in your next Factory or save them for use in a future Decade.

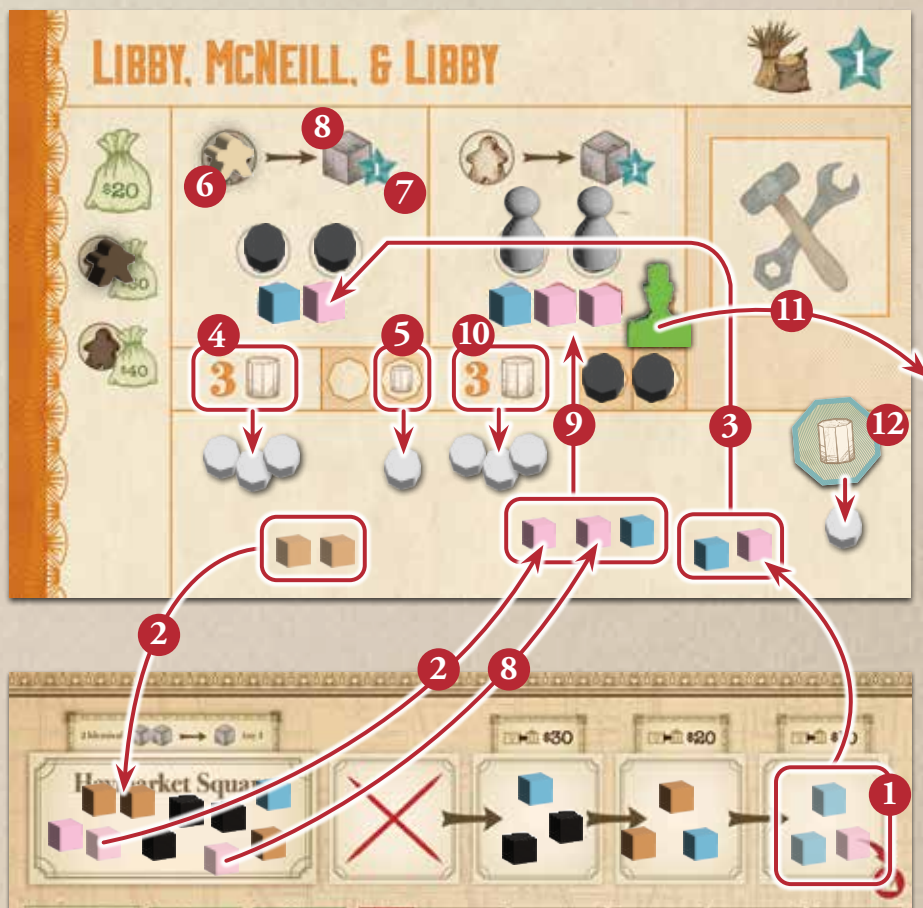
Example: According to the Appeal Track, it's time for Libby, McNeill, & Libby.

Susan is the Director of this Company, and she starts off by purchasing 2 Metal and 1 Livestock resource cube from the \$10 spot of the Supply Chain **1**. She then exchanges 2 Wooden resource cubes with a Livestock cube from Haymarket square **2**.

She activates her leftmost factory by placing one Metal and one Livestock cube where indicated **3**. That factory now produces 4 Goods (3 as indicated **4** + 1 for the freed up Automation spot **5**), which she places in her Treasury. Since this factory has a Manager **6**, their special ability activates immediately, and *Susan's* Company's Appeal marker moves up one step the Appeal track **7**, and she receives one resource of her choice **8**. Perfect, since she was missing one Livestock cube to activate her second factory! She takes the Livestock cube.

Susan now activates her second factory by placing the required resources in their designated spot **9**. This factory produces 3 Goods **10**. Since she managed to operate all of her factories, she gains a new Partner **11**.

Finally, she also produces one extra Good thanks to her Appeal Bonus Goods Token **12**.





4. PAY DIVIDENDS (OR WITHHOLD EARNINGS)

After your company has sold all its goods and calculated its operating revenue, you must decide how to use that revenue. Your company can either **Pay Dividends OR Withhold Earnings**. The revenue earned, whether distributed or withheld, comes from the bank, representing profits from selling goods to the consumer market.

If your company fails to produce any goods or does not sell at least one good during the decade, it **must** withhold its earnings.

PAY DIVIDENDS

If your company chooses to pay dividends, follow these steps:

1. Calculate Per-Share Earnings:

- Divide your company's total revenue by 10 (the number of shares).
- If the revenue is not evenly divisible by 10, round down to the nearest whole number.
- **Formula: Total Revenue ÷ 10 = Per-Share Earnings**

2. Announce the Dividend:

- Inform the other players of the per-share earnings. For example, say, "Spalding is paying \$15 per share."

3. Distribute Dividends:

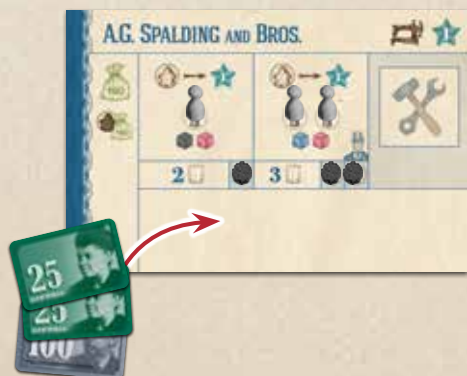
- Each player collects an amount equal to the per-share earnings from the bank for every share they own. Players should take their dividends **simultaneously**.
- The company collects dividends for any shares still held in its **Treasury**.

4. Bank Pool Shares:

- Shares in the **Bank Pool** do not generate payouts for players or the company. Instead, the bank pays itself for these shares.

WITHHOLD

If your company withholds its earnings, no players will receive any portion of the revenue generated during this decade. Instead, the company retains the full amount, which is obtained from the bank.



For example, if your Company chooses to Withhold, and your total profit is \$150, your Company will retain all \$150 into its Company Treasury.

Example: Thomas decides that his Company (C.M. Henderson & Co.) will pay dividends. IN the previous step of Operating Phase, his Company earned \$325 from the goods it sold and from its bonuses. He now Calculates the per-share earnings by dividing this amount by 10, which brings the per-share earning to \$32.50. Since this isn't a whole number, this amount is rounded down to \$32 per share.

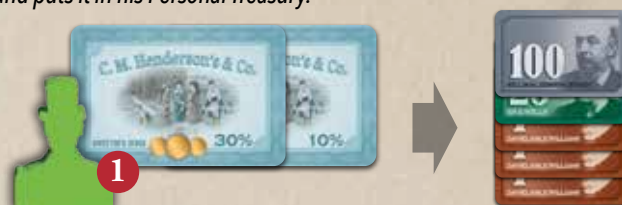


$$\$325 \div 10 = \$32.50$$

\$32 per share

Next, he announces to all other players that "C. M. Henderson is paying \$32 per share".

Thomas owns 4 shares of his Company, so he takes \$128 from the bank and puts it in his Personal Treasury.



Jen owns 2 shares of C.M. Henderson, so she takes \$64 from the bank puts it in her Personal Treasury.



C.M. Henderson & Co. still has 3 of its own shares in its Treasury, so Thomas takes \$96 from the bank, and places it in C.M. Henderson's Treasury.



There is one more share in the Bank Pool, which simply doesn't generate any payout.



4. THE OPERATING PHASE (CONTINUED)

5. ADJUST SHARE VALUE

After your Company has decided whether it will Pay Dividends or Withhold its earnings, and thus either paid its shareholders or captured its revenue into its Treasury, adjust its share value on the Stock track.

If your Company **Pays Dividends** it will have an opportunity to advance its share value on the Stock track:

- If your Company has earned a total revenue of at least its current share value, as indicated by its current position on the Stock track, then it will increase **one** step along the Stock track.
- If your Company has earned a total revenue of at least twice its current share value, it will increase its share value **two** steps along the Stock track.
- If your Company has earned a total revenue of at least three times its current share value, and its current share value is \$60 or higher, it will increase its share value **three** steps along the Stock track. **Important exception:** Companies with shares valued at less than \$60 may only increase their value two times. Once across the \$60 threshold, Companies can increase their share value up to three times.
- If your Company did not pay **at least its share value**, it will **not** advance along the Stock track and will remain where it was at the start of the Decade.

If your Company **Withholds** its earnings, then regardless of how much money the Company has earned this turn, its share value will **decrease**, moving one step downwards along the Stock track.

If your Company does not sell any Goods, or if none of your factories produced goods, your Company **must Withhold** and thus your Company's share value will **decrease** as a result.

Be careful though: if your Company's Stock Value marker drops down to the "Closed" space, **it will close at the beginning of the next Stock Phase.**

There is a handy reminder for the Stock value increase/decrease on the Game board, next to the Bank Pool area.

Payouts	
Full 1x Share Price	↑
Full 2x Share Price	↑↑
Full 3x Share Price (if share = \$60+)	↑↑↑
Withhold	↓

To help you easily calculate how many steps your Company's Stock Value marker moves up the Stock Value track, you can use the Stock Bump Guide:

Reference the stock Bump Guide by finding your current Share Value in the left column, and the amount paid per Share in the middle or right columns.

If the amount paid out per Share is at least this much, but less than this much, your Company will go up **twice** on the Stock track.

STOCK BUMP GUIDE		
1X	2X	3X
\$10	\$20	—
\$15	\$30	—
\$20	\$40	—
\$25	\$50	—
\$35	\$70	—
\$40	\$80	—
\$50	\$100	—
\$60	\$120	\$180
\$80	\$160	\$240
\$100	\$200	\$300

STOCK BUMP GUIDE		
1X	2X	3X
\$120	\$240	\$360
\$140	\$280	\$420
\$160	\$320	\$480
\$190	\$380	\$570
\$220	\$440	\$660
\$250	\$500	\$750
\$280	\$560	\$840
\$320	\$640	\$960
\$360	\$720	\$1,080
\$400	\$800	\$1,200

This zone reminds you that if your Company's current Share Value is €50 or lower, you'll only move up a maximum of **2 steps** on the Stock track.

After finding your current stock price in the left column, if your total earnings are at least the value that's listed in this column, you will move up **3 steps** on the Stock track.

"CLOSED" COMPANIES

Closed

If a company's Stock Value marker drops into the "Closed" space on the Stock track, the company risks shutting down entirely at the very beginning of the next Stock Phase. However, this closure isn't inevitable—companies can escape the closed position by paying dividends that move their stock value forward. Importantly, merely "visiting" the Closed position does not force a company to close; closure only occurs if the company remains in the Closed position when the next Stock Phase begins! All a company really has to do to avoid it is pay a dividend greater than \$0. This reflects the real-world dynamics of how companies can rebuild trust and stabilize their stock value through returns to shareholders. If you end up having to close one of your Companies, however, do not fret! Sometimes, if you have the feeling like you are lagging behind other players, this allows you to clear the slate and start over.



6. MAINTAIN THE SUPPLY CHAIN

Examples:



Elgin is currently valued at \$360 per share, but its director, **Susan**, decides to withhold this decade's earnings of \$250. Since Elgin did not pay dividends to its shareholders, its stock value decreases by one step on the Stock track. **Susan** then takes \$250 from the bank and adds it to Elgin's treasury.

A.G. Spalding is currently valued at \$220 per share and earned a total revenue of \$200. Since Spalding paid its shareholders, but the total revenue was not at least equal to its current share value, it will not advance on the Stock track.

Anglo-American is currently valued at \$100 per share and earned a total revenue of \$300. Since Anglo-American paid Dividends valued at triple its current share price, and it has crossed the \$60 threshold, it advances three times along the Stock track.

N.K. Fairbanks is valued at \$40 per share and has generated a total revenue of \$120. Normally, since the amount paid to shareholders is three times the current share value, N.K. Fairbanks would advance three spaces on the Stock track. However, as it is positioned below the \$60 threshold line, it advances only two spaces instead of three.

Cracker Jack is valued at \$20 per share and earned a total revenue of \$30. Since Cracker Jack paid out more than its current share value, but not more than twice its share value (\$40), it advances one space on the Stock track.

Brunswick-Balke-Collender is valued at \$10 per share, but didn't produce any goods. It is forced to Withhold, and its share value now decreases one step. It drops down to the "Closed" space, meaning it will shut down at the beginning of next year's Stock Phase.

At the end of a company's turn, manage the Supply Chain by checking each space in order: \$10, \$20, \$30. If a space is empty, move all resources from the next higher-valued space into it. Repeat this process until all spaces are filled.

If the **X** space is empty, draw the number of resources indicated next to the Decade marker on the game board and place them in the **X** space.



Continue shifting and replenishing resources as needed until all spaces hold resources. Only move resources into a lower-valued space if that space is **empty**.

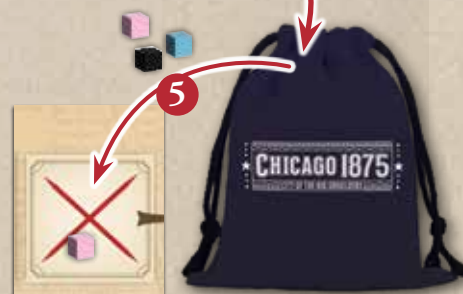
If the resource bag is empty at any step during this process, return all resources from Haymarket Square to the bag and continue drawing. Once finished, draw 2 of each resource from the bag and place them on Haymarket Square.

After all companies have completed their operating turns, play advances to the Cleanup Phase.

Example: **Jen** finishes the Operating phase of her Company. The \$20 space of the Supply chain is empty, so she slides down the resources from the \$30 space to the \$20 space **1**. And repeats the process for the \$30 space **2**.



Next, she fills up the **X** space with 4 resources cubes, as is indicated next to the current Decade marker **3**. However, there is only 1 resource cubes left in the bag. So, she takes all the resources from Haymarket square and places them in the bag **4**. She then draws 2 more cubes and places them on the **X** space **5**.



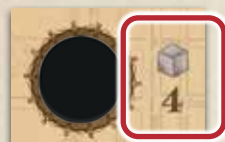
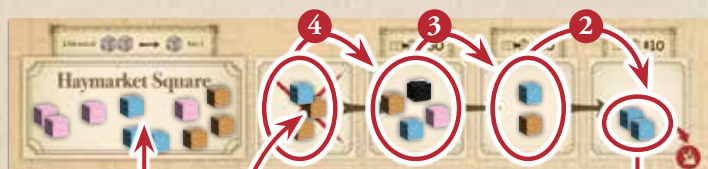
Finally, she draws and places 2 resources of every color on Haymarket Square.

2. THE CLEANUP PHASE



During the Cleanup Phase, the game board is reset for the following Decade. Perform the following steps in order:

- Any resource Tokens remaining in the \$10 Supply Chain spot are moved to Haymarket Square and remaining resources are shifted one space to the right. Draw new resources from the bag and place them on the **X** space as described on the previous page.



Make sure to refill the X spot with a number of resource cubes as indicated by the current decade.

- The right-most Capital Asset, located in the \$40 spot is **discarded** out of the game. Shift the Capital Assets to the right, into the lower valued spaces, and draw a new one to place on the \$80 space. **Each Company will also refresh their exhausted Capital Asset Tiles** by rotating them 90° counterclockwise.



Exhausted Capital tiles are turned back upright, ready to be used again in the next Decade.



- All Demand Tiles that have been completely filled are removed from the game and the Goods Tokens on them are returned to the General Supply. Remove the Goods Tokens from any Demand Tile spaces printed on the game board, if they have been completely filled.

Important: On the first Cleanup phase of the game, make sure to remove the Demand Tile with the red X.



- Each row of Demand Tiles is shifted inwards, toward the center of the board from the left to the right.

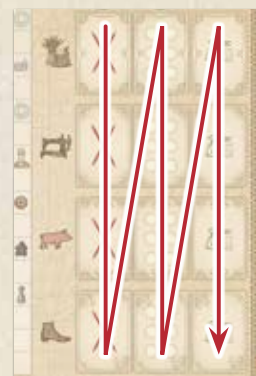


Remove any filled Demand Tiles, and return its Goods Tokens to the General Supply.

Shift any unfilled or partially-filled Demand Tiles toward the center of the board. Do not remove Goods Tokens from partially-filled Demand Tiles.

- Finally, new Demand Tiles are drawn from the Demand Deck and placed face up from top to bottom, left to right to fill in any gaps.

If the Demand Deck is empty, do **not** reshuffle or reuse the Demand Tiles! This symbolises The Great Depression being right around the corner... From this point on you may sell Goods to the right and center spaces of the Demand track, however the leftmost space in each row cannot have any Goods sold to it for the remainder of the game.



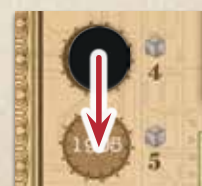
If you deplete the Demand Tile Stack, do not reshuffle the Tiles, but reveal the spaces shown below on the game board. You may sell to the two available spaces indicate. You may NOT sell to the red X.



If you fill the last space on the middle section of the Demand track you will receive the \$20 bonus, even without using a Demand Tile.

This symbol indicates that any Company may sell an unlimited amount of Goods to the general supply for half their value.

- Move the Decade marker on the game board to next Decade.



END OF GAME SCORING

At the end of the last Decade, after all companies have completed their turns during the Operating Phase, the game concludes. Using the provided scorepad, determine the winner by following these steps:

1. Resolve the goal tiles by checking each one individually.
For every goal a player completes, they add \$200 to their final score. If multiple players tie for completing a goal, each tied player earns the \$200 reward.
2. All players convert their shares into cash based on the final share value indicated on the Stock track.

3. Add this amount to the money in your Personal Treasury to calculate your total wealth.

The player with the highest total wealth wins the game.

In the rare event of a tie, the player who completed the most goals wins. If still tied, the players share the victory!

IMPORTANT! During the final payout, the stock value of each company remains unchanged, and any money in a company's treasury is returned to the bank and does not count toward player wealth.

As an example, at the end of the game Cracker Jack's final share price is \$100. If you own 20% of Cracker Jack You would convert your 2 shares and receive \$200.



When the goal Tiles are scored, Kelly and Erica are tied for 1 goal Tile. Since ties are friendly, both Kelly and Erica will add \$200 to their total, in addition to the other Tiles that they've won.

Since players are limited to holding 14 certificates in a 4-player game, Kelly was a smart investor and made sure to purchase as many 20% Preferred shares as possible to maximize their profits.

	Final Share Value	Shares	KELLY	Shares	JIM	Shares	ERICA	Shares	SAM
Cash			456		288		420		362
Goals		2	400	1	200	2	400	1	200
A-A	110	1	110	2	220	0		3	330
B-B-C									
CJ	250	5	1,250	1	250	1	250	2	500
DBH	140	2	280	6	840	1	140	0	
Elyn	320	2	640	0		4	1,280	1	320
H-H									
LIBBY	80	4	240	2	160	0		1	80
FX									
SWIFT	400	0		2	800	3	1,200	5	2,000
S	100	2	200	3	300	4	400	0	
AF									
F									
OM									
S									
Total			\$3,576		\$3,058		\$4,090		\$3,792

Erica accrued the most wealth, and is therefore the winner of the game.

GAME VARIANTS

1. DRAFT YOUR BUILDINGS

In the Building Phase, before choosing which Building to play and which to discard, choose a Building you may wish to play this Decade and pass the remaining 2 to the player on your left. Then of the two you received, choose one you may wish to play and pass the final Building to the player on your left. Finally choose a Building to play and one to discard from the game. In rounds 2 and 4 pass to the player on your right instead.

2. FRIENDLY RULE FOR CLOSED COMPANIES

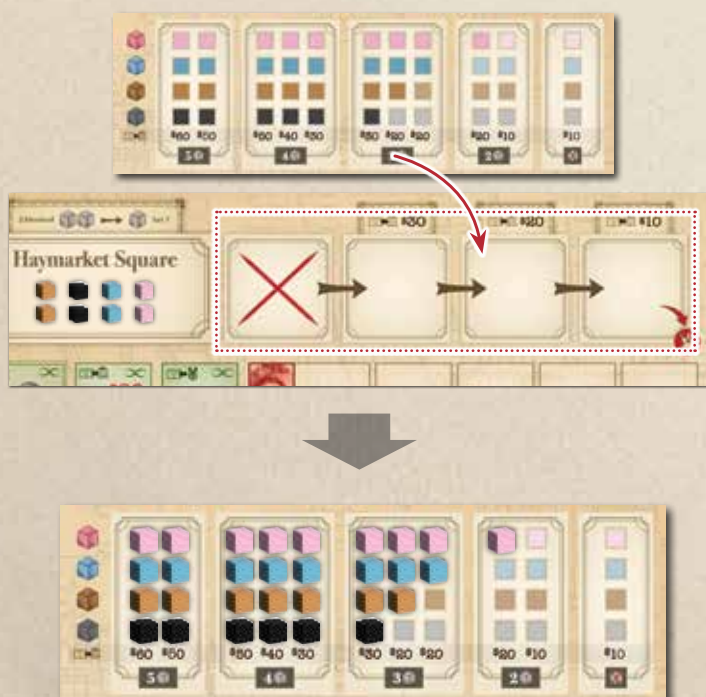
This variant can be used, especially when new players are at the table, to address situations where a company is forced to close after its share value drops to zero. This can sometimes feel like a harsh punishment. In this case, the player whose company was closed receives \$150 in compensation from the bank, and each other player receives \$10 per share they own in that company.

3. ADVANCED SUPPLY CHAIN

Looking for a more predictable supply chain or tighter money constraints? This variant introduces a more stable resource market for *Chicago 1875*. Here's how it works:

SETUP

To begin, place the Advanced Supply Chain board over the existing Supply Chain area on the game board. During setup, draw 2 of each resource from the bag and place them on Haymarket Square as usual. Additionally, place 9 Livestock, 8 Steel, 7 Coal, and 6 Wood on the darkened spaces of the Advanced Supply Chain track.



GAMEPLAY ADJUSTMENTS

During the **Action Phase**, when a building supplies resources from Haymarket Square, you must first take resources from Haymarket Square if they are available. If not, your company may take the **least expensive** matching resource from the Supply Chain at no cost.

In the **Operating Phase**, you may purchase **any** combination of resources from the Supply Chain at the prices listed at the bottom of each column. At the end of your company's turn, refill the Supply Chain by drawing resources from the bag. **To determine how many resources to draw**, simply check the number indicated at the bottom of the section **leftmost empty column**. For example, if the leftmost \$20 column is empty, draw 3 cubes from the bag. Or if the rightmost \$10 column is empty, you do not draw any cubes. Place these resources in the **highest-valued empty columns of their respective rows**. If there's no available space for a drawn resource, return it to the bag without replacing it.

Example: It's Bob's turn to sell goods for his company, The Cracker Jack Co. He has 7 goods available ① and decides to sell all of them. Since The Cracker Jack Co. produces food and dairy goods, he places them on the corresponding Demand Tiles in the Food and Dairy row ②.

The leftmost Demand Tile has just one space remaining ③, which is great for Bob because filling the last space earns him an extra \$50 bonus ④.



When resources are used to produce goods, return them to Haymarket Square as usual. If the resource bag is empty, refill it using all the resources from Haymarket Square. Do not reseed Haymarket Square with 2 resources of each type.

SOLO PLAY ADJUSTMENT

When playing solo, only refill the Supply Chain after operating **all** companies, rather than after each individual company.

ADVANCED PLAY NOTE

This variant **significantly tightens the game's money flow**, making it ideal for experienced players seeking an extra challenge.

HELPFUL TIPS

POKER CHIPS FOR MONEY

Card stock money is provided, but you can speed up gameplay considerably by using poker chips. We recommend them because they are easier to manage, stack nicely and let players act as their own bankers.

MATHEMATICS

Chicago 1875, like all stock manipulation games, is a bit math-heavy. You will often find yourself doing some multiplying, dividing by 10, or adding small numbers together to calculate income and predict costs associated with your actions. For some people this light mental math is second nature, but for others (including the designers of this game) a calculator can come in handy. If you find yourself taking a while to do some calculations, don't be afraid to pull out your phone.

The central "trick" to keep in mind is that everything is evenly divisible by 10.

Let's assume that your Company's Goods sold for \$110 during the Operating Phase and you own 30% of your Company. To calculate dividends you will divide your total earnings of \$110 by 10 shares, resulting in \$11 per share. Since you own 3 shares (30%) you would pay yourself \$11 3 times, or \$33. Your Company would receive \$11 7 times into its Treasury, or \$77.

\$110 ÷ 10 = \$11 Per Share

Your personal profit:

\$11 Per Share × 3 Shares = \$33

The amount your Company receives:

\$11 Per Share × 7 Shares = \$77

DIVIDEND PAYOUTS

When you receive dividends, add them to your shares. This ensures you can confirm all payments once every Company finishes, correcting any discrepancies before the next Decade. Avoid short-changing yourself!

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If you experience any issues with this product, please contact the vendor where you purchased this game, or contact our customer service at www.quined.nl/missing-parts/

Chicago 1875: City of the Big Shoulders is a game which tells the story and history of Chicago during its Golden Age from the years of 1875 through 1925. To assist in the telling of Chicago's entrepreneurial spirit, we have featured historic Companies that were either born in, or strongly tied to Chicago during this time period. All product and Company names are trademarks™ or registered® trademarks of their respective holders. Use of them does not imply any affiliation with or endorsement by them. Some historical artworks featured within this game are sourced from the Public Domain and/or are permissible for use under the Fair Use Doctrine as it is defined in 17 U.S.C §107 and are included for historical and educational purposes. All other artwork, illustrations, graphic designs, rules, and other copyrightable works are owned by Parallel Games, Inc. 2020 and Quined Games, BV 2025. All rights reserved.

HISTORICAL FIGURES

\$1 - DANIEL HALE WILLIAMS

Raised in Pennsylvania, Daniel Hale Williams, moved to Chicago in 1880 to attend Chicago Medical College (now known as Northwestern University). An impressive achievement, in addition to graduating medical school, it should be noted that Williams was African-American. At a time when African-American doctors were not allowed to work in American hospitals Williams greatly improves African-American healthcare in Chicago by founding the Provident Hospital and training school for nurses. Even more impressive, Williams performed the first documented, successful pericardium heart surgery in the United States and later was appointed surgeon-in-chief of Freedman's Hospital in Washington, D.C. by president Grover Cleveland.



\$5 - JANE ADDAMS

The mother of social work, Jane Addams was an activist, author and leader in women's suffrage. A famous Chicago resident, Addams co-founded Hull House, one of the most famous settlement houses in America. Hull House was opened to European immigrants that were new to America but the house transitioned over time. Hull House became a bridge to the community at large, teaching classes, inspiring change and reform, and helping to enrich the western Chicago community in which it was located. In addition to Hull House, Addams was a trailblazer in matters of human welfare, civic involvement, and world peace. In 1919 she was elected president of the International Committee of Women for a Permanent Peace and she worked with American philosophers, George H. Mead, and John Dewey on social reform issues, including promoting women's rights, ending child labor, and mediating during the 1910 Garment Workers' Strike.



\$10 - ENRICO FERMI

Called the "Architect of the Nuclear Age", Enrico Fermi was born in Rome, Italy and is most known for his work in Physics. In 1938 Fermi won the Nobel Prize in Physics for his work on induced radioactivity by neutron bombardment and the discovery of transuranic elements and shortly thereafter developed the world's first nuclear reactor. The Chicago Pile-1 was meticulously calculated and crafted in an uninhabited area about 20 miles outside of Chicago. After becoming an American citizen in July of 1944 Fermi moved to New Mexico and worked directly with J. Robert Oppenheimer on the Manhattan Project. Fermi did not leave Chicago for long and after the war, in 1945, he became the Charles H. Swift Distinguished Professor of Physics at the University of Chicago where he worked the rest of his life until passing away from cancer in 1954.



\$25 - IDA B. WELLS

Ida B. Wells-Barnett (1862–1931) was an American journalist, educator, and early civil rights leader. Born into slavery in Holly Springs, Mississippi, she was freed by the Emancipation Proclamation. After moving to Memphis, Tennessee, in 1884, Wells began a journalism career, notably publishing the pamphlet *Southern Horrors: Lynch Law in All Its Phases*, which exposed the brutality of lynching. In 1894, she became the first African American woman to serve as a paid correspondent for a mainstream white newspaper, the *Daily Inter-Ocean* in Chicago. Relocating to Chicago, she advocated for women's rights and co-founded the National Association for the Advancement of Colored People (NAACP). Her relentless pursuit of racial justice left a lasting impact, culminating in 1919 when Chicago renamed Congress Parkway to Ida B. Wells Drive, marking the first downtown street named after a woman of color.



\$100 - WILLIAM LeBARON JENNEY

William LeBaron Jenney, born in Massachusetts in 1832, was an American architect celebrated for designing the world's first skyscraper. After studying modern iron-working techniques at École Centrale Paris, graduating in 1856 alongside Gustave Eiffel, he returned to the U.S., fought in the Civil War, and eventually opened his architectural firm in Chicago. According to legend, Jenney's breakthrough idea came when he saw his wife place a book on a birdcage. Observing how the cage supported the book's weight, he declared, "It works! It works! Don't you see? If this little cage can hold this heavy book, why can't an iron or steel cage support an entire building?" This concept led to the construction of the Home Insurance Building in 1884, later expanded in 1891, recognized as the first fully metal-framed building. Although it was demolished in 1931, Jenney's innovative approach laid the groundwork for modern skyscrapers, inspiring iconic structures like Chicago's 110-story Sears Tower and 100-story Hancock Building.



\$500 - CARL SANDBURG

Our tale of Chicago would not be complete without the soul of our story, Carl Sandburg, an American poet and writer renowned for his vivid portrayals of Chicago. Born in Galesburg, Illinois, he left school at 13 to work various jobs before serving in the Spanish-American War. After attending Lombard College, he married Lilian Steichen, and they settled in Evanston, a suburb of Chicago. In 1914, Sandburg published the poem "Chicago," coining the term "City of the Big Shoulders" to describe the city's robust character. He described the poem as "a chant of defiance by Chicago... its defiance of New York, Boston, Philadelphia, London, Paris, Berlin and Rome." Sandburg's work earned him three Pulitzer Prizes—in 1919, 1940, and 1951—and in 2011, he was inducted into the Chicago Literary Hall of Fame. His writings capture the grit and strength of Chicago, making him a fitting figure to represent the highest denomination of currency in "Chicago 1875: City of the Big Shoulders."



APPENDIX

BUILDING ACTIONS SPACES ERA I (●)



The bank pays the Player who owns this Building \$20.

The Company that uses this Building receives 1 wood (brown) and 1 Steel (blue) resource from Haymarket Square, if available.



The Company pays the Player who owns this Building \$10.

The Company that uses this Building advances 1 space on the Appeal track. Receive any bonuses immediately.



The bank pays the Player who owns this Building \$20.

The Company that uses this Building receives 1 wood (brown) and 1 Livestock (pink) resource from Haymarket Square, if available.



The Company pays the Player who owns this Building \$10.

The Company that uses this Building receives two identical resources from Haymarket Square, if available.



The Company pays the Player who owns this Building \$10.

The Company that uses this Building receives two different resources from Haymarket Square, if available.



The bank pays the Player who owns this Building \$20.

The Company that uses this Building purchases a Capital Asset at a \$10 discount.



The Company pays the Player who owns this Building \$10.

The Company that uses this Building advances 1 space on the Appeal track. Receive any bonuses immediately.



The Company pays the Player who owns this Building \$30.

The Company that uses this Building advances 2 spaces on the Appeal track. Receive any bonuses immediately.



The Company pays the Player who owns this Building \$20.

The Company that uses this Building receives 1 Manager.



The Company pays the Player who owns this Building \$20.

The Company that uses this Building receives 1 Salesperson.



The Company pays the Player who owns this Building \$20.

The Company that uses this Building immediately produces 1 good.



The Company pays the Player who owns this Building \$10.

The Company that uses this Building receives two like resources from Haymarket Square, if available.

BUILDING ACTIONS SPACES ERA II (●●)

	<i>The bank pays the Player who owns this Building \$20.</i> The Company that uses this Building receives 1 Livestock (pink) and 1 Steel (blue) resource from Haymarket Square, if available.		<i>The Company pays the Player who owns this Building \$30.</i> The Company that uses this Building receives 1 Manager.
	<i>The bank pays the Player who owns this Building \$20.</i> The Company that uses this Building receives 1 Coal (black) and 1 Steel (blue) resource from Haymarket Square, if available..		<i>The Company pays the Player who owns this Building \$60.</i> The Company that uses this Building receives 2 Managers.*
	<i>The bank pays the Player who owns this Building \$20.</i> The Company that uses this Building receives 1 Coal (black) and 1 Livestock (pink) resource from Haymarket Square, if available.		<i>The Company pays the Player who owns this Building \$40.</i> The Company that uses this Building receives 1 Salesperson.
	<i>The Company pays the Player who owns this Building \$10.</i> The Company that uses this Building receives two identical resources from Haymarket Square, if available.		<i>The Company pays the Player who owns this Building \$80.</i> The Company that uses this Building receives 2 Salespeople.*
	<i>The Company pays the Player who owns this Building \$10.</i> The Company that uses this Building receives two different resources from Haymarket Square, if available.		<i>The Company pays the Player who owns this Building \$50.</i> The Company that uses this Building receives 2 Workers from the General Supply.*
	<i>The Company pays the Player who owns this Building \$40.</i> The Company that uses this Building immediately produces 2 Goods.		<i>The bank pays the Player who owns this Building \$20.</i> The Company that uses this Building may purchase a Capital Asset at a \$20 discount.
	<i>The Company pays the Player who owns this Building \$30.</i> The Company that uses this Building advances 2 spaces on the Appeal track. Receive any bonuses immediately.		<i>The Company pays the Player who owns this Building \$40.</i> The Company that uses this Building may automate 1 Worker in any of their factories. A Company can not use this building if it does not have a worker to automate.
	<i>The Company pays the Player who owns this Building \$50.</i> The Company that uses this Building advances 3 spaces on the Appeal track. Receive any bonuses immediately.		<i>The Company pays the Player who owns this Building \$90.</i> The Company that uses this Building may automate 2 Workers in any of their factories. A Worker must be employed in each space prior to being automated.

**You may not gain more Managers/Salespeople/Workers than your Company has space for. Discard any excess to the General Supply.*

BUILDING ACTIONS SPACES ERA III (●●●)

	<i>The Company pays the Player who owns this Building \$40.</i> The Company that uses this Building receives 2 Steel (blue) and 1 wood (brown) resource from Haymarket Square, if available.		<i>The Company pays the Player who owns this Building \$50.</i> The Company that uses this Building receives 1 Worker and 1 Salesperson from the General Supply to place in any of their factories.
	<i>The Company pays the Player who owns this Building \$40.</i> The Company that uses this Building receives 2 Livestock (pink) and 1 Steel (blue) resource from Haymarket Square, if available.		<i>The Company pays the Player who owns this Building \$60.</i> The Company that uses this Building immediately produces produce 3 Goods.
	<i>The Company pays the Player who owns this Building \$40.</i> The Company that uses this Building receives 2 Coal (black) and 1 Livestock (pink) resource from Haymarket Square, if available.		<i>The Company pays the Player who owns this Building \$90.</i> The Company that uses this Building may automate 2 Workers in any of their factories. A Worker must be employed in each space prior to being automated.
	<i>The Company pays the Player who owns this Building \$40.</i> The Company that uses this Building receives 2 wood (brown) and 1 Coal (black) resource from Haymarket Square, if available.		<i>The bank pays the Player who owns this Building \$30.</i> The Company that uses this Building pays \$150 from its Treasury to its shareholders at \$15 per share. If the Company does not have \$150 in its Treasury it cannot use this space. Adjust the Company's share value on the Stock track after dividends are paid.
	<i>The bank pays the Player who owns this Building \$40.</i> The Company that uses this Building may purchase a Capital Asset at a \$30 discount.		<i>The bank pays the Player who owns this Building \$40.</i> The Company that uses this Building pays \$200 from its Treasury to its shareholders at \$20 per share. If the Company does not have \$200 in its Treasury it cannot use this space. Adjust the Company's share value on the Stock track after dividends are paid.
	<i>The Company pays the Player who owns this Building \$60.</i> The Company that uses this Building advances 3 spaces on the Appeal track. Receive any bonuses immediately.		<i>The bank pays the Player who owns this Building \$50.</i> The Company that uses this Building pays \$250 from its Treasury to its shareholders at \$25 per share. If the Company does not have \$250 in its Treasury it cannot use this space. Adjust the Company's share value on the Stock track after dividends are paid.
	<i>The Company pays the Player who owns this Building \$40.</i> The Company that uses this Building receives 2 Managers.*		<i>The bank pays the Player who owns this Building \$60.</i> The Company that uses this Building pays \$300 from its Treasury to its shareholders at \$30 per share. If the Company does not have \$300 in its Treasury it cannot use this space. Adjust the Company's share value on the Stock track after dividends are paid.
	<i>The Company pays the Player who owns this Building \$50.</i> The Company that uses this Building receives 2 Salespeople.*		
	<i>The Company pays the Player who owns this Building \$40.</i> The Company that uses this Building receives 1 Worker and 1 Manager from the General Supply to place in any of their factories.		

**You may not gain more Managers/Salespeople/Workers than your Company has space for. Discard any excess to the General Supply.*

SPECIAL COMPANIES

Chicago 1875: City of the Big Shoulders includes five special companies that were originally introduced in the game's first expansion, *Burden of Destinies*. These special companies are now part of the new edition. As noted on page xx, we recommend incorporating these companies into your games only after a few plays, as they are designed with more experienced players in mind. Below, we explain their specific effects:



For example: If American Flyer has employed 3 workers and has gained the required resources to produce, it will produce 3 goods and sell them for \$40 each.

American Flyer is the only company that may hold two Capital Assets at one time.

AMERICAN FLYER

- The "**Catalog**" Capital Assets are worth \$40 more to this company. This means:
 - » The "*Mail Order Catalog*" Capital Asset is worth \$80.
 - » The "*Color Catalog*" Capital Asset is worth \$100.
 - » The "*Catalog Empire*" Capital Asset is worth \$120.
- American Flyer will produce 1 Good **for each worker** it employs.
- This company **cannot automate** its workforce.
- This company only possesses one Factory. If **both** managers are employed, this company sells goods for \$50 each, and gains 1 Appeal every time it operates.
- This is the only Company that may hold two Capital Assets at one time.
- This company may not use any action space that would gain them a salesperson.



For example: If Quaker Oats employs 4 workers then, at the start of its next operating turn, it is required to pay \$80 to the bank.

When Quaker Oats automates its workers it will no longer have to pay the cost of employing those workers.

QUAKER OATS COMPANY

- When this company hires at least two workers, it may automate a worker for free. When this company automates, the automated worker is returned to the job market.
- At the start of this company's operating turn, it pays \$20 for each employed (not yet automated) Worker. If it cannot, then it must withhold during the Dividends step of the Operating phase.
- This company may not use any action space that would gain them a salesperson.



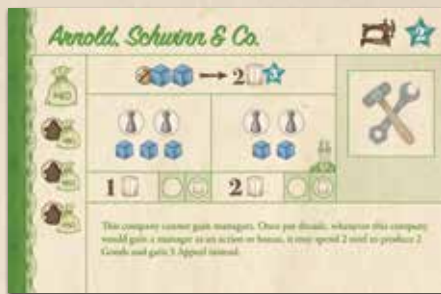
For every 2 Salespeople Oscar Mayer employs, its goods will sell for \$10 more.

For Example: If Oscar Mayer Sells 3 goods, and has 2 salespeople employed, the company will receive \$60 for each good sold.

Oscar Mayer cannot automate its workforce.

OSCAR F. MAYER & BROS.

- This company may produce in its **single** factory when it employs 2, 4, or 6 workers:
 - » **2 Workers + 1 Livestock:** Produces 3 goods, which may be sold for \$50 each.
 - » **4 Workers + 2 Livestock + 1 Steel:** Produces 5 goods, which may be sold for \$40 each.
 - » **6 Workers + 3 Livestock + 1 Steel:** Produces 9 goods, which may be sold for \$30 each.
- This company cannot automate its workforce.
- Oscar Mayer may hire an unlimited number of salespeople. For every 2 salespeople it employs, this company's Goods sell for \$10 more each.



ARNOLD, SCHWINN & Co.

- This company **cannot gain managers**.
- Once per decade, whenever this company would gain a manager as an action or bonus, it may instead spend 2 steel to produce 2 goods and gain 3 appeal.



FLORSHEIM SHOES

- This company features **three factories**, and once fully automated, may **produce up to 10 goods**.
- The managers in the first and last factory, when triggered during the production step during this company's operating phase, automate a worker employed in any factory within this company.

GOAL TILES



The player with the most Managers, across all of their Companies, receives \$200.



The player who is the Director of the Company that is highest on the Appeal track receives \$200. If multiple Companies are tied for the most, then each tied Director receives the reward.



The player with the most Salespeople, across all of their Companies, receives \$200.



The player who is the Director of the Company with the most cash in its Company Treasury at the end of the game receives \$200.



The player with the most Capital Assets, across all of their Companies, receives \$200.



The player who has the most Partners receives \$200.



The player with the most Workers, across all of their Companies, receives \$200.



The player who owns the most 10% Stock Certificates receives \$200.



The player who has the most automation Tokens activated across all of their Companies, receives \$200.



The player who owns the most 20% Stock Certificates receives \$200.

CAPITAL ASSETS

Capital Assets may be purchased by any Company to use the **Immediate Bonus**, however only certain Companies may keep the asset to use their ongoing abilities each Decade. See page xx for an overview of the Company Charter. See pages xx-xx for more information on Capital Assets.

STANDARD CAPITAL ASSETS



Brilliant Marketing

Immediately Automate 1 Worker.

Each Decade, your Company may exhaust this asset to advance one space on the Appeal track. Appeal Bonuses are gained immediately.



Brand Recognition

Immediately Automate 1 Worker.

Each Decade, your Company may exhaust this asset to advance 2 steps on the Appeal track. Appeal Bonuses are gained immediately.



Cincinnati Steel

Immediately Automate 1 Worker.

Each Decade, your Company may exhaust this asset and pay \$10 to the bank to receive 2 Steel (blue) resources from Haymarket Square, if available.



Abbatoir

Immediately advance your Company 2 spaces on the Appeal track.

Each Decade, your Company may exhaust this asset to receive 1 wood (brown) and 1 Coal (black) resource from Haymarket Square, if available.



Michigan Lumber

Immediately Automate 1 Worker.

Each Decade, your Company may exhaust this asset and pay \$10 to the bank to receive 2 wood (brown) resources from Haymarket Square, if available.



Foundry

Immediately advance your Company 2 spaces on the Appeal track.

Each Decade, your Company may exhaust this asset to receive 1 Steel (blue) and 1 wood (brown) resource from Haymarket Square, if available.



Pennsylvania Coal

Immediately Automate 1 Worker.

Each Decade, your Company may exhaust this asset and pay \$10 to the bank to receive 2 Coal (black) resources from Haymarket Square, if available.



Workshop

Immediately advance your Company 2 spaces on the Appeal track.

Each Decade, your Company may exhaust this asset to receive 1 Steel (blue) and 1 Coal (black) resource from Haymarket Square, if available.



Union Stockyard

Immediately Automate 1 Worker.

Each Decade, your Company may exhaust this asset and pay \$10 to the bank to receive 2 Livestock (pink) resources from Haymarket Square, if available.



Refrigeration

Immediately advance your Company 2 spaces on the Appeal track.

Each Decade, your Company may exhaust this asset to receive 2 Livestock (pink) resources from Haymarket Square, if available.

**Reminder: A Worker must be employed prior to being automated.*

CAPITAL ASSETS



Price Protection

Immediately Automate 1 Worker and advance 2 spaces on the Appeal track.*

Each Decade, your Company may exhaust this asset to prevent moving backwards on the Stock track if your Company Withholds its profits, or if its shares are sold by another player. **This bonus does not protect your share price when issuing shares to emergency fundraiser in the Advanced Game.**



Popular Partners

Immediately gain 1 Worker for the Company that purchased the Asset.

Each Decade, your Company may exhaust this asset to advance 1 step on the Stock track after the Production step in the Operating Phase. (see page 24 for details.)



Backroom Deals

Immediately gain 1 Worker for the Company that purchased the Asset.

Each Decade, your Company may exhaust this asset to advance 1 step on the Stock track after the Production step in the Operating Phase. (see page 24 for details.)



Mail Order Catalog

Immediately gain 1 Worker for the Company that purchased the Asset.

Each Decade, your Company may exhaust this asset to increase its operating revenue by \$40.



Color Catalog

Immediately gain 1 Worker for the Company that purchased the Asset.

Each Decade, your Company may exhaust this asset to increase its operating revenue by \$60.



Catalog Empire

Immediately gain 1 Worker for the Company that purchased the Asset.

Each Decade, your Company may exhaust this asset to increase its operating revenue by \$80.

"CHIEF" CAPITAL ASSETS



Chief of Engineering

Each Decade, your Company may exhaust this asset and pay \$20 to the bank to Automate 1 Worker* and receive 1 Resource of your Choice from Haymarket Square, if available.



Chief of R&D

Each Decade, your Company may exhaust this asset and pay \$20 to the bank to produce 1 Good and receive 1 Resource of your Choice from Haymarket Square, if available.



Chief of Operations

Each Decade, your Company may exhaust this asset and pay \$20 to the bank to receive 1 Manager or 1 Salesperson, and receive 1 Resource of your Choice from Haymarket Square, if available.



Chief of Sales

Each Decade, your company may exhaust this asset and pay \$20 to the bank to increase the value of **each good sold** during that turn by \$10.

*Reminder: A Worker must be employed prior to being automated.

~ FOR DEB AND NIK ~

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