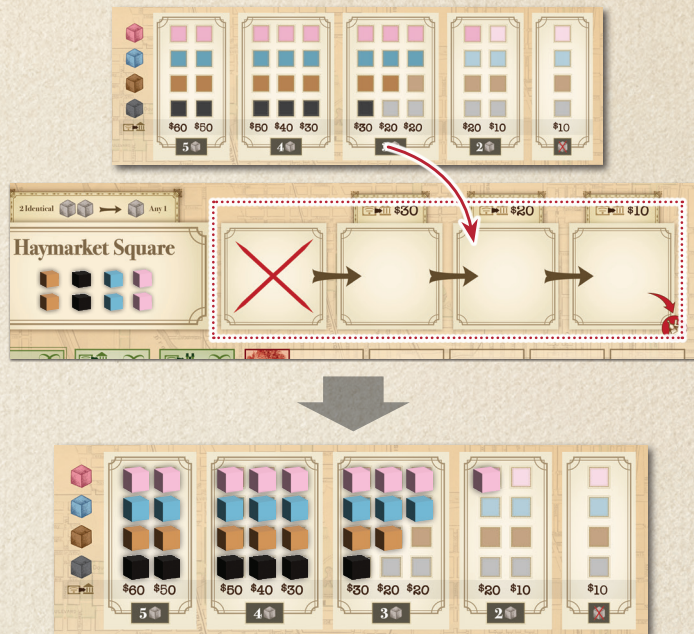


ADVANCED SUPPLY CHAIN

Looking for a more predictable supply chain or tighter money constraints? This variant introduces a more stable resource market for *Chicago 1875*. This variant **significantly tightens the game's money flow**, making it ideal for experienced players seeking an extra challenge. Here's how it works:

SETUP

To begin, place the Advanced Supply Chain Overlay over the existing Supply Chain on the game board. During setup, place 2 of each resource on Haymarket Square as usual. Additionally, place 9 Livestock, 8 Steel, 7 Wood, and 6 Coal on the darker-colored spaces of the Advanced Supply Chain Track. Place the remaining cubes in the bag.



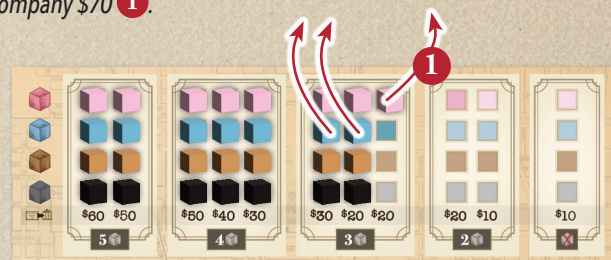
GAMEPLAY ADJUSTMENTS

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 they are not, your Company may take the **rightmost** matching resource from the Supply Chain at no cost.

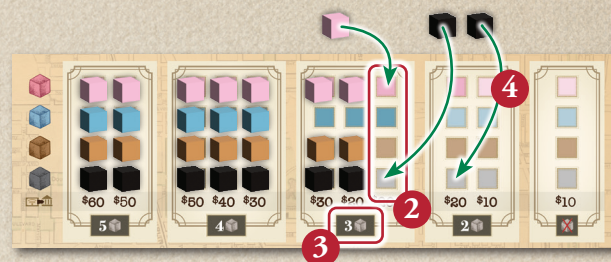
In the **Operating Phase**, you may purchase **any** combination of resources from the Supply Chain at the prices listed at the bottom of each respective column. At the end of your Company's turn, refill the Supply Chain by drawing resources from the bag.

To determine how many resources to draw, simply check the number indicated at the bottom of the section with the **leftmost empty column**. For example, if the leftmost empty column is the first \$20 column, draw 3 cubes from the bag. Or, if instead, it's the last \$10 column, you do not draw any cubes. Place these resources in the **leftmost empty spaces 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 Susan's turn to purchase Goods for her Company. She decides to purchase 2 Steel and 1 Livestock. This costs the Company \$70 ①.



The leftmost empty column is now this one ②, which means Susan has to draw 3 cubes from the bag ③. She draws out 2 Coal and 1 Livestock, and adds them in the leftmost empty spaces of their respective rows 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.

CLEANUP PHASE

During the Cleanup Phase, the Advanced Supply Chain does **not** get refreshed.

"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 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 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 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.