

# Chicago Express

## Setup

- Place trains & shares of each color on respective company board (Wabash is on board)
- Place Houses in a general reserve
- Set all dials to green
- Place each company income markers on its matching colored number on track
- Place one house on the leftmost position of each row in the City Track (see right)
- Starting money by players (2/3/4/5/6) = 60/40/30/24/20
- Auction 1 share each of **PPR**, **B&O**, **C&O**, and **NYC** in order with minimum bids of **\$7**, **\$6**, **\$5**, and **\$8**
  - “Banker” starts first auction (or random player)
  - Winner of each begins the next auction
  - Winner of **PPR** starts the game (takes one action), then play proceeds clockwise



## Gameplay

- On your turn choose a dial (action) to advance, and **optionally** resolve the corresponding action (listed below)
- A dial which is already red cannot be selected
- After resolving the action check:
  - Did a company just expand into Chicago? If so – trigger Chicago Phase (described below).
  - Are two dials now red? If so – pay dividends (described below)
- Next player clockwise takes turn





## Actions

### • Auction

- Choose an open company (see right) and auction one share from the company charter by either bidding the minimum bid or passing.
- Minimum bid = Company Income divided by number of shares including share being auctioned, rounded up (see Chart in Appendix)
- Next player clockwise either bids higher or passes
- Players can no longer bid after passing
- When one bidder remains, they pay their bid amount **to the company charter** and takes the share
- If all players pass, return share to company charter (*Exception: In initial bidding shares goes to initiator for free*).
- Note: Once won, shares can never be transferred – they cannot be auctioned or traded

Company	Open?
<b>PPR</b>	Always
<b>B&amp;O</b>	Always
<b>C&amp;O</b>	Always
<b>NYC</b>	Always
<b>Wabash</b>	After 1 <sup>st</sup> Chicago Phase


### • Expand

- Choose one company player owns a share of, and place **up to three** trains on a hex connected to that company's start hex, **paying for each from company charter**, and then increases the company's income
- Cost = Red number in train on each hex (  ) times # companies on hex (including new one)
- Increase company's income marker:
  - Always increase by income value (black number in train,  )
  - If hex is developed (has house on it)...
    - If Industrial city (  ) increase by position of house on the city track:
    - Else increase by development value (  )
- Players cannot contribute personal money
- **Only one company** allowed on a Forest or Mountain Hex, no limit otherwise
- Branching of the track is allowed
- Companies can only have one train per hex
- Start Hexes cannot be expanded onto (*Exception: Fort Wayne, Wabash's starting hex*)
- If player expands into Chicago, trigger Chicago Phase after Expand action is completed



- **Develop**

- Choose a hex that is occupied by at least one company (player need not have stock in the company), and consult chart:

Type of Hex	How to Develop Hex	Effect of Developing Hex
Forest Hex	Place House on Hex if none already there	Put \$2 from bank into charter of that company.
Mountain Hex or Regular City Hex	Place House on Hex if none already there	Increase income of all companies present by development value (  )
Industrial City Hex	Advance corresponding city's house on the city track	Increase income of all companies present by how much the city track just increased (1 for Wheeling, 2 for Pittsburgh)

- Development has no cost
- Detroit cannot be developed via the develop action, it is developed at the end of the Dividend phase
- Plain hexes cannot be developed, nor can start hexes *with the exception of Fort Wayne (Wabash Start Hex)*.
- Industrial Hexes can be developed multiple times; all other types can only be developed at most one times.

## Additional Phases

- **Chicago Phase**

- Chicago Phase begins after completion of every expansion action of a new company into Chicago
- Shareholders of the company which just expanded into Chicago receive an immediate (extra) dividend
- Dividend is calculated the same as the dividend phase. It is separate from any upcoming dividend phase
- If this was the first expansion into Chicago, Open Wabash Company:
  1. Place one Wabash Train on Fort Wayne
  2. Set Income marker of Wabash on the income track at: 1 if undeveloped, 3 if developed
  3. Player who expanded the company into Chicago auctions the first Wabash Share

- **Dividend Phase**

- Dividend Phase begins after completion of the action that moved the second dial to red. Do the following in order:
  1. Bank pays dividends to all share owners of all companies (see chart below)
  2. Check for game end (see game end section)
  3. Reset all dials for green
  4. Advance Detroit Marker and increase income of any companies in Detroit by one.

## End of Game

- The game ends immediately after the dividend payout of the **next** dividend phase what one or more of the following conditions have been met:
  - 3 or more companies have run out of trains
  - 3 or more companies have run out of shares
  - 3 or fewer houses are left in the general supply
  - Detroit's income is at 8.
- **The player with the most money wins**
  - There are no tie-breakers - Shares owned and company cash are not a factor