

The industrial boom in 19<sup>th</sup> century America continues, along with the struggle to become the most successful railroad in the country! A new company has been established and is now striving for success too.

# CHICAGO EXPRESS

## Rules of Play

The players again assume the role of the investors and attempt to achieve dividends that are as high as possible. The more companies there are, the more difficult this becomes! Which investor can demonstrate the greatest skill?

### Erie Railroad Company [ERIE]

#### Equipment

- 13 brown locomotives – to show which hexes contain the Erie Railroad Company, aka ERIE.



- 1 brown income disk – for showing the ERIE's income on the income track.



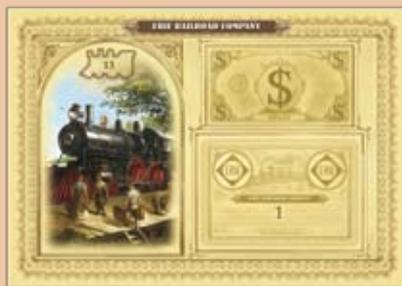
- 1 "+50" game token – for the ERIE.



- 1 share for the ERIE



- 1 charter for the ERIE – It shows the name and color of the Erie and provides space for its locomotives and share. There is also space for the money that the ERIE receives in the course of the game.



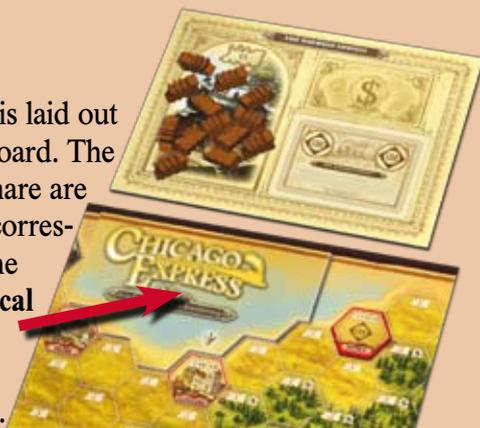
- 2 city hexes – showing the cities of New York and Buffalo with additional information for use with this expansion.



- 1 graphical indicator – for the game board. It marks the column of hexes with the cities required to open the ERIE.

#### Preparation

The ERIE charter is laid out next to the game board. The locomotives and share are positioned on the corresponding fields of the charter. The graphical indicator is placed over the title space on the game board.



The city hexes are placed on the cities of New York and Buffalo respectively.

#### Course of the game

The rules of the basic game apply with the following amendments:

##### Opening of the ERIE

Once any railroad company reaches one of the following cities:

**Cleveland,  
Youngstown,  
Wheeling or  
Charleston,**

The ERIE thereafter may be opened by any player during an Auction.

During the auction, the brown ERIE counter piece is placed on the income track. The ERIE's starting income is either \$3 or \$5 if Buffalo has already been developed.

*Note: The starting bid must at least equal the ERIE's starting income.*

As soon as the share has been auctioned, an ERIE locomotive is placed on the Buffalo hex.

##### The Erie Railroad Company may build into New York

The ERIE is the only company that can build into New York, the start city of the New York Central. The construction cost is \$6. The income generated for the ERIE from building into New York is \$8. Aside from that, standard building rules apply.

*Note: New York Central receives no income of any kind from New York. It is still not possible to develop New York either.*

#### End of the game

Of the four ending conditions of the standard game, one is changed: **The game ends as soon as all shares from 4 or more railroad companies have been auctioned (previously ... from 3 or more companies ...).**



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## Narrow Gauge Railroads

### Equipment

- **9 orange narrow gauge locomotives** – to mark the hexes in which a narrow gauge railroad was built. These locomotives do not belong to any company.
- **1 repository** – for the narrow gauge locomotives.



### Preparation

An orange locomotive is placed on each of the following fields:

Altoona,  
Ashland,  
Charleston,  
Clarksburg,  
Harrisburg,  
Martinsburg,  
Pittsburgh,  
Roanoke  
and  
Wheeling.



The repository is laid out next to the game board.

### Course of the game

The rules of the basic game apply with the following amendments:

#### Narrow gauge railroads become available

If a railroad company expands its route into one of the cities in which an orange locomotive is located, the locomotive is removed from that city and placed on the repository. This locomotive is now available for the construction of a narrow gauge railroad.

*Note: The starting orange narrow gauge locomotives do not count against the cost of building into the city hex. They have no effect on the cost of the railroad building into the city.*

#### The narrow gauge railroads may be constructed

While there exists orange locomotives on the repository, players may select a new Action:

**Construct a narrow gauge railroad.**

Constructing a narrow gauge railroad **doesn't cost** any money, but it **doesn't generate** any income either.

*Note: It does block other railroads from Forest and Mine hexes. It does increase the cost of building into a Plain hex.*

Once a player has chosen the option "Construct a narrow gauge railroad", the player initially moves the indicator of any desired activity (Auction, Route Expansion or Development) one space further.

*Note: It is up to the player to decide whether or not they actually carry out the activity and construct a narrow gauge railroad.*

If the action is actually implemented, the player may take one of the locomotives on the repository and place it on the map, building a narrow gauge railroad in a hex.

The locomotive must be placed on an empty non-city hex immediately adjacent to a hex containing one of the 5 companies from the standard game (PRR, NYC, B&O, C&O and Wabash) and the ERIE if that expansion is being used.

### End of the game

The game ends once the conditions of the standard game have been met. If the Erie expansion is also used, the conditions of the expansion apply.

