Chicago Express (2007)
2-6 Players   Designer: Harry Wu

Duration: play until locomotives, shares, houses are depleted or Detroit = 8 income. 60 minutes.

Rules in Brief

Board Setup

by BGG user: schuetzsc

- Place a **locomotive** of each color [except black] on the matching color start field .
  Remaining locomotives and shares are placed on Charter for each color [black is on game board]
- Put **counter pieces** on spots of the matching color on the income track [do not place black]
- Place **1 House** each on starting spots of Detroit [1], Wheeling [3], Pittsburgh [4] on the Industrial
  City Track. Put remaining houses in the general supply on the board
- Point the indicator needles for each action to the **Start** field on each dial

Player Setup

- Pick a Banker, distribute **$120** between players [*2p*=$60, *3p*=$40, *4p*=$30, *5p*=$24, *6p*=$20 each].
  Money is kept in open
- **Auction** off 1 share of each railroad [except black] in order. Starting bid **Red**=$7, **Blue**=$6,
  Yellow=$5, **Green**=$8. Banker starts, bid or pass, go clockwise. If you pass, cannot get back in for
  that share. Highest bid pays *railroad company* [place on Charter], place share in front of player
- If no bids, starting player gets for free [this only applies to the setup auction]. Player who acquired
  share becomes next starting bidder. Player who acquires **PRR** starts the game

End Game & Scoring

- **Game end phase** starts when:
  - 3 companies have 0 locomotives on Charter, or
  - 3 companies have 0 shares on Charter, or
  - the general supply <= 3 houses, or
  - Detroit's income is 8
- The game ends as soon as the **next General Dividend** is paid
- Most $ wins. Shares do not count. No tiebreaker

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Game Play

On your turn, take one of 3 actions: **Auction**, **Expand Route**, or **Develop**. Although a player selects an action, they do not have to implement it [can choose auction & not auction anything]

- Advance indicator to mark selected action, then take action. An action cannot be taken if the indicator already points to **red**.   If after player action, 2 indicators point to **red**, a **Dividend Phase** starts before the next player turn clockwise, which sets all indicators back to **Start**

Auction any company share [**Wabash** can only be auctioned once someone reaches Chicago]. Minimum bid is current company income / shares sold [including one being auctioned], rounded up. The active player starts, continue clockwise. If a player passes, cannot rejoin auction. If everyone passes, share remains on Charter. Highest bidder pays *company* [put $ on Charter], is given share

Expand Route player must own at least 1 share of company they are expanding. Can expand up to 3 connected hexes. Branching is permitted. Only a single locomotive can exist on **Forest/Mountain** hex, 1 locomotive from each company can go on **City/Industrial/Plain** hex. Cost per hex is **red #** x **locomotives in hex** [including one being played] *Pay from the Company Charter to the bank.* A company can only spend what it has – no loans

- After placing locomotives, increase company income by # on railway symbol, plus the # in the house symbol if the hex has a house
- **Industrial hexes** [Detroit, Wheeling, Pittsburgh] increase a company's income by the # currently marked on the track for that city . Forests/Plains do not increase income
- If you place a train on Chicago, start the **Chicago Phase** at the end of current train placements
- Cannot expand into a Start hex [except Fort Wayne, which is a Start and City hex]

Develop a hex if there is at least 1 locomotive there [does not have to be yours]. No cost. Place a house from the general supply. *Exception*: Detroit is developed automatically [not by players] and does not require a locomotive. **City/Mountain/Forest** hex can be developed only 1x. Industrial cities can be developed multiple times, by moving the marker piece up the Industrial City track [instead of placing houses]. Plains and Start hexes cannot be developed [except Fort Wayne, which is a Start and City hex]

- **City / Mountain**: the income of all companies present is increased by the # shown in the house symbol
- **Industrial City**: the income of all companies present increases by the difference between old and new value on industrial track [1 or 2]. Players cannot develop Detroit
- **Forest**: add $2 to Charter from bank, the income does not change

Dividend Phase: triggered after the completion of an action causing 2 gauges -> **red**. Players receive dividend from the *bank* for each share owned = current income / shares sold [rounded up]. Reset the dials to **Start**. Then Detroit is moved forward 1 space on Industrial City track & the income of companies there increases by 1. If Detroit is on 8, the game will end after the next round

Chicago Phase happens each time a locomotive is placed in Chicago [if both, **Chicago** before **Dividend**]

- 1st increase company income per Chicago hex
- An extra dividend is immediately payed to the shareholders of that company only
- **Wabash Railroad** company is opened after 1st Chicago dividend has been paid. A black locomotive is placed on Fort Wayne & the counter is placed on 1. If Fort Wayne is already developed, place on 3. The player who reached Chicago auctions 1 Wabash share & makes 1st bid. If no player bids, the share remains on the Wabash Charter