





STOCK PHASE

PLAYER FUNDS

Turn Order: Priority Deal first, then clockwise until everyone passes consecutively.

ON YOUR TURN:

- Sell Shares (1 or more, in any number of companies)
- Share price decreases for each share sold.
- Purchase 1 stock certificate. (in a single company)
- 30% Director's share starts a company. (See rulebook)
- 20% Preferred Share may not be owned by Director.
- When purchasing from the Bank Pool, pay the bank.
- When purchasing from a company, pay that company.
- Pass. You may take a future turn this phase, or continue to pass.

End of phase: Priority Deal is given to the player on the left of the last player to take an action this phase.

ADDITIONAL RULES

- Anyone can purchase capital assets, only companies with room can keep them.
- All one-time bonuses are gained immediately.
- All Appeal bonuses can be forfeited to gain \$25 into the company treasury.
- Capital Assets may be used at any point during your turn.

ICONS

	Livestock		Automation		Salesman
	Steel		Appeal		Manager
	Wood		Stock Market		Worker
	Coal		Capital Asset		
	Any Resource		Goods		



BUILDING PHASE

Turn Order: Simultaneous play.

1. Play one building, discard one, and keep one. (Do all of the above face down)

2. Reveal played buildings once all players are ready.
3. Populate the Job Market with the number of workers indicated on the buildings played this phase.



ACTION PHASE

COMPANY'S FUNDS

Turn Order: Indicated by the turn order track on the game board.

- The company pays the player who owns the building.
- The bank pays the player who owns the building.
- The bank pays the company.
- The company pays its shareholders.

End of your turn: If necessary, shift and refill capital assets.



OPERATING PHASE

COMPANY'S FUNDS

Turn Order: Highest to lowest appeal.

ON YOUR TURN:

1. Run factories from left to right.
 - a. Purchase resources from Supply Chain.
 - b. Produce 1 or more goods.
 - c. Trigger manager bonus. (if employed)
 - d. Run next factory. (only if you produced)
2. Sell 1 or more goods. (you may decline to sell)
3. Calculate your run. (*Number of goods sold x goods price + demand bonuses*)
4. Pay dividends or withhold, and adjust stock price.
5. If necessary, shift supply chain and refill resources.



CLEAN UP PHASE

1. Discard lowest-value capital Asset, then shift and refresh track.

2. Refresh Demand Track
 - a. Remove filled demand cards from the game.
 - b. Slide demand cards towards center of board.
 - c. Refill demand track top to bottom, center to edge.
3. Return all partners to players.

PERSONAL TREASURY



STOCK PHASE



PLAYER FUNDS

Turn Order: Priority Deal first, then clockwise until everyone passes consecutively.

ON YOUR TURN:

- Sell Shares (1 or more, in any number of companies)
 - Share price decreases for each share sold.
- Purchase 1 stock certificate. (in a single company)
 - 30% Director's share starts a company. (See rulebook)
 - 20% Preferred Share may not be owned by Director.
 - When purchasing from the Bank Pool, pay the bank.
 - When purchasing from a company, pay that company.
- Pass. You may take a future turn this phase, or continue to pass.

End of phase: Priority Deal is given to the player on the left of the last player to take an action this phase.

ADDITIONAL RULES

- Anyone can purchase capital assets, only companies with room can keep them.
- All one-time bonuses are gained immediately.
- All Appeal bonuses can be forfeited to gain \$25 into the company treasury.
- Capital Assets may be used at any point during your turn.

ICONS



BUILDING PHASE



COMPANY'S FUNDS

Turn Order: Simultaneous play.

1. Play one building, discard one, and keep one. (Do all of the above face down)
2. Reveal played buildings once all players are ready.
3. Populate the Job Market with the number of workers indicated on the buildings played this phase.

ACTION PHASE



COMPANY'S FUNDS

Turn Order: Indicated by the turn order track on the game board.

1. The company pays the player who owns the building.
2. The bank pays the player who owns the building.
3. The company pays the bank.
4. The bank pays the company.
5. The company pays its shareholders.

End of your turn: If necessary, shift and refill capital assets.

OPERATING PHASE



COMPANY'S FUNDS

Turn Order: Highest to lowest appeal.

ON YOUR TURN:

1. Run factories from left to right.
 - a. Purchase resources from Supply Chain.
 - b. Produce 1 or more goods.
 - c. Trigger manager bonus. (if employed)
 - d. Run next factory. (only if you produced)
2. Sell 1 or more goods. (you may decline to sell)
3. Calculate your run. (*Number of goods sold x goods price + demand bonuses*)
4. Pay dividends or withhold, and adjust stock price.
5. If necessary, shift supply chain and refill resources.

CLEAN UP PHASE



1. Discard lowest-value capital Asset, then shift and refresh track.

2. Refresh Demand Track

- a. Remove filled demand cards from the game.
- b. Slide demand cards towards center of board.
- c. Refill demand track top to bottom, center to edge.

3. Return all partners to players.

PERSONAL TREASURY





STOCK PHASE

PLAYER FUNDS

Turn Order: Priority Deal first, then clockwise until everyone passes consecutively.

ON YOUR TURN:

- Sell Shares (1 or more, in any number of companies)
 - Share price decreases for each share sold.
- Purchase 1 stock certificate. (in a single company)
 - 30% Director's share starts a company. (See rulebook)
 - 20% Preferred Share may not be owned by Director.
 - When purchasing from the Bank Pool, pay the bank.
 - When purchasing from a company, pay that company.
- Pass. You may take a future turn this phase, or continue to pass.

End of phase: Priority Deal is given to the player on the left of the last player to take an action this phase.

ADDITIONAL RULES

- Anyone can purchase capital assets, only companies with room can keep them.
- All one-time bonuses are gained immediately.
- All Appeal bonuses can be forfeited to gain \$25 into the company treasury.
- Capital Assets may be used at any point during your turn.

ICONS



BUILDING PHASE

Turn Order: Simultaneous play.

1. Play one building, discard one, and keep one. (Do all of the above face down)
2. Reveal played buildings once all players are ready.
3. Populate the Job Market with the number of workers indicated on the buildings played this phase.



ACTION PHASE

COMPANY'S FUNDS

Turn Order: Indicated by the turn order track on the game board.



1. The company pays the player who owns the building.
2. The bank pays the player who owns the building.
3. The company pays the bank.
4. The bank pays the company.
5. The company pays its shareholders.

End of your turn: If necessary, shift and refill capital assets.



OPERATING PHASE

COMPANY'S FUNDS

Turn Order: Highest to lowest appeal.

ON YOUR TURN:

1. Run factories from left to right.
 - a. Purchase resources from Supply Chain.
 - b. Produce 1 or more goods.
 - c. Trigger manager bonus. (if employed)
 - d. Run next factory. (only if you produced)
2. Sell 1 or more goods. (you may decline to sell)
3. Calculate your run. (*Number of goods sold x goods price + demand bonuses*)
4. Pay dividends or withhold, and adjust stock price.
5. If necessary, shift supply chain and refill resources.



CLEAN UP PHASE

COMPANY'S FUNDS

1. Discard lowest-value capital Asset, then shift and refresh track.

2. Refresh Demand Track
 - a. Remove filled demand cards from the game.
 - b. Slide demand cards towards center of board.
 - c. Refill demand track top to bottom, center to edge.
3. Return all partners to players.

PERSONAL TREASURY





STOCK PHASE

PLAYER FUNDS

Turn Order: Priority Deal first, then clockwise until everyone passes consecutively.

ON YOUR TURN:

- Sell Shares (1 or more, in any number of companies)
- Share price decreases for each share sold.
- Purchase 1 stock certificate. (in a single company)
- 30% Director's share starts a company. (See rulebook)
- 20% Preferred Share may not be owned by Director.
- When purchasing from the Bank Pool, pay the bank.
- When purchasing from a company, pay that company.
- Pass. You may take a future turn this phase, or continue to pass.

End of phase: Priority Deal is given to the player on the left of the last player to take an action this phase.

ADDITIONAL RULES

- Anyone can purchase capital assets, only companies with room can keep them.
- All one-time bonuses are gained immediately.
- All Appeal bonuses can be forfeited to gain \$25 into the company treasury.
- Capital Assets may be used at any point during your turn.

ICONS



BUILDING PHASE

Turn Order: Simultaneous play.

1. Play one building, discard one, and keep one. (Do all of the above face down)
2. Reveal played buildings once all players are ready.
3. Populate the Job Market with the number of workers indicated on the buildings played this phase.



ACTION PHASE

COMPANY'S FUNDS

Turn Order: Indicated by the turn order track on the game board.



- The company pays the player who owns the building.
- The bank pays the player who owns the building.
- The company pays the bank.
- The bank pays the company.
- The company pays its shareholders.

End of your turn: If necessary, shift and refill capital assets.



OPERATING PHASE

COMPANY'S FUNDS

Turn Order: Highest to lowest appeal.

ON YOUR TURN:

1. Run factories from left to right.
- a. Purchase resources from Supply Chain.
- b. Produce 1 or more goods.
- c. Trigger manager bonus. (if employed)
- d. Run next factory; (only if you produced)
2. Sell 1 or more goods. (you may decline to sell)
3. Calculate your run. (*Number of goods sold x goods price + demand bonuses*)
4. Pay dividends or withhold, and adjust stock price.
5. If necessary, shift supply chain and refill resources.



CLEAN UP PHASE

1. Discard lowest-value capital Asset, then shift and refresh track.

2. Refresh Demand Track

- a. Remove filled demand cards from the game.
- b. Slide demand cards towards center of board.
- c. Refill demand track top to bottom, center to edge.

3. Return all partners to players.

PERSONAL TREASURY

A.G. SPALDING AND BROS.

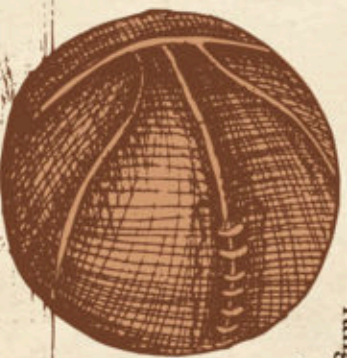


A.G. SPALDING AND BROS.

Est. 1876

This company got its start in Chicago in 1876 when Albert G. Spalding, a professional Baseball player, founded his new sporting goods business. Although it produced a wide

range of products, in 1891 it was the first company in history to ever produce a Basketball. Over the first 50 years of its life it quickly grew to employ thousands of people throughout the U.S. including over 250 people at its plant on the south side of Chicago. Today it is one of the most well known household brands in sporting goods.



SWIFT AND COMPANY



2



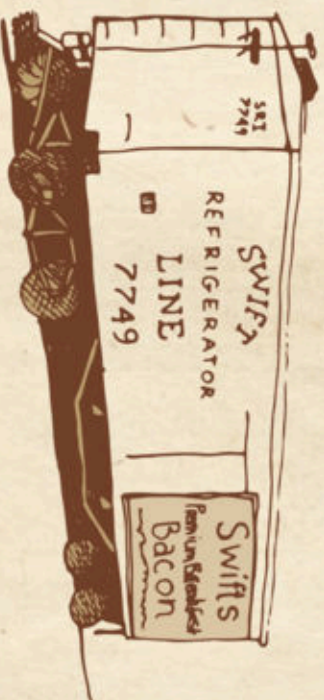
1



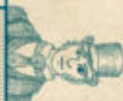
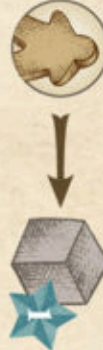
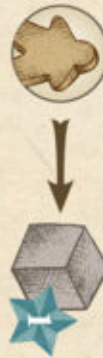
SWIFT AND COMPANY

Est. 1896

Swift & Co. is famous for revolutionizing the meatpacking industry with the use of refrigerated railcars to distribute fresh meat across the country. In 1886, the company processed over 400,000 cattle a year and employed around 1,600 people. Soon after, it had plants all over the U.S. By 1903 Swift produced over \$200 million dollars in annual sales and employed over 5,000 Chicago workers at its Union Stockyards plant. By the 1920s, Swift ranked as one of the largest industrial corporations in the U.S., tipping the scales with over \$700 million dollars in profit per year (over \$18 billion dollars when adjusted for inflation in 2016).



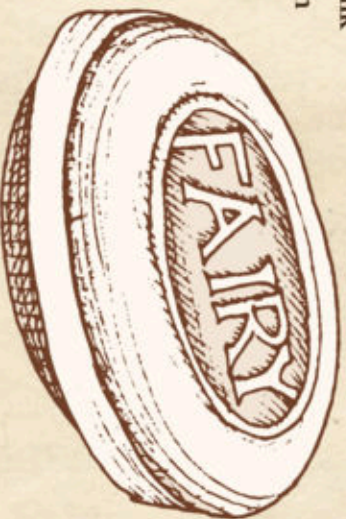
N.K. FAIRBANK & CO.



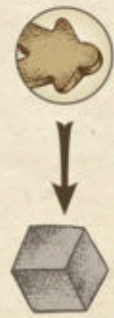
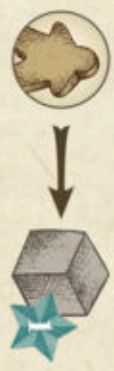
N.K. FAIRBANK & CO.

— *Est. 1875* —

The large meatpacking industry in Chicago brought a lot of opportunity for companies to capitalize on waste products. One of the most notable of these came from soap-makers Nathaniel K. Fairbank and John Peck who formed Fairbank, Peck & Co which when purchased by American Cotton Oil in 1875 was renamed N.K. Fairbank & Co. The company grew rapidly, selling over \$5 million dollars (almost \$130 million dollars when adjusted for inflation in 2017) of soap each year, eventually growing to have offices in Missouri, Nebraska, Germany, the U.K. and Canada. One of their products – “Fairy Soap” – is still popular throughout Europe today.



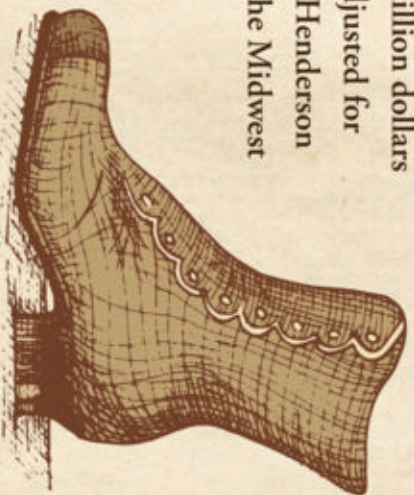
C. M. Henderson's & Co.



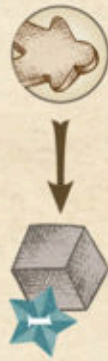
C. M. Henderson's & Co.

Est. 1859

From the year 1859 when it was founded, until the early 1890s Henderson & Co. grew from 150 employees to owning three separate factories within Chicago. During this time they employed nearly 1,000 people and produced \$3 million dollars worth of sales per year (approx. \$83 Million in 2017 adjusted for inflation). During the late 1800s and early 1900s C.M Henderson quickly became known as the “people’s shoemaker” in the Midwest and was especially known for producing high quality, comfortable shoes for school children. Because of the intense appeal of their products C.M Henderson survived the worst years of the great depression.



LIBBY, MCNEILL, & LIBBY



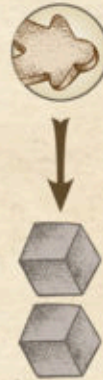
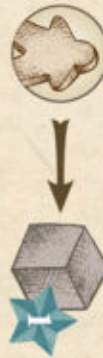
LIBBY, MCNEILL, & LIBBY

Est. 1868

Libby, McNeill, & Libby was created in 1868 by Archibald McNeill, Arthur Libby, and his brother Charles Libby. The company first started selling beef packed in brine solution. In 1875, it started canning its meat products in pyramid-shaped metal containers, which became very popular. By the 1880s the company was making millions of dollars and processing upwards of two-hundred thousand cattle each year at Chicago's Union Stockyard. From the end of 1880s and up to the early 1920s, Libby was controlled predominately by Swift & Co, another Chicago-based meatpacking giant and began to package fruits and vegetables as well. By the mid 1930s Libby, McNeill & Libby employed over nine-thousand people within the Chicago area.



Anglo-American Provision Co.



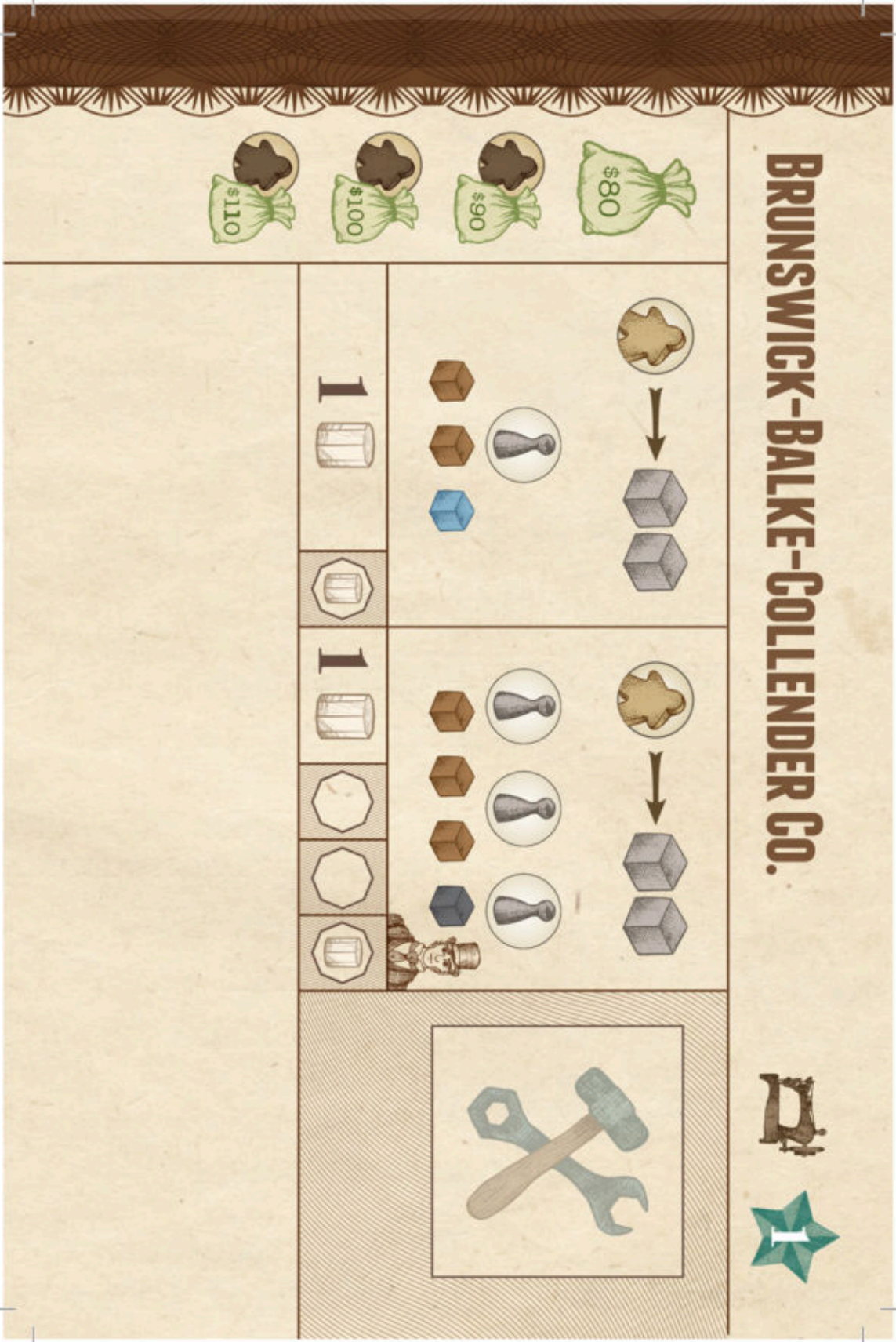
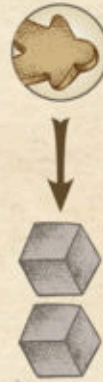
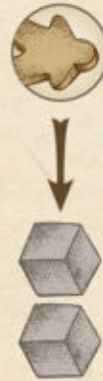
Anglo-American Provision Co.

Anglo-American Provision Co was founded by two Irish immigrant brothers. In 1875 it was the third-largest meatpacking company in Chicago. By the 1880s the company

employed around 1,800 people and made around \$8 million dollars in revenue (Just over \$20 million when adjusted for inflation in 2017). At the turn of the century Anglo-American Provision Co. merged into the National Packing Co, along with Swift, Armour, and other Chicago area meatpacking companies.



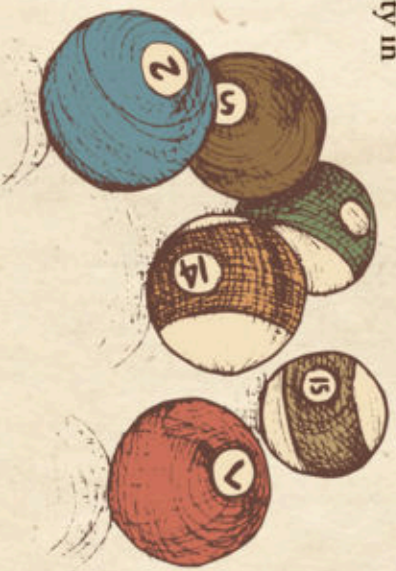
BRUNSWICK-BALKE-COLLENDER CO.



BRUNSWICK-BALKE-COLLENDER CO.

Est. 1874

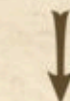
Between the years of 1874 and 1884, the Brunswick-Balke-Collender Co. formed as a merger of the Great Western Billiard Manufactory, The J.M. Brunswick & Brother company, and the H.W. Collender Company to create the world's leading manufacturer of Billiard tables. It operated a large production facility in Chicago and employed over 700 people at its production facility at Huron and Sedgwick Streets. In 1908 the company made Chicago its world headquarters. Today, it is known as the Brunswick Corporation and in 2016 it reported nearly \$4.5 billion dollars in revenue.



THE CRACKER JACK CO.



2



2



THE CRACKER JACK CO.

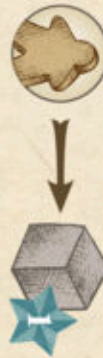
— *Est. 1896* —

This distinctive Chicago brand was started when F.W. Rueckheim and his brother Louis — both German immigrants — opened a small candy and popcorn shop in 1872. Twenty-four years later, they began selling caramel-coated popcorn under the “Cracker Jack” brand name. In 1908 Cracker Jack was immortalized in the American conscience by Jack Norworth’s iconic song: “Take Me Out to the Ball Game.”

In 1912, the company began inserting small toys into each package of popcorn and employed over around seven-hundred people at its factory. Finally, in 1922 — 50 years after its founding — F.W. Rueckheim & Bro. became the Cracker Jack Co.



Doggett, Bassett & Hills Co.



2



1

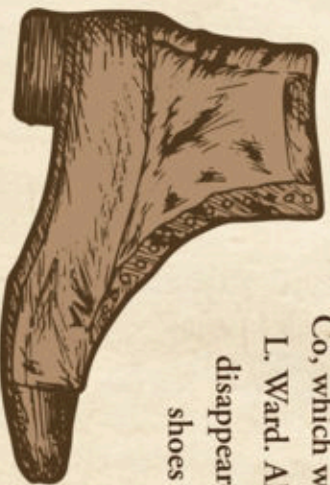


Doggett, Bassett & Hills Co.

— *Est. 1846* —

As the meatpacking industry in Chicago began to rapidly increase, so did the availability of animal hides. Realizing the high availability of leather, the shoe industry began to take root in Chicago. One of the first companies to capitalize on this was Doggett, Bassett & Hills

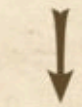
Co, which was started in 1846 by William E. Doggett and George L. Ward. Although this company eventually fell into decline and disappeared, in the 1880s they sold over \$1 million dollars of shoes each year – or if adjusted for inflation (2017) they sold over \$25 million dollars worth of shoes a year.



Elgin National Watch Co.



2



1



Elgin National Watch Co.

Est. 1863

Elgin National Watch Co. is one of the largest successes to come from Chicago during the turn of the century. A large part of that success was due to the large number of investors and capital

injected into the company during its inception. Among its several investors, were a popular Chicago area watchmaker (John C. Adams), and the former mayor of the city (Benjamin W. Raymond). In 1867 this company started producing watches at its first factory on National Street. Within 3 years, it was producing over 25,000 watches a year and employed nearly 500 people.

Four years later Elgin was producing about half a million watches a year and shortly thereafter became the largest single manufacturer of watches in the world. It then held that title for roughly 100 years while producing over 55 million watches in total. Today, Elgin is one of the most collectible brands of watches available.









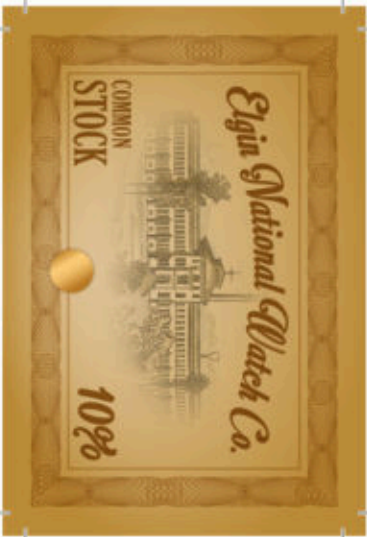










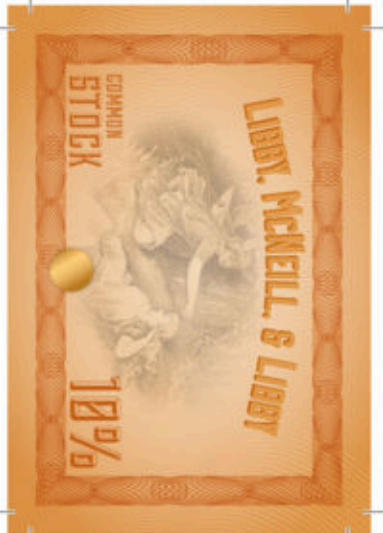


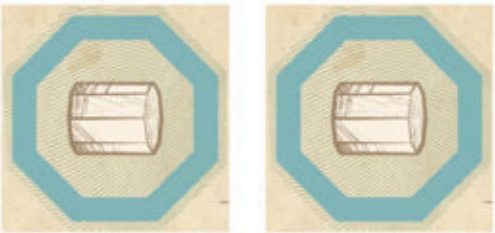


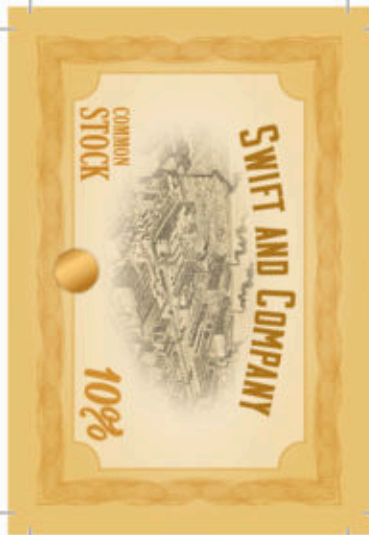
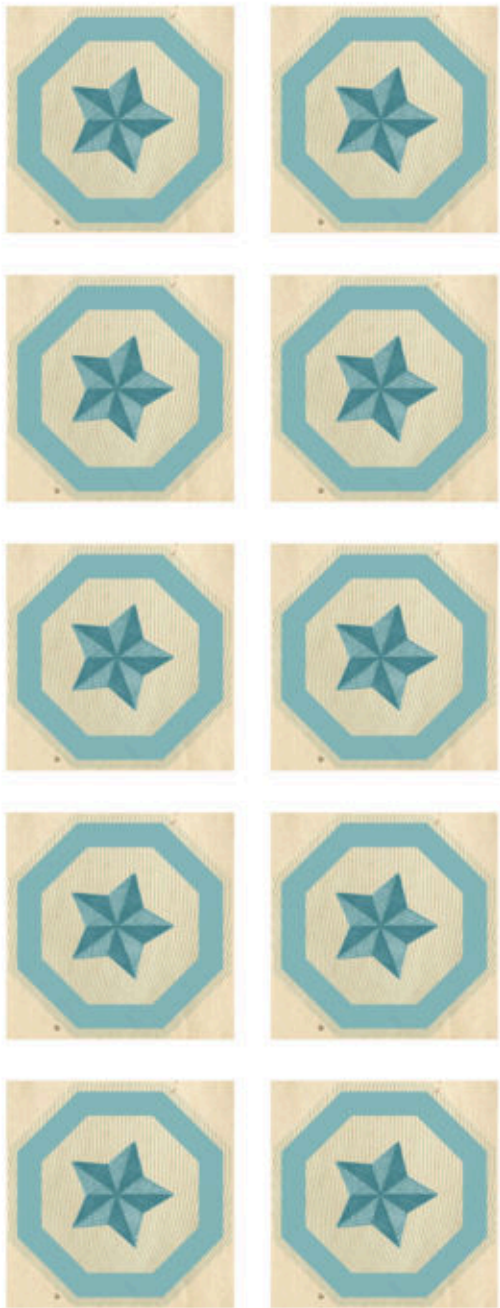












1

\$20

3

\$20

4

\$10

\$20

\$20

4

\$10

3

\$20

\$20

4

\$10

\$30

\$40

3

\$20

\$20

\$20

\$20

\$20

3

\$10

3

\$10

3

\$30

\$30

1

\$40

4

\$80

4

\$60

4

\$90

3

\$50

4

\$50

4

\$40

4

\$40

4

\$40

4

\$40

3

\$40

4

\$40

4

\$40

4

\$60

4

\$40

3

\$50

4

\$40

4

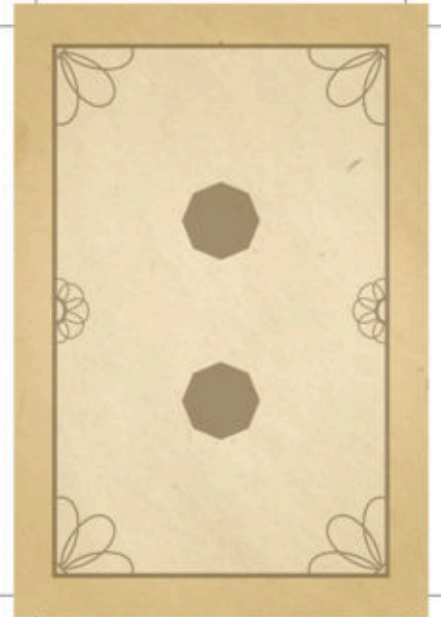
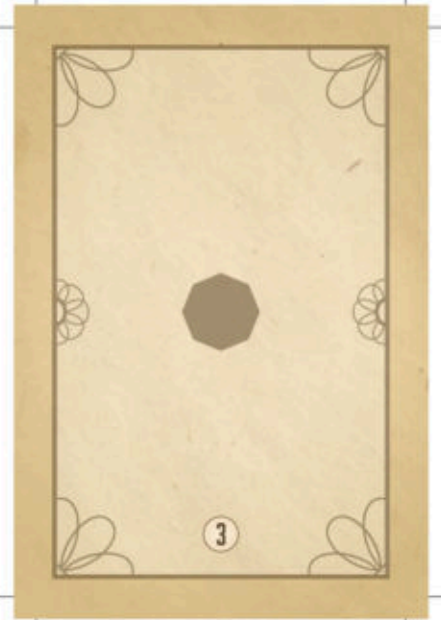
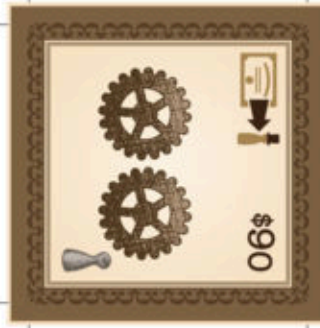
\$40

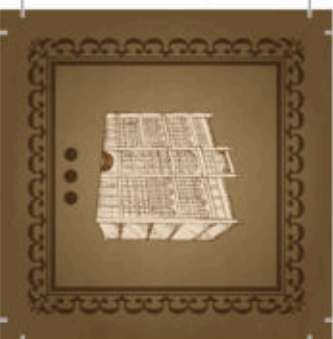
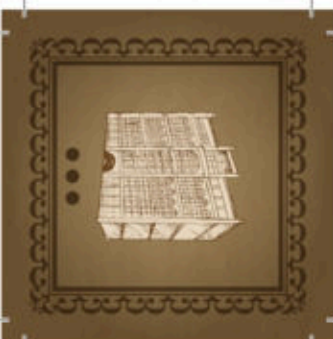
4

\$40

4

\$40





BRILLIANT MARKETING

EACH ROUND




WORKS-OP

EACH ROUND






PRICE PROTECTION





COLOR CATALOG

MICHIGAN LUMBER




\$10



AFTER PRODUCTION

BACKROOM DEALS




BRAND RECOGNITION

EACH ROUND




ABATTOIR

EACH ROUND




UNION STOCKYARDS




\$10



CATALOG EMPIRE




PENNSYLVANIA COAL




\$10





REFRIGERATION

EACH ROUND




MAIL ORDER CATALOG

CINCINNATI STEEL




\$10



FOUNDRY

EACH ROUND

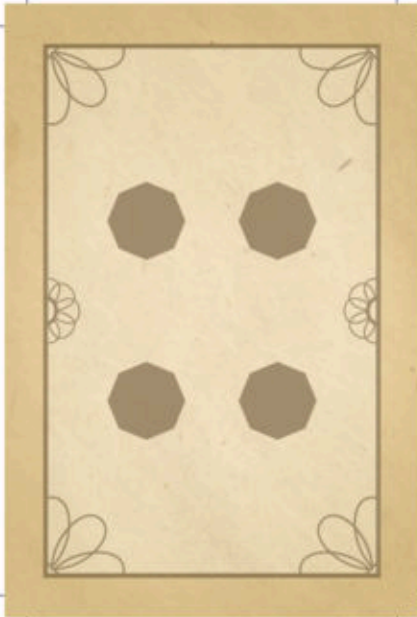
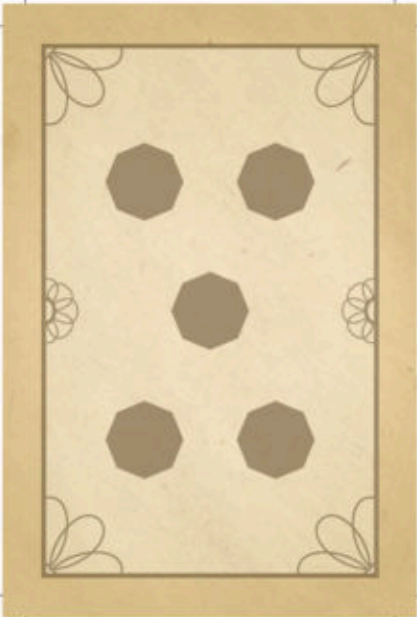
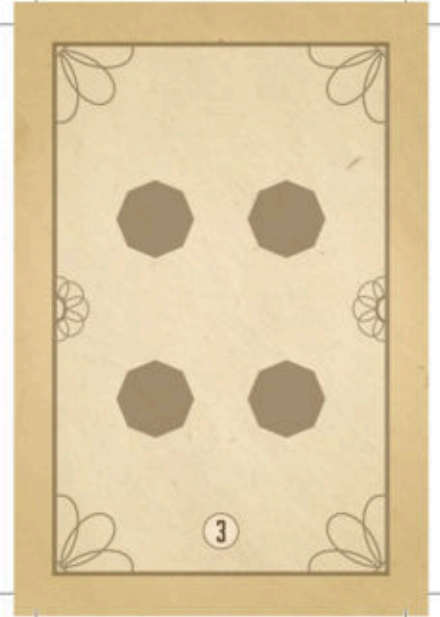
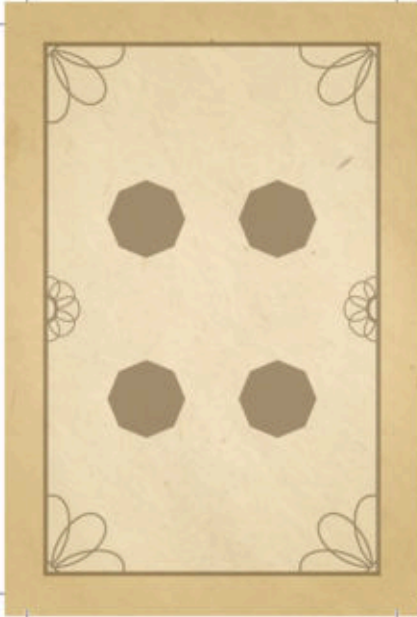
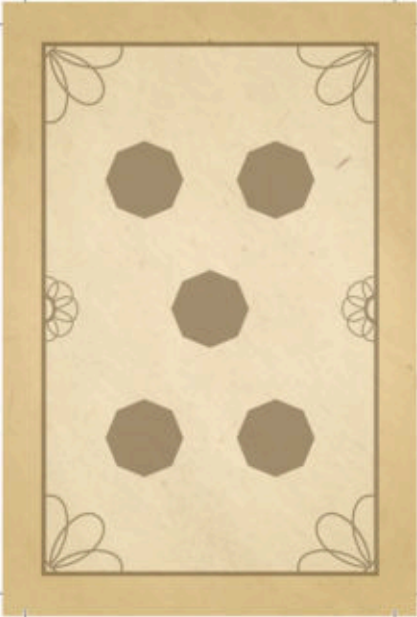
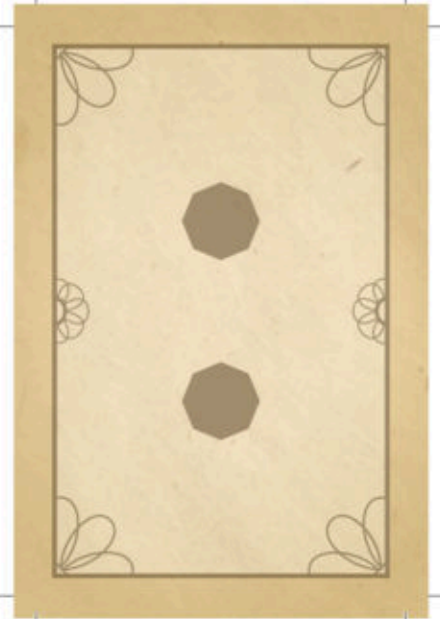
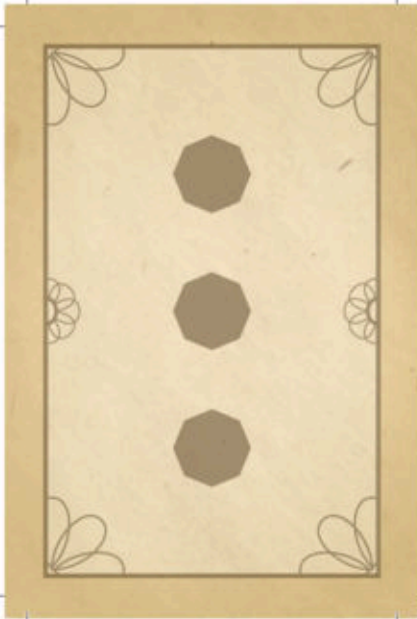
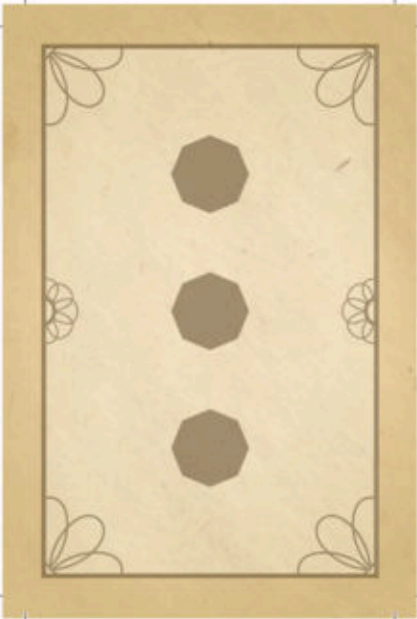



POPULAR PARTNERS

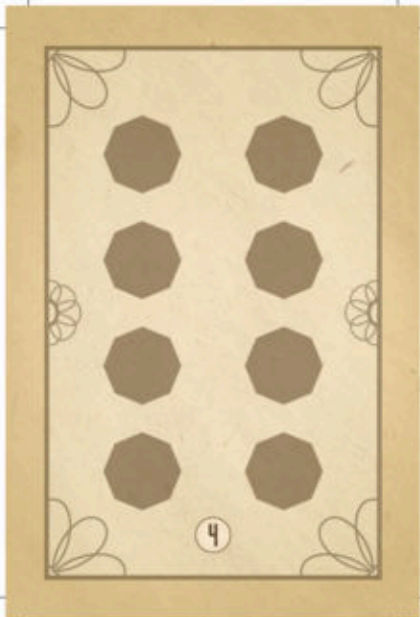
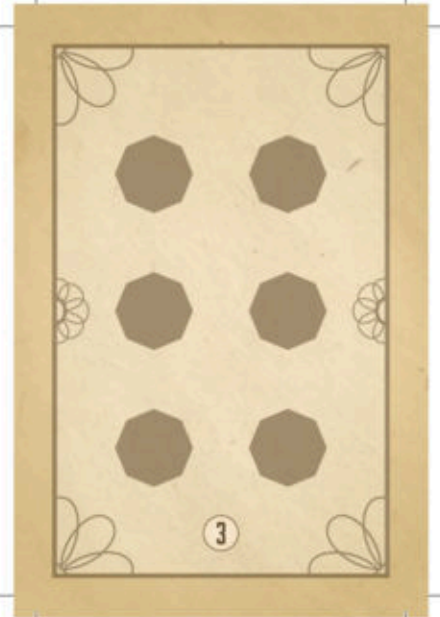
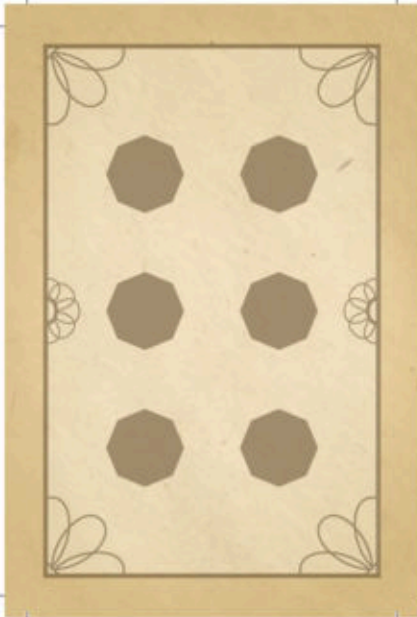
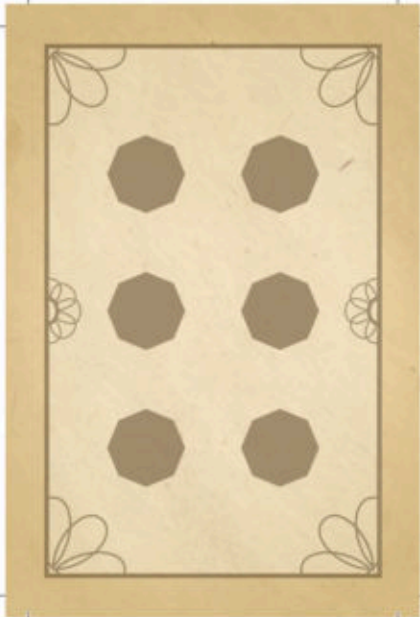
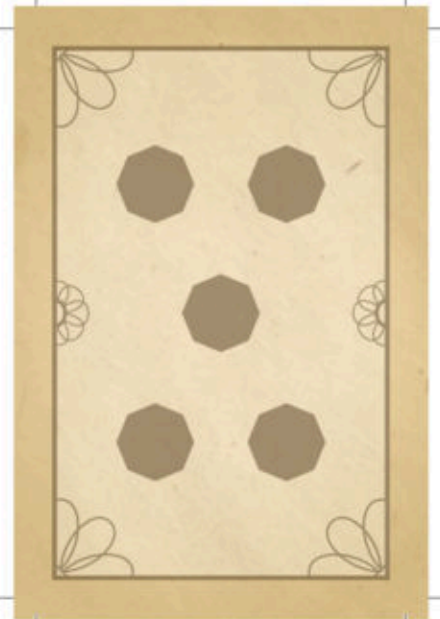
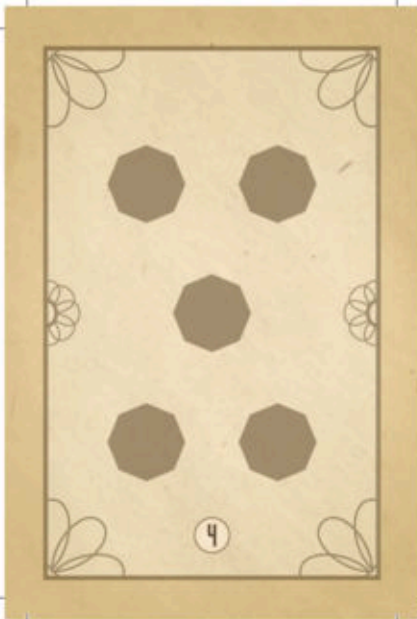
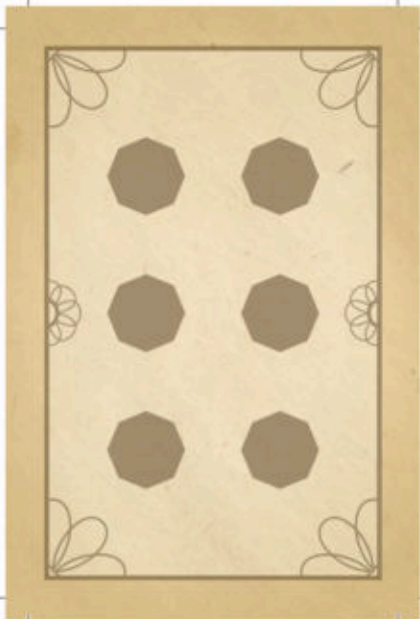
AFTER PRODUCTION













5



Bank Pool

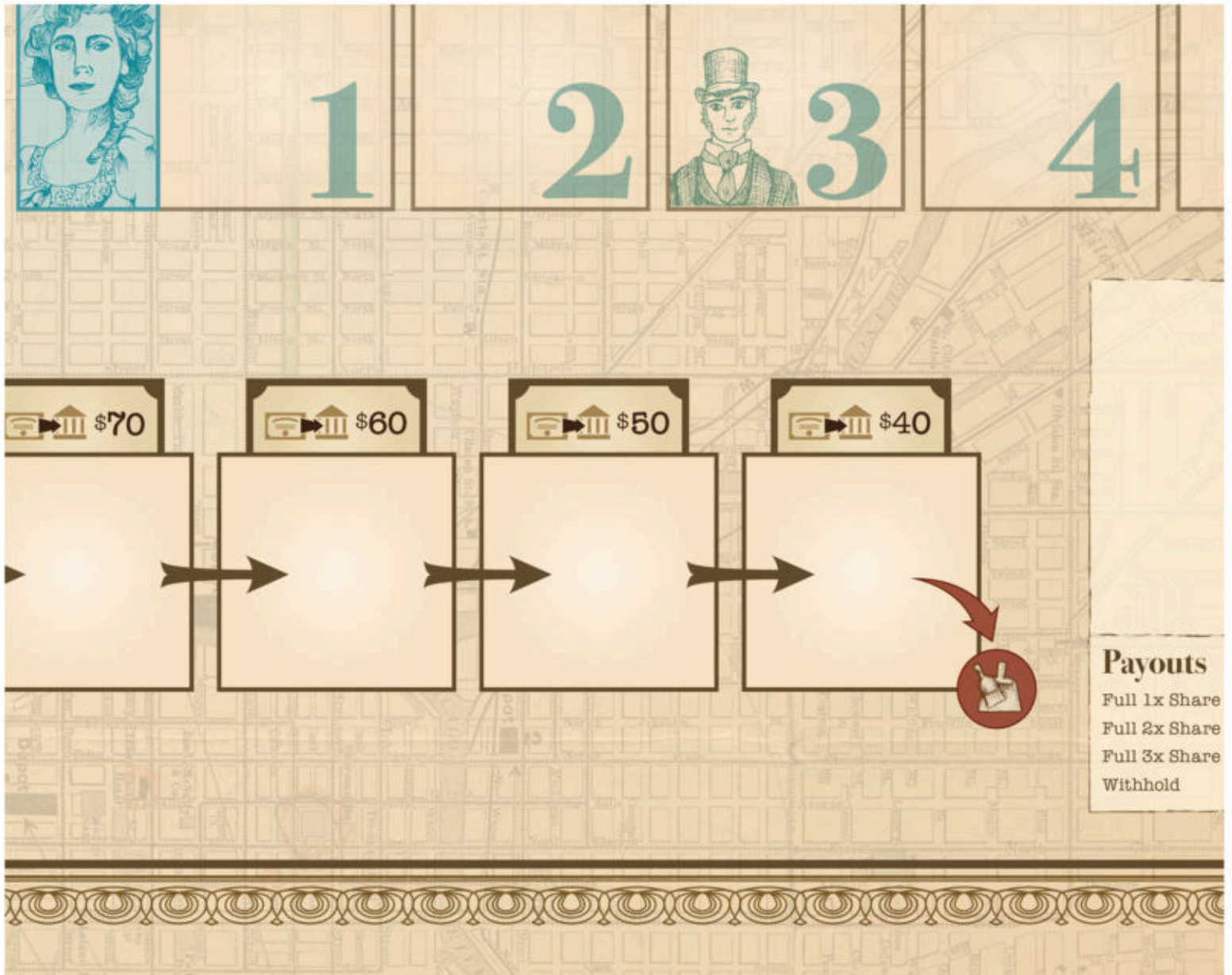
Players	Stock Max
2	10
3	12
4	14

Stock Round	
Price	Soldout
Price	Sold to Bank
Price	Shares in Bank Pool

\$190
\$220
\$250
\$280
\$320
\$360
\$400
\$450









2 Similar



Ar

Haymarket Squa



\$50



\$40



\$30



\$20



\$60



\$70









