

*Pedro A. Correia
Raymond Chandler III*



Solo mode

R U L E B O O K

GAME OBJECTIVE

In 1875, as Chicago rises from the ashes of the Great Fire, one prominent businessman sees its potential for greatness. With a visionary mind and substantial capital, he is ready to transform this burgeoning city into a powerhouse of industry.

As a leading entrepreneur focused on building and growing businesses amidst a recovering metropolis, his strategic decisions will shape Chicago's economic future. His success will determine if he becomes one of the wealthiest magnates of his time. The fate of the city lies in his hands—can he turn his vision into reality?

In the solo mode for *Chicago 1875: City of the Big Shoulders*, you can challenge yourself to collect as much money as possible. You will also be able to choose from various difficulty settings. There are two modes of play:

- A. **Standard** solo mode (see page 4), where you'll play a single session to earn the most money.
- B. **Campaign** mode (see page 11), where you will play three consecutive games, aiming to collect Legacy Points and outscore your Rivals.

You can also enhance these modes with two additional modules:

- 1. The **Investors** Module (see page 7), which will add more competition and opportunities to interact with external Companies.
- 2. The **Rivals** Module (see page 10), in which you'll challenge a specific Rival that will come with his very own set of abilities and behaviors.

CREDITS

Solo Game Designer

Pedro A. Correia

Illustration & Graphic Design

Rafaël Theunis

Playtesters

Rafaël Theunis, Arno Quispel, Drew Grant, Joseph E. Pilkus III, Raymond Chandler III

Editor

Rafaël Theunis

Proofreaders

Eric Selander, Kalman Perenyi, Nathaniel Roberts

COMPONENTS



1 Solo Board



10 Event Tiles
3× Level I
4× Level II
3× Level III



1 Player Aid

Components used in the Campaign Mode



1 Campaign Board



1 Difficulty Tile



1 Demand Building



11 Solo Goal Tiles



2 Cleanup Tiles

Components used in the Investors Module



1 Investors Board



10 Investor Tiles
3× Level I
4× Level II
3× Level III



1 Investors Solo Goal Tile



1 Investors Building

Components used in the Rivals Module



8 Rival Tiles



1 Block Tile

STANDARD SOLO MODE

SETUP

Set up the game like you would for 2 players, but with the following changes:

A. GAME BOARD

- 1 Instead of placing one of your Partners on the Initiative Track, place it on the \$220 spot of the Stock Track. This Partner **immediately unlocks** once the stock value of one of your Companies reaches \$220.
- 2 When placing the Demand tiles, remove all 6 level 1 Demand tiles from the game (marked with ●), and add ALL the level 4 Demand tiles (so **including the ones used in a 3- or 4-player game**) to the pool of Demand tiles. Then, set up the Demand tiles and the draw stack like normal. If you did this correctly, you should have 3 tiles remaining in the draw stack.
- 3 Add a Cleanup tile to the \$20 spot of the Supply Chain, and another one to the \$50 spot on the Capital Assets Track.
- 4 Place the Demand Building on the space that normally holds the Era I Building tile draw stack.
- 5 Set up the Building tiles stack as follows:
 - a. Shuffle together ALL the Buildings from Era I (●).
 - b. Draw 3 Buildings from the stack of Era I Buildings as you would normally.
 - c. From the remaining Era I Buildings, draw 1 at random and place it on a row of your choice (different from your chosen player color), face up. This is the row of **neutral** Buildings. Then, discard all leftover Era I Buildings.
 - d. Set up the Era II and III stacks as you would in a 2-player game. However:
 - Remove the following two Era III Buildings (●●●) from the game:



- Add the following two Era III Buildings (●●●) to the stack of Era III Buildings:



B. PLAYER SETUP


- 1 Place the **Solo board** in front of you, with the standard side facing up.
- 2 Shuffle the 11 **Solo Goal tiles**. Randomly draw 1 and place it on the "Mandatory Goal" slot. Then, randomly draw 2 more and choose 1 of them to place on the "Optional Goal" slot. Return all remaining Solo Goal tiles to the box.
- 3 Then, prepare the Event stack. Separate the **Event tiles** by their back (I, II, III) and shuffle each stack separately. Then, choose a difficulty level from the table below. Randomly draw 4 tiles as indicated in the applicable column and place them face down on the "Events" spot:

Easy	Normal	Hard
I	I	II
I	II	II
II	II	III
II	III	III



C. COMPANIES

- 1 First, Establish your Starting Company from any one of the four types: Meat Packing, Dry Goods, Shoes, or Food & Dairy.
- 2 Then, you must randomly choose one Company from each of the three remaining types that differ from your initial selection.
- 3 Finally, add two Companies chosen at random from the remaining pool. You should now have one Starting Company and five additional options available for "Establishing a Company," for a total of six Companies in each solo game.

Just as in the base game, we recommend you use the special Companies (marked with  in the bottom-right corner of their Charter) only after you are familiar with the game.

Example:



GAMEPLAY

The game plays according to the usual rules, but with the following changes:

0. EVENTS PHASE

This is a new phase, which precedes the normal Stock Phase. **Important: skip this phase in the first Decade of the game!** So, starting in 1885 and onward, **flip the topmost Event tile and apply all penalties and/or bonuses. In case of any ties, you choose which Company is affected.**

You can find a list of all the different Events on page 14.

1. STOCK PHASE

- You may "Establish a Company" only **once per Decade, beginning in 1885. You choose one from the ones made available during setup.**
- You cannot both buy and sell, or sell and buy, shares from the same Company within the same Decade.
- The Director's (30%) Stock Certificate cannot be sold or lost, and you may hold no more than 10 Stock Certificates in total.
- If you reach 60% ownership of a Company, that Company's stock value will increase by 1 at the end of each Stock Phase—unless the bank holds any shares of that Company, in which case no increase occurs.

2. BUILDING PHASE

- Draw two Buildings, then place one, discard one, and keep one.
- Next, draw two Buildings for the neutral player. Randomly discard one and place the other in the neutral row. This Building is now available for use. When you use any of the

neutral player's Buildings, the payment goes to the bank (the neutral player has no Personal Funds).

- Add Workers as indicated by the two placed Buildings (yours and the neutral one).

3. ACTION PHASE

- The Demand Building that is available allows you to perform the following action:



Pay \$50 from one of your Companies (your choice) and replace 1 filled Demand tile of any type (it does not have to match the Goods type of the Company you choose to pay with).

4. OPERATING PHASE

- The "Emergency Fundraising" action is available in the solo game.
- When using the Advanced Supply Chain, refill it after **all** Companies have operated, rather than after each individual Company.

5. CLEANUP PHASE

- Demand tiles are not removed during the game. Unless you use the Demand Building, Goods remain on these tiles until the end of the game.
- Renew the 2 rightmost spaces on the Supply Chain and the Capital Assets Track (where the Cleanup tiles are present).
- Discard the face-up Event tile (if any).

END OF THE GAME AND SCORING

Your final score is calculated as usual. The only difference is how the Goals are scored:

If you fail the mandatory Goal, you **lose half of your Personal Funds (before** adding awards from the Goals). If you fail the optional Goal, there is no penalty. For each Solo Goal achieved, you receive \$500 in your Personal Funds. *You will find a list of all Solo Goals on Page 16.*

Then, you can compare all the money you earned during your game according to the table on the Solo board:

≥ \$5000	→	Even Marshall Field himself would tip his hat! You're a true Chicago icon.
\$4000 - \$4999	→	A sharp mind and a steely resolve! Friends and rivals tip their hats to you.
\$3000 - \$3999	→	You've got the spark of a true entrepreneur. Keep building!
\$2000 - \$2999	→	Not bad, but you're no Potter Palmer! Keep hustling.
< \$2000	→	Close, but no cigar. Back to the drawing board, friend!



If

INVESTORS MODULE

The Investors Module is designed to introduce more competition and create opportunities for players to engage with external Companies.

SETUP

Set up the game like you would for a standard solo game, but with the following changes:

- 1 Place the new Investors Building on top of the "Advertising & Start player" Building.
- 2 Add the Investors Solo Goal tile to the pool of Solo Goal tiles.
- 3 Take both markers from every unused Company and place them on the Solo board to mark the Investor Companies.
- 4 Place the Investors board next to the Solo board.
- 5 Set up the Investor tile stack as follows: Shuffle separate stacks face down by level (I, II, III). In the designated space on the Investors board, place 2 random level III tiles face up. On top of those, place 2 random level II tiles and then 1 random level I tile, all face up.



INVESTOR TILES

The module introduces a new element: Investor tiles. Here's a breakdown of these tiles and their iconography:

Level I



Level I tiles indicate at which stock value the Investors' Starting Company starts.

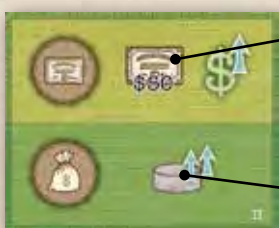


Establish an Investor Company. Choose one of the unused Companies and take its two Company markers. Place one marker on the Stock Track at the starting value as indicated on this tile, and the other one on the Dividends Track, on the "\$" spot. The latter is called a "Dividend marker."



This Decade, you do NOT start an Investor Company.

Level II & III



The upper part indicates what happens at the beginning of the Stock Phase.

The lower part will trigger effects at the end of the Operating Phase.



Each Investor Company (including any newly added Company) advances its Dividend marker by one step.



Each Investor Company (including any newly added Company) moves its Dividend marker down by one step.





Increase the stock value of the Investor Companies by the indicated number of steps (1,2, or 3).

GAMEPLAY

This module plays according to the usual rules, but with the following changes:

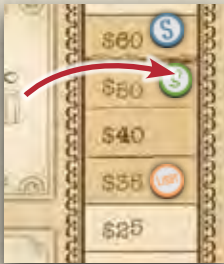
I. STOCK PHASE

- Start the Stock Phase by looking at the topmost Investor tile. If it shows a  icon, establish an Investor Company per the instructions on page 7. If it shows a  icon, no new Investor Company is established. Then, raise or lower the Dividend markers of ALL the Investor Companies according to the icon marked on the current Investor tile.
- You can own a **maximum of 20%** in each Investor Company (either 2 Common Certificates or 1 Preferred Certificate).
- If you sell an Investor Company's stock, apply the normal devaluation.



Example: the Investor tile indicates that you have to start a new Investor Company. You choose Spalding, and place one Spalding Company marker on the "\$50" spot of the Stock Track, and one on the "\$" spot of the Dividends Track.

Then, you raise EACH Dividend marker up the track one spot, as indicated on the tile.



3. ACTION PHASE

- The Investors Building allows you to perform the following action:



You may either advance one Investor Company's Dividend marker by two steps or advance two Investor Companies' Dividend markers by one step each on the Dividends Track.



4. OPERATING PHASE

- After you operate all your Companies, **the Investor Companies will Pay Dividends.** One Company at a time, pay the dividends according to their Dividend marker's position on the Dividends Track, and apply any extra effects (see next column).
- Then, increase the stock value of the Investor Companies by the number of steps (1, 2, or 3) indicated on the Investor tile.
- Note:** If an Investor Company's stock is below the \$60 mark, its stock value can only increase by a maximum of 2 steps (per the usual rules).
- Important:** If an Investor Company's Dividend marker is on the "Withhold" space, you do NOT increase its Stock Value marker by the number indicated on the Investor tile (this is indicated, as a reminder, to the left of the "Withhold" space).



- Receive triple the stock value multiplied by the percentage of the Company's shares you own.
 - Increase the stock value of the Company.
 - Reset the Dividend marker to the "\$" spot.
- Receive double the stock value multiplied by the percentage of the Company's shares you own.
- Receive the stock value multiplied by the percentage of the Company's shares you own.
- You don't receive any dividends.
 - Decrease the stock value of the Company.
 - Reset the Dividend marker to the "\$" spot.



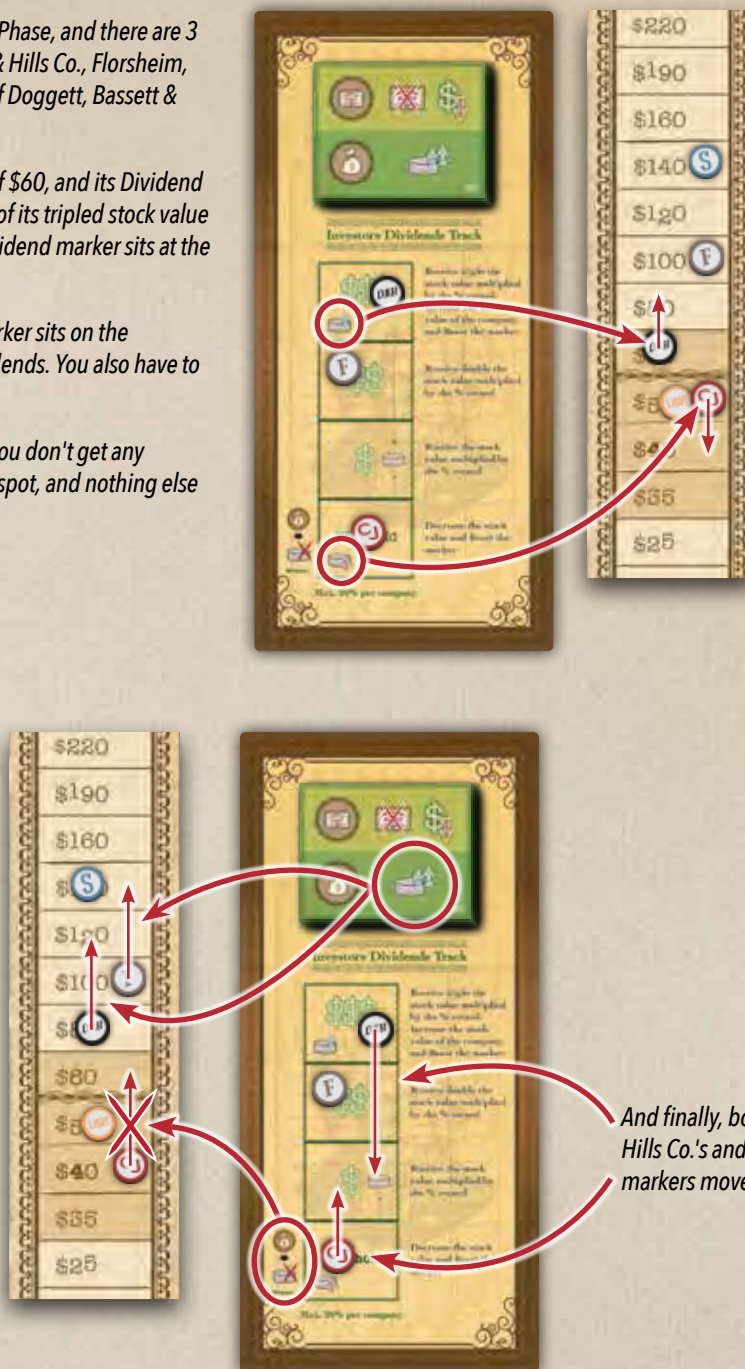
Example: It's the year 1905. It's the Operating Phase, and there are 3 Investor Companies in play: Doggett, Bassett & Hills Co., Florsheim, and Cracker Jack. You own 10% of the shares of Doggett, Bassett & Hills Co. and 20% of Cracker Jack.

Doggett, Bassett & Hills Co. has a stock value of \$60, and its Dividend marker sits at the "\$\$\$" spot. You receive 10% of its tripled stock value (\$180), which amounts to \$18. Because its Dividend marker sits at the "\$\$\$" spot, its stock value increases to \$80.

Next up is Cracker Jack. Sadly, its Dividend marker sits on the "Withhold" spot, so you don't receive any dividends. You also have to decrease its stock value down to \$40.

Since you don't own any shares of Florsheim, you don't get any dividends. Its Dividend marker sits at the "\$\$" spot, and nothing else happens.

Then, you increase ALL the Investor Companies' Stock Value markers, EXCEPT for Cracker Jack since its Dividend marker is in the "Withhold" space. In this case, only Doggett, Bassett & Hills Co.'s and Florsheim's Stock Value markers move up two spaces.



5. CLEANUP PHASE

- Remove the topmost Investor tile from the Investors board.



RIVALS MODULE

The Rivals Module is designed to spice up your solo game of Chicago 1875. You will select one of eight rivals that are each based on key historical figures that helped shaped the industrial revolution in Chicago.

SETUP

Set up the game like you would for a standard solo game, but with the following changes:

- 1 Use the "Rivals" side of the Solo board.
- 2 Take the 8 Rivals tiles and choose one, or select one at random. Place it in its designated space at the bottom of the board.
- 3 Select a difficulty (Easy, Normal, or Hard) and place a Goods token on the chosen difficulty space as a reminder of the amount of money you need to collect to win against your Rival.
- 4 Some Rivals (Nathaniel Fairbank and Adolphus Green) will require you to cover up some sections of the game board. If you selected either one of these Rivals, place the Block tile as explained on pages 14 and 15).



RIVAL TILES

This module introduces a new element: Rival tiles. Here's a breakdown of these tiles:

This indicates the **Legacy Points** this Rival will score when playing the Campaign mode.



The upper section describes the **Rival's actions** for each game phase. These effects are always applied before you begin playing the different game phases.

The lower section specifies the **general condition** for the solo game, applied as needed during various phases of each round or even throughout the entire game, depending on the situation.

GAMEPLAY

When playing against a Rival, apply all applicable effects shown on the Rival's tile at the start of each game phase. Additionally, each Rival has a unique general condition, reflecting their historical background (detailed on the tile's reverse), which applies throughout the game. Otherwise, all standard solo rules apply. At the game's end, you win if you have more money than the amount set by the starting token; if not, you lose and may try again.

You can find a list of all the Rivals' general conditions and actions on pages 14–16.

CAMPAIGN MODE

Embark on the most ambitious solo project yet: the Campaign mode. In this mode of play, you will have to play three successive solo missions, trying to leave a greater legacy than that of your rivals, all the while trying to collect more and more money as the campaign progresses.

SETUP

Set up the game like you would for a standard solo game, but with the following changes:

- 1 Use the Campaign board instead of the normal Solo board. If you decide to combine this with the Rivals module, use the "Rivals" side of the Campaign board.
- 2 If you play with the Rivals module, shuffle the Rivals deck. Place 1 face-up Rival on Row 1 and 1 face-down Rival on each of Rows 2 and 3.
- 3 Shuffle the 11 Solo Goal tiles (12 if using the Investors module) and place 3 face up on Row 1, and 3 face down on each of Rows 2 and 3.
- 4 Place 1 Goods and 1 Automation token on the "0" space of the Legacy Track at the bottom of the Campaign board. The white token is considered your Legacy marker, the black one is your Rivals' Legacy marker.
- 5 Select a difficulty level for your campaign: Easy (green), Normal (yellow), or Hard (red). If you decide to play on Easy or Hard, cover up the Normal difficulty chart with the difficulty tile, and flip it to its appropriate side: green for Easy (with the lower \$ values), or red for Hard (with the higher \$ values).

Standard Campaign side



Rivals Campaign side



GAMEPLAY

In this Campaign mode, your objective is to leave the greatest entrepreneurial legacy. You must play through three solo sessions, represented by the three rows on the Campaign board, starting with Row 1 and progressing through Row 3. After each session, you will move your white Legacy marker along the Legacy Track to show your progress. In each session, you'll face a Rival—either a fixed opponent on the Standard Campaign board, or a historical Rival on the Rivals Campaign board—who advances their black Legacy marker on the track. To win the whole campaign, you **must score more Legacy Points than your Rivals**. To advance on the Legacy Track, you will have to **achieve as many Solo Goals as you can** and **accumulate a certain amount of money** by the end of each session. This amount increases progressively as you advance through the campaign.

END OF A SESSION AND RESETTNG THE BOARD

At the end of each session, perform the following 4 steps:

- 1. Increase or decrease your Legacy marker depending on your achievements.
 - **Personal Funds:** check if you managed to gain at least as much money as indicated on the difficulty chart:

Difficulty level	Session 1	Session 2	Session 3
Easy	\$3500	\$4000	\$4500
Normal	\$4000	\$4500	\$5000
Hard	\$4500	\$5000	\$5500

If you managed to reach the indicated amount of money, or more, you advance your Legacy marker 1 step on the Legacy Track. If you failed to do so, lower your Legacy marker by 1 step.

- **Solo Goals:** For every Solo Goal you achieved, advance your Legacy marker by 1 step on the Legacy Track. If you managed to achieve all 3 Goals, advance your marker 1 extra step. If you didn't achieve the leftmost Solo Goal, lower your Legacy marker by 2 steps.
- 2. Increase your Rivals' Legacy marker by the number of steps indicated on the board (or Rival tile*).
 - 3. Then, at the end of the **1st and 2nd** session, you receive a **different** bonus from the bonus table for **each** of your fulfilled Solo Goals. These bonuses are used for your next session:

Receive an extra \$50 cash in your Personal Funds for the next session.

2 Workers for your Starting Company



1 Manager for your Starting Company

1 Salesperson for your Starting Company

2 Extra resources from Haymarket Square for your Starting Company

- 4. Finally, remove the Solo Goals (and Rival*) from the current row, and flip the next row of Solo Goals (and Rival*) face up and set up the next solo session per the Campaign rules.

END OF THE CAMPAIGN

At the end of the third session, compare the position of your Legacy marker with that of your Rivals. You win the campaign if your marker ended up in a higher position than that of your Rivals.



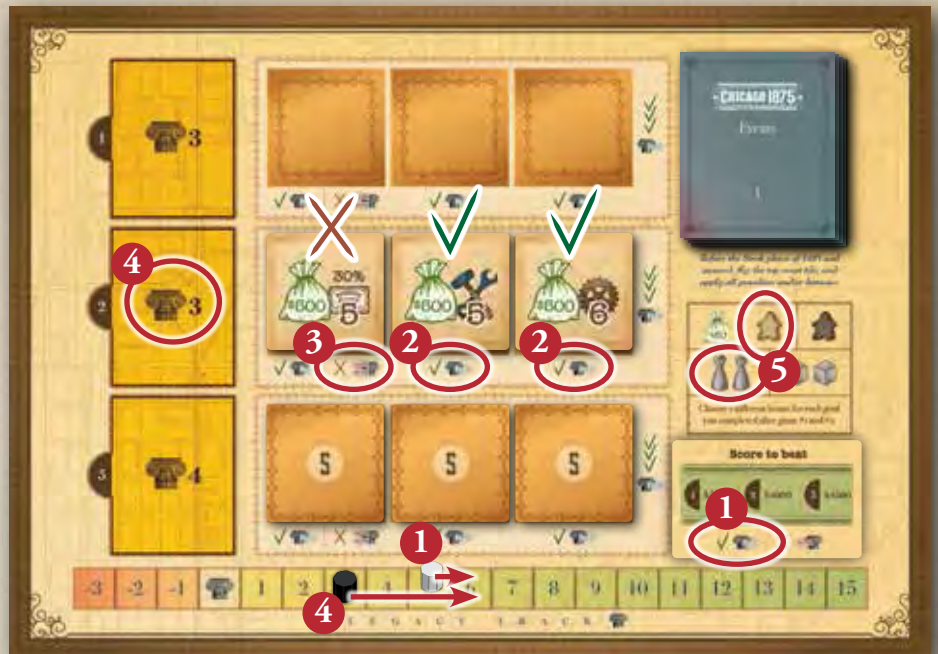
**Applicable if you play with the Rivals module*

Example: It's the end of the second session. After calculating all the money you've earned, you end up with \$4,050 in your Personal Funds, which is just enough to earn a Legacy point (you needed to earn at least \$4,000 for this) **1**.

Next, you check your Solo Goals and manage to achieve the second and the third one. This earns you 2 Legacy points **2**, but ... you failed to achieve the first Solo Goal, which makes you lose 2 Legacy points **3**. This sadly means you do not get a single Legacy point from your Solo Goals.

Next, you advance your Rivals' Legacy marker by 3 steps, as indicated in the second row **4**.

Since you achieved 2 Solo Goals, you can choose 2 different end-of-session bonuses. You decide to take 1 Salesperson and 2 Workers for your new Starting Company **5**.



Finally, as you prepare yourself for the next session, you remove the 3 Solo Goals from the second row **6**, and flip the next row of Solo Goals face up **7**.

The third and final session is now ready to play. You are tied with your Rivals on the Legacy Track and know they will score 4 Legacy Points at the end of the third session, which means that to win the Campaign, you will need to achieve ALL Solo Goals and end up with \$4,500 or more in your Personal Funds. If you do, you'll earn 5 Legacy Points, beating your Rivals!



At the end of the third session, you sadly fail to end the game with enough money to advance on the Legacy Track: you end the game with \$4,350 but need \$4,500 to earn a Legacy point. You move your Legacy marker back one step on the Legacy Track **8**.

You did manage to achieve all your Solo Goals, and now advance 4 steps on the Legacy Track **9**.

Your Rivals now advance 4 steps on the Legacy Track **10**, beating you at the very end. Goshdarnit! But all the more reason to hone your skills and try again.






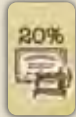






APPENDIX

General rule: Whenever a tile or effect instructs you to target "the most," "the cheapest," or "the least" of something, and multiple Companies or game elements qualify, you get to choose which Company or element is affected by the tile's effect.



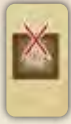


EVENTS

	Bonus! Add \$20 to your Personal Funds.		Malfunction! Remove 1 Automation token from your Company with the biggest Automation force.
	Crisis! Reduce your highest Stock Value marker by 1.		Marketing! Increase your highest Stock Value marker by 1.
	Debt! Give 10% or 20% of the shares from your highest-valued Company to the bank. Remove the Stock Certificates from the Company's Treasury. The Company does not receive any money from this sale—the shares are sold at \$0.		Renewal! Reset Haymarket Square so that it contains 2 of each resource, just like during setup.
			Strike! Remove 1 Worker from your Company with the largest workforce.
	Labor! During this Decade, all Workers cost \$30.		Takeover! Remove 1 Capital Asset from your highest-valued Company.

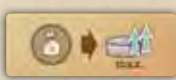




RIVALS

Henry Parsons Crowell		Nathaniel Kellogg Fairbank	
	End of the Game: you must donate 20% of your Personal Funds (before resolving Solo Goals) to the Crowell Fund.		Permanent effect: The \$10 space of the Supply Chain is unavailable (or both \$10 columns if you're playing with the Advanced Supply Chain). Place the Block tile over the space.
	Stock Phase: Crowell buys the Preferred (20%) Stock Certificate of each Company you own.		Stock Phase: Fairbank buys the Preferred (20%) Stock Certificate of each Dry Goods Company you own.
	Building Phase: Nothing happens.		Building Phase: You must pay \$20 to the bank.
	Action Phase: Place a neutral Partner on the cheapest Building tile on the board.		Action Phase: Place a neutral Partner on both the cheapest and the most expensive Building tiles on the board.
	Operating Phase: All Food and Dairy Goods you sell are sold at a +\$10 value.		Operating Phase: Remove one of each resource type from the Supply Chain, always selecting the cheapest option.






Marshall Field

	Permanent effect: The "Strike!" Event does not occur.
	Stock Phase: Field buys one Common (10%) Stock Certificate of each Company you own, with a cap of 30% per Company.
	Building Phase: You play without a row of neutral Buildings; you still draw 2 Buildings and choose 1, adding Workers as indicated to the Job Market, but then discard both.
	Action Phase: Remove 1 Worker from the Job Market.
	Operating Phase: If you sell 5 or more Dry Goods within a Decade, you gain a \$50 bonus.






Oscar Ferdinand Mayer

	Permanent effect: Stock value increases are capped at +2, even if a sale would otherwise provide a +3 boost.
	Stock Phase: Increase the Stock Value marker of your lowest-valued Meat Packing Company by 1.
	Building Phase: You play without a row of neutral Buildings; you still draw 2 Buildings and choose 1, adding Workers as indicated to the Job Market, but then discard both.
	Action Phase: Remove 2 Workers from the Job Market.
	Operating Phase: Remove the 3 cheapest Livestock (pink) cubes from the Supply Chain.

Adolphus Williamson Green

	Permanent effect: The \$40 slot for Capital Assets is unavailable. Place the Block tile over the space.
	Stock Phase: Green buys one Common (10%) Stock Certificate of each Company you own, with a cap of 10% per Company.
	Building Phase: Neutral Buildings always "merge"; only the most recently placed Building is available.
	Action Phase: All Workers cost an additional \$10 above their current rate.
	Operating Phase: Increase the Stock Value marker of your lowest-valued Food and Dairy Company by 1.

George Pullman

	Permanent effect: All Capital Assets have a \$20 base discount.
	Stock Phase: Increase your lowest Stock Value marker by 1.
	Building Phase: Only half (rounded up) of the available Workers enter the Job Market.
	Action Phase: You receive only half (rounded up) of the cost for the use of each of your Buildings.
	Operating Phase: Remove the 2 cheapest resources from the Supply Chain.

Gustavus Franklin Swift	
	Permanent effect: All Meat Packing Companies produce +1 Good per active Factory.
	Stock Phase: Reduce your highest Stock Value marker by 1.
	Building Phase: Nothing happens.
	Action Phase: The cheapest Capital Asset is removed, then replaced per the usual procedure.
	Operating Phase: Place 3 Goods on Meat Packing Demand tiles. Begin filling them from the leftmost unfilled tile.

Aaron Montgomery Ward	
	After Setup: Remove all the Demand tiles from the leftmost column and return them to the box. For the rest of the game, the \$50 bonus column is unavailable against this Rival.
	Stock Phase: Reduce your highest Stock Value marker by 1.
	Building Phase: You create 2 rows of neutral Buildings on the game board during setup. During each Building Phase, place 1 Building into each row, but only the upper neutral row adds Workers to the Job Market.
	Action Phase: Place a neutral Partner on the most expensive Building tile on the board.
	Operating Phase: All Companies pay \$10 to the bank before the Operating Phase starts (if able).

SOLO GOALS

	You earn \$500 if you end the game with at least 4 Managers across your Companies.
	You earn \$500 if you end the game with at least 4 Salespeople across your Companies.
	You earn \$500 if you've bought at least 5 Capital Assets (including those discarded).
	You earn \$500 if you end the game with at least 10 Workers employed in your Companies.
	You earn \$500 if you end the game with at least 6 Automation tokens in place.
	You earn \$500 if at least one of your Companies has at least 16 Appeal at the end of the game.

	You earn \$500 if you end the game with at least \$800 in your Personal Funds.
	You earn \$500 if you end the game with all 6 Partners unlocked.
	You earn \$500 if, by the end of the game, at least 9 Demand tiles are filled with Goods.
	You earn \$500 if you end the game with at least 30% ownership in 5 Companies.
	You earn \$500 if you end the game with at least 1 Company with a stock value of at least \$320.
	Investors module only: You earn \$500 if you end the game with at least 40% ownership in 3 of your own Companies and with at least 20% ownership in all Investor Companies.