

HELMUT OHLEY

FIRST CLASS



In "First Class", players are ambitious railroad company founders and direct competitors of Georges Nagelmackers, the founder and initiator of the famed "Orient Express".

Each player tries to gain as many well-paying passengers as possible for a prestigious ride. At the same time, they try to score points by providing most comfortable train cars.

In addition, the game presents players with several possibilities, and many ways to achieve victory. Simply trying these various possibilities and building a nice train is a viable option. Ultimately, players want to offer their passengers the best way to travel in the Orient.

But beware, as there are not only honorable people riding the "Orient Express". Every now and then a less-than-honorable passenger may be lurking...



GAME COMPONENTS AND SETUP

COMPONENTS

Base Game Components (needed in each game):

- 94 Train Car cards (50x 0/1, 24x 2/4, 20x 7/12)
- 16 Mail Car cards (4 each in 4 player colors)
- 72 Base Game cards (24 each in 3 colored stacks)
- 21 End of Game cards
- 12 Conductors (3 figures each in 4 player colors)
- 4 Locomotives (1 figure each in 4 player colors)
- 24 Wooden cubes (6 each in 4 player colors)
- 48 Coins
- 8 Locomotive tiles
- 1 Constantinople tile
- 4 Player boards
- 1 Scoring track
- 1 Start Player tile
- 1 Start Player figure

Components for the 5 Modules (A–E):

- 120 Module cards (24 each in 5 3-colored stacks)
- 4 “Murderer” cards (only in **Module C**) 
- 26 Evidence tokens (only in **Module C**) 

When playing “First Class”, you will always use the **Base Game** components, along with the components of 2 **Modules** (A – E). We strongly encourage you to use **Modules A and B** when any of the players are playing the game for the first time.

First Game:

- **Module A: The Contracts**
(see **Rules Supplement** pg. 1)
- **Module B: Celebrities and Postcards**
(see **Rules Supplement** pgs. 2 and 3)

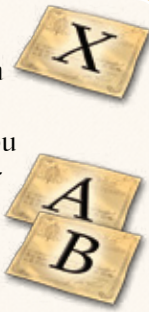
You will not need the components of the other Modules for this game.

The setup and gameplay is the same for any number of players.

10. Now take the stack of green “1” **Action cards** and lay out 18 of them in the center of the table, in 3 rows of 6 cards each. This is the **Display** for the first round. Then place the **Start Player tile** to the left of the first Action card in the first row.

After setting up the **Player Boards** (as described on page 4), you are ready to begin the game.

1. First, take all the **Base Game cards**. These are marked with an “X” on the ticket shown on both sides of the card, and will always be used in each game. In addition, take the cards from the 2 **Modules** that you have chosen to use. Modules are identified by the letter (“A” through “E”) on the ticket shown on both sides of the card. Each of these card sets (Base Game and Modules) are further divided into 3 subsets by color and number: Green/1, Blue/2, and Red/3.



9. Shuffle the **End of Game cards** face down. The player to the right of the start player draws into his hand a number of cards equal to the player count +1. He then chooses 1 of them and passes the remaining cards to the player **to his right**, and so on, until each player has 1 card. Players place their card face down in front of them. The remaining card is shuffled back into the stack. Next, draw 4 more of the cards and lay them face up under the Action card display (see Step 10). Place the rest of the stack face down. End of Game cards can earn players additional points during the final scoring. More information can be found on pages 9, 10 and 15.

2. Shuffle all cards (Base Game and Modules) of **each color separately** so that you have 3 stacks of 40 cards, 1 of each color.

Place the 3 stacks on the table within easy reach of all players. These stacks are referred to as the **Action cards**.



3. Train Car cards



5. Locomotive tiles and Constantinople tile

3. Place the **Train Car cards** on the table within easy reach of all players. Sort these cards into 6 stacks, by ascending values from left to right: 0, 1, 2, 4, 7 and 12. Each stack shows a different car/value.

Please note: The Train Car cards are all double-sided, with 1-point Cars on the back of the 0-point Cars, 4-point Cars on the back of 2-point Cars and 12-point Cars on the back of 7-point Cars. When setting up the stacks, you can simply divide each of the 3 unique card types into 2 stacks in order to display all 6 values. Each card can be used for either side as needed and can be taken from or replaced on either appropriate stack.

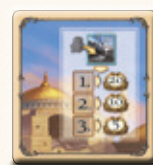
4. Place the **Coins** on the table in a general supply accessible to all players.



5. Sort the **Locomotive tiles** into a stack with the 5-point tile at the top and the 15-point tile at the bottom: 15, 14, 13, 12, 8, 7, 6 and 5. Place the stack on the table. Then place the **Constantinople tile** next to the stack.



Locomotive tiles



Constantinople tile

6. Each **player** chooses a color and takes the following components:

- 1 Player board
- 1 Coin
- 3 Conductors
- 1 Locomotive
- 6 Wooden cubes
- 4 Mail Car cards
- 2 0-point Train Car cards



For details on setting up the Player Boards, please refer to page 4.



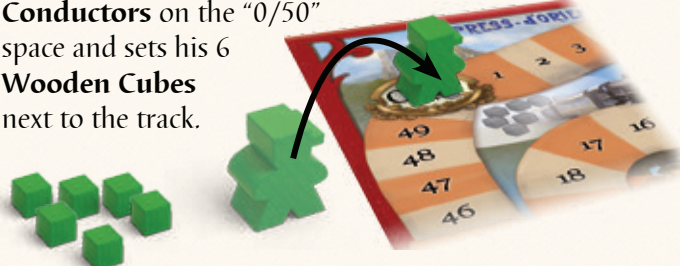
7. Score track



8. The player chosen to be the starting player takes the **Start Player Figure**.



7. Determine a player who will be responsible for keeping track of players' scores. Set the **Scoring track** in front of him. Each player places 1 of his **Conductors** on the "0/50" space and sets his **6 Wooden Cubes** next to the track.



PLAYER BOARD SETUP

1. Each player places his Player board in front of himself.

2. Place your Locomotive on the brass plate at start of your train route.

3. Place 1 of your 0-point Train Car cards in each of these spaces to start your upper and lower trains.

4. Place 1 of your Conductors on each of the brass plates on your Player board, in front of your upper and lower trains. (Your 3rd Conductor should have already been placed on the "0/50" space of the Scoring track.)

5. Place your Coin on the bottom space in the leftmost Coin storage column.

6. Place your 4 Mail Car cards next to your Player board.

This area displays your train route.

This area displays your upper train.

This area displays your lower train.

Place all completed Action cards face down in this area, unless the card needs to be placed somewhere else when used.

INTRODUCTION

In order to learn the game most efficiently, we will first give an overview of the gameplay and the basic round structure. Then, we will explain the iconography used throughout the game. Once you understand the icons in the Base Game, you should have no trouble understanding them in the Modules. The Rules Supplement (S1–S8) explains each Module in detail, and also explains what to do in certain special cases.

Please note: Certain cards and their actions and/or properties may add, change, or even completely replace the basic rules of the game, and in these cases, the card rules take precedence over the normal rules.

This rule book and its supplement are written very thoroughly in order to explain the various game mechanisms. It may seem like quite a lot to read, but do not let the size of the rule book deter you; learning the game is easier than it may seem. When reading the rules for the first time, you may skip over the examples and special rules written in italics. You can also refer to them if a question arises during gameplay.

GAMEPLAY OVERVIEW

A game of **First Class** is played over **6 rounds**. In each round, **18 Action cards** are revealed in 3 rows of 6 cards: In the **1st and 2nd rounds**, you use the stack of **green "1"** Action cards; In the **3rd and 4th rounds**, you use the stack of **blue "2"** Action cards; and In the **5th and 6th rounds**, you use the stack of **red "3"** Action cards. Remember that you have already laid out the 18 Action cards to be used in Round 1 (see pages 2 and 3).

COURSE OF A ROUND

The player with the Start Player figure begins each round by taking 1 Action card from the Display and performing the action depicted on it. After that, play continues clockwise with the next player taking an Action card from the Display and performing its action, etc.

A round is complete when each player has had 3 turns and taken 3 Action cards from the Display. An intermediate scoring phase takes place after Rounds 2, 4 and 6 (after each of the 3 stacks of Action cards has been used).

After the scoring phase following Round 6, there is a brief final scoring. The player with the most points is the winner.

ON YOUR TURN

Whenever it is your turn, you may either take **1 Action card** from the Display or take the **Start Player tile** (learn more about the Start Player tile on page 9).

When taking an Action card, you may choose from any of the cards currently in the Display.

There are 2 ways of using the taken Action card:

- **Perform the action(s):** Perform some or all of the actions specified on the Action card. You may still take a card even if you cannot perform all of the actions on it completely.
***Note:** If you decide to perform the action(s), you must perform all the actions on the card that you are able to. Throughout the game, there are other ways to perform actions besides using the Action cards. See pages 9–12 and the Rules Supplement for more information.*
- **Decline to perform the action(s):** if you do not want to perform any actions from Action cards this turn, you may still take 1 of the cards, but instead of performing its action(s), you may upgrade 1 of your Train Cars. For more information about upgrading a Train Car, see pages 6 and 7.
***Note:** You may not take the Start Player tile and decline to use it.*

After performing the Action(s) or upgrading a Train Car, place the Action card face down to the left of your Player Board.

On the following pages, we will explain the basic game icons and their functions.

Special icons that are used only in the individual Modules are explained in the Rules Supplement.

CLEARING AN ACTION CARD ROW

If, during a round, as many Action cards are taken from a single row in the Display as the number of players, the remaining cards in that row are discarded immediately. These discarded Action cards are out of the game and cannot be taken in any further rounds.

***Reminder:** At the start of each round, there should always be 6 Action cards in each row of the Display.*

Therefore, in a 4-player game, the rest of a row is discarded as soon as there only 2 cards remaining in it, since 4 cards have already been taken from that row.

Example (3-player game):

After taking an Action card, there are only 3 cards left in the row.
Therefore, the rest of the cards in the row are discarded and are now out of the game.



***Note:** The Start Player tile is not considered to be an Action card, and is never removed when clearing an Action card row. This tile remains in the Display until a player selects it.*

THE BASIC GAME ICONS

This section will explain in detail the individual basic game icons. These icons are found throughout the game and appear on the various game components.

TAKING A NEW TRAIN CAR - Extend or upgrade your train

During the game you will be building 2 trains on your Player Board. Trains always begin with a 0-point Car (see Player Board setup on page 4). You may extend your trains with new Cars, or upgrade existing Cars, in order to earn more points in the Scoring phase (see pages 13 and 14).

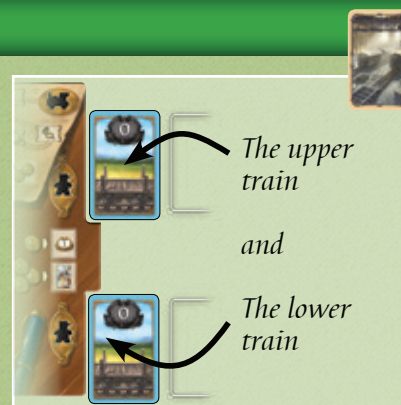
TAKE A 0-POINT TRAIN CAR



This icon allows you to take a 0-point Train Car card from its stack and add it to 1 of your trains. In this way, you are extending your train by 1 car.

If this icon appears multiple times, you may take as many 0-point Train Car cards as are depicted.

Place the 0-point Train Car to the right of your existing Cars in 1 of your trains. When placing more than 1 Car on a turn you may decide for each of them which train to extend.



Example:

- 1 You select the Action card shown to the right and take 2 0-point Train Car cards for it.
- 2 You then decide to place both of them to the right of the existing Cars on your upper train.

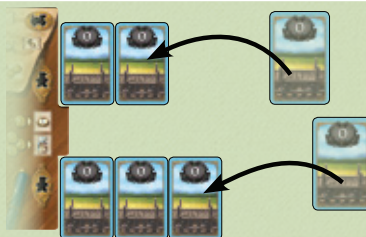


Note: You also could have placed the 2 Cars on your lower train instead.

If you receive multiple Cars on a turn, you may divide them between your upper and lower trains:

Or...

- 2 You decide to place 1 of your 0-point Train Car cards to the right of your upper train and the other to the right of your lower train.



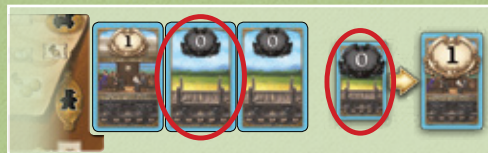
UPGRADE A SPECIFIC TRAIN CAR

In order to earn more points over the course of the game, you must upgrade your Train Cars with higher-value "luxury" Cars.



With this icon, you can upgrade exactly 1 of your 0-point Cars to a 1-point Car.


- For each individual upgrade you are allowed to perform, you may choose to upgrade a Car in your upper or lower train. You may also upgrade **any** of the Cars in your train, as long as they meet the icon requirement.
- On the Upgrade icon, the **lower-valued** (less luxurious) Car shown on the left (here: a 0-point Car) is the one that can be upgraded. You need to have a Car of the lower value in either your upper or lower train in order to upgrade to the specified, higher level.
- The **higher-valued** (more luxurious) Car shown on the right (here: a 1-point Car) is the one that you can upgrade to. This upgraded Car will replace the lower-valued one.
- For each Upgrade icon, you may choose **exactly 1 existing Car** to upgrade to the higher level. If the icon appears multiple times, you may upgrade as many eligible Cars as are depicted.
- You must ensure that each Car in your Train is of the same or higher value as the one that follows it to the right. Only the very first Car of each train can be upgraded at will.
- If you have several Cars of the same value within a train, you must always upgrade the leftmost one first.



Example: You are performing the action to upgrade a 0-point Train Car to a 1-point Car:

- 1 You decide to upgrade a 0-point Car in your upper train. Currently, there are 2 0-point Cars in the train, so you may only upgrade the leftmost one at this time.



- 2 You take a 1-point Train Car card  from its stack and replace the leftmost 0-point Car with the new Car.



Note: You may upgrade the same Car several times, as long as you are allowed to perform the individual upgrades.

Upgrades to all other values are performed similarly.

You may not skip value levels when upgrading your Train Cars. That is, you must first upgrade from a 0-point Car to a 1-point Car, to a 2-point Car, to a 4-point car, to a 7-point car and then finally to a 12-point Car.

You must always upgrade each car in your trains in the following order:



UPGRADE A TRAIN CAR OF YOUR CHOICE



This icon allows you to upgrade a Train Car of your choice by 1 value level (for example, a 1-point Car to a 2-point Car), according to the rules above.

If this icon appears multiple times, you may upgrade more than 1 of your Train Cars once for each icon, or the same Train Car by multiple value levels, as long as all upgrading rules are followed.

Important: With this icon, you may instead take a 0-point Train Car card from its stack and place it to the right of the rightmost Car on 1 of your trains.

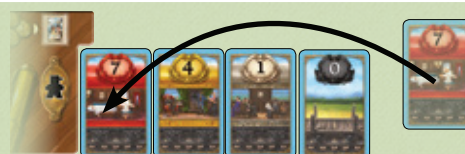
Example:

1 You are performing the action to upgrade a Train Car of your choice. You decide to upgrade a 4-point Car in your lower train to a 7-point Car. You must upgrade the leftmost 4-point Car first, so you remove that card.



2 You then take a 7-point Train Car card from its stack and place it in the vacant space in the train.

Note: The same result could have been accomplished by performing an action with the icon shown at the right.



MOVING A CONDUCTOR

Each player has 2 Conductors, 1 on the upper train and 1 on the lower train.

Reminder: Your 3rd Conductor should have already been placed on the "0/50" space of the Scoring track.



If 1 of these icons is shown, you may move **both** of your conductors. The arrows indicate how many steps your conductors move to the right. Each arrow depicts 1 step to the next Train Car.

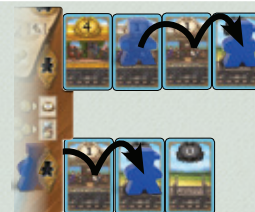


Example:

You are performing an action with this icon:



You may move each of your Conductors 2 Train Cars to the right in their corresponding train.



If an icon shows only 1 Conductor, the arrows here indicate the **total** number of steps you may move both of your conductors to the right. You may divide this number of steps however you wish between both of your Conductors. It is also possible for you to use all of your movements steps with 1 Conductor.

Question: What happens if a Conductor is at the end of a train but still has movement steps left?

If 1 of your Conductors has moved to the last Train Car in his train (i.e., the rightmost Train Car) or to the Locomotive tile (more on this later), you may not move him any further, and any remaining movement steps are lost.

MOVING YOUR LOCOMOTIVE

The top of each Player Board displays the first portion of the train route from Paris to the Orient. Your Locomotive figure will move along the track from space to space, each space symbolizing a city along the route. Some cities will earn you victory points, while others will grant you bonuses. First, let's take a look at how Locomotives move.



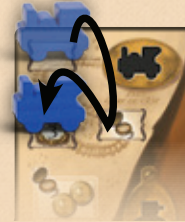
If 1 of these Locomotive icons is shown, you may move your Locomotive along the route. The arrows indicate how many cities (steps) along the route your Locomotive may move to.

Example:

You perform an action with this icon:





This allows you to move your Locomotive 2 cities along the route. Since your Locomotive started this turn on the first city space, you move it 2 more spaces, ending on the third city space.



Note: Your Player Boards display the first 3 cities along the route (the Locomotive's starting space does not count). If you wish to move your Locomotive further, you will need to add route cards to the left of your Player Board. More on this later...

MOVING YOUR LOCOMOTIVE ON OR OVER A "BONUS" CITY SPACE


If you move your Locomotive on or past a city space showing this icon  you will receive the bonus printed in the frame below the space (which also shows the  icon) during **each** upcoming scoring phase. The scoring phase is explained on pages 13 and 14.



Your Locomotive has reached a "Bonus" City.

You will therefore receive the corresponding bonus in each scoring phase.

MOVING YOUR LOCOMOTIVE ON OR OVER A "VICTORY POINT" CITY SPACE

If you move your Locomotive on or past a city space showing this icon  you will receive the indicated victory points **immediately**. The gained points are counted on the Scoring track.



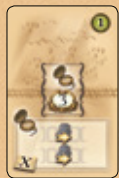
Your Locomotive has reached the "Victory Point" City shown. You immediately get 8 points.

Question: What happens if your Locomotive still has movement steps left but there are no more cities on the route?

If your Locomotive has moved to the last city on the route, you may not move it any further, and any remaining movement steps are lost.

EXTENDING YOUR ROUTE - Take a new Route card

It is a good idea to extend your route on the "Orient Express" as far as possible, as the more cities you have on the route, the more bonuses and victory points you will earn.



Route cards are available along with the other cards in the Display of Action cards. If you take a new Route card, it is placed to the upper left of your Player Board, always next to the leftmost existing Route card.

If this is your first Route card, it is placed in the first space next to the upper left of your Player Board, continuing the route from the 3 city spaces printed there. Your route runs from right to left as more Route cards are added. A Route card will contain from 1 to 4 city spaces.

Bonuses and victory points are only earned once your Locomotive has reached or passed the city spaces showing those rewards.

Your first Route card is placed to the left of your Player Board, continuing the route.



Each additional Route card is placed to the left of the one previously added.

Your route begins in Paris. This is where your Locomotive is placed at the beginning of the game.

THE CONTRACTS - Fulfilling contracts can earn you additional bonuses

Contracts appear in all Modules of the game. Since they are present throughout the game, their basic function will now be explained.

Contracts will earn you bonuses when they are fulfilled.

- Contracts are recognized by their two separate icon groups (one of them on a clipboard) with an arrow between them.
- If you take a Contract card from the Display, place it face up next to your Player Board.
- Each Contract has a **minimum** requirement (shown at the top of the card) that must be fulfilled, and a bonus (shown at the bottom of the card) that you receive when fulfilling the Contract.
- As long as you meet or exceed the indicated requirement, you may complete the Contract. This may be done before or after your regular action on your turn, as well as during the scoring phase (see pages 13 and 14). You receive the bonus 1 time at the moment of the Contract's completion. If you are not able to use any parts of the Contract's bonus, they will be forfeited.
- Place all completed Contract cards face down on the stack of complete Action cards (in the lower left of your Player Board).



Note: You can find detailed explanations of each Module's Contract cards in the corresponding section of the Rules Supplement.

Note: You may leave Contracts unfulfilled as long as you like, and may have as many as you like next to your Player Board at any one time.

THE START PLAYER TILE

On your turn, you always have the option to take the Start Player tile (if it hasn't already been taken) instead of an Action card. Place the tile face up in front of you.

Taking the tile will make you the new Start Player at the end of the round (after each player has taken 3 turns). This means that when the **scoring phase** begins (see pages 13 and 14), your role as the **new Start Player** goes into effect.

When a player takes the Start Player tile, bonuses for **all** players (as shown on the tile) are distributed immediately.



Start Player tile



Start Player figure

Example:

- Blue** takes the Start Player tile and gets 2 Coins from the supply. The player to his left (**Yellow**) receives nothing. The 3rd player (**Green**) takes a 0-point Train Car card. The 4th player (**Red**) may either take a 0-point Train Car card, or upgrade a 0-point Car to a 1-point Car. He decides to perform the upgrade.



Note: The current Start Player is allowed to take the Start Player tile, in order to remain the Start Player for the upcoming round.

Important: After the Start Player tile is taken, that player must take the leftmost Action card in the topmost row of the Display and remove it from the game.

- You remove the leftmost Action card from the current top row of the Display.



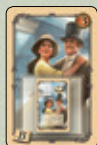
Note: This can lead to a chain reaction which results in an entire row of Action cards being cleared. See "Clearing an Action Card Row" on page 5.

END OF GAME CARDS - Earning additional points at the end of the game

At the start of the game, each player received 1 End of Game card. In addition, players may acquire more of these cards throughout the game from the 4 that are face up on the table.



- You may acquire additional End of Game cards in either of 2 ways: by buying them for 4 Coins each (see page 12) and/or by the function of certain Action cards in the Display.
- If you take an End of Game card, you may immediately perform the action shown on it. After doing that, place the card face down with your other End of Game cards.
- If you take an End of Game card, you must refill the End of Game Display back to 4 cards at the end of your turn.



Note: There are Action cards in each of the Modules that allow you to take End of Game cards. When taking 1 of these Action cards, you may take 1 End of Game card from the Display. Remember that you may always buy additional End of Game cards for 4 Coins each. Also remember that the 4-card End of Game card Display is not refilled until the end of your turn.

During the End of Game final scoring, you will receive points for your End of Game cards. See the section “End of Game and Final Scoring” on page 15.

SPECIAL CARDS AND TILES

There are 2 special types of components in the game that we will explain now: the 4 Mail Car cards that each player received at the start of the game, and the stack of Locomotive tiles that were set out during game setup. Both of these components can be “automatically” added to your train(s). Here is how they work:

THE MAIL CAR - Automatically added as the 6th Car of a train

As soon as you add a **5th Car** to either of your trains, you **immediately** add 1 of your Mail Car cards as the **6th Car**. You may choose from any of your Mail Car cards that have not already been used. Therefore, you will have the opportunity to place 2 of your 4 Mail Car cards during the game - 1 in your upper train and 1 in your lower train.

Note: You can never upgrade a Mail Car, and it does not earn any points (on its own) during a scoring phase, but it does earn you a bonus (see below).



Example:

1 You place your 5th Train Car into your lower train.



2 You must now place 1 of your Mail Car cards into the train as the 6th Car.



You immediately earn the bonus shown on the placed card.

3 You place the Mail Car card shown here.



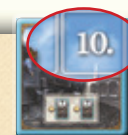
The bonus of the card allows you to move your Locomotive 2 cities forward along the route.



Note: If you choose the Mail Car card that allows you to make 2 upgrades, you may split the upgrade between your 2 trains.

THE LOCOMOTIVE TILE - Automatically added as the 10th Car (“Engine”) of a train

As soon as you add a **9th Car** to either of your trains, you **immediately** add 1 of the Locomotive tiles as the **10th Car** (the “Engine”).



Example:

1 You place your 9th Train Car into your lower train.



2 You must now place the Locomotive tile on the top of the stack at the front of your train as the 10th Car (the “Engine”).



Each Locomotive tile contains a bonus that allows you to upgrade 1 or 2 Train Cars of your choice. Depending on the Locomotive tile, you may perform either 1 or 2 upgrades immediately.

Reminder: In a 4-player game, the top 4 Locomotive tiles contain 2 upgrades of your choice, and the bottom 4 tiles contain 1 upgrade of your choice.

In a 2-player game, only the first 4 Locomotive tiles (showing 2 upgrades) will come into play.

3 You are allowed to upgrade 2 Train Cars of your choice.



You decide to upgrade the 2 Cars outlined in red. In the upper train, you upgrade a 4-point Car to a 7-point Car, and in the lower train you upgrade a 7-point Car to a 12-point Car.



In each scoring phase, you will receive the points shown on the Locomotive tile, **but only if the Conductor for that train has been moved to the Locomotive tile.** The scoring phase is explained on pages 13 and 14.



Once a Locomotive tile has been added to a train, that train is considered to be complete, and no additional Train Car cards may be added to the right of the Locomotive tile.

Note: Of course, you may continue to upgrade eligible Train Cars in a completed train.

THE CONSTANTINOPLE TILE - The Conductor reaches the Locomotive tile

If a Conductor is moved onto a Locomotive tile, this signifies that the train is arriving in Constantinople, and a true “Orient Express” has been created. If you accomplish this task early enough, you may earn extra victory points.

During game setup, the Constantinople tile is placed next to the Locomotive tile stack, as they are closely linked to each other. The first 3 Conductors to reach a Locomotive tile will earn additional points. The Constantinople tile is used to keep track of how many Conductors have reached their Locomotive tiles.

If you are the **first player** whose Conductor has reached his Locomotive tile, place 1 of your Wooden Cubes on the “1.” space on the Constantinople tile, and immediately receive **20 points**.

The second player whose Conductor reaches his Locomotive tile places one of his Cubes on the “2.” space, and immediately receives **10 points**.

The third player whose Conductor reaches his Locomotive tile places one of his Cubes on the “3.” space, and immediately receives **5 points**.

Note: A player can earn points for reaching Constantinople several times if both of his Conductors are the first, second and/or third of all players to do so during the game. In such a case, the player places 2 of his Cubes on the appropriate spaces of the Constantinople tile.



Locomotive tile



Constantinople tile



COINS - Additional actions you can perform on your turn

Each player’s Player Board has spaces to store 12 Coins.

Players begin the game with 1 Coin each.

You may receive additional Coins throughout the game via several of the cards; for example, many cards in the Modules contain actions that earn Coins.



Whenever 1 or more Coin icons are shown, take as many Coins as shown from the supply and place them in the designated spaces on your Player Board.



PLACING COINS

When placing Coins on your Player Board, you must fill the Coin spaces from the left column to the right, and from bottom to top. You must fill the entire first column before you can place a Coin in the second column.

Example:

You already have 3 Coins on your Player Board. You receive 3 more Coins and must now add them to the others on the Player Board. You place the first 2 Coins in the 2 uppermost spaces in the left column, and then place the 3rd Coin in the bottommost space in the center column.



Important: If you receive more than 1 Coin at one time, you must place them all on your Player Board at the same time.

Question: What happens if you receive more Coins than you have empty spaces to place them?

If you do not have enough room to place all of the Coins you receive, you must first make room by spending 1 or more of them. How this can be done is explained below. Once you have 1 or more empty spaces on your Player Board, you may place the newly-acquired Coins there.

HOW DO YOU SPEND COINS AND WHAT CAN YOU SPEND THEM ON?

- You may spend Coins at any time during your turn. You may spend them before and/or after performing an action on your Action card. In addition, you may also spend Coins during the scoring phase (see pages 13 and 14).
- Coins allow you to perform additional actions during the game. To perform these actions, you must pay 1 Coin from the column of your choice and then perform the action associated with that column. The following 5 actions are available to players by spending Coins:
 - ✧ **Column 1 (5 possible Coins):** Take a 0-point Train Car card.
 - ✧ **Column 2 (5 possible Coins):** Move your Locomotive 1 city forward on your route, **or** move 1 of your Conductors 1 Train Car to the right.
 - ✧ **Column 3 (2 possible Coins):** Perform an upgrade by 1 value level on a Train Car of your choice.
 - ✧ By spending **4 Coins**, you may take 1 **End of Game card** from the Display (see pages 9 and 10). These Coins may be taken from different columns.
 - ✧ By spending **1 Coin** from the column of your choice, you receive **1 point**.
- You may spend as many Coins as you wish during your turn. As long as you have enough Coins, you may use them for any of the above actions as many times as you wish.
- With the exception of taking an End of Game card and receiving 1 point, when spending Coins for an additional action, the Coins must come from the respective Column. In other words, you may not take an additional action from a column other than the one where the Coin taken originated from.



END OF THE ROUND

WHEN DOES A ROUND END?

A round ends when each player has **taken 3 turns**; i.e., when each player has taken 3 Action cards or the Start Player tile. After the last player in the round has taken his third Action card, the remaining cards are removed from the Display (also see page 5). The round also ends if there are ever no Action cards remaining in the Display.

NEW START PLAYER

Now, check to see if one of the players has taken the Start Player tile during the round.

If this is the case, that player is the new Start Player, and takes the Start Player figure from the current Start Player (or keeps the figure if the Start Player remains the same). He then returns the Start Player tile to the table for the next round.



Start Player tile



Start Player figure

If none of the players have taken the Start Player tile from the Display, then the current Start Player will keep the figure and remain Start Player for the next round.

Note: If no player takes the Start Player tile, the bonuses on the tile are **not** awarded this round (see more on page 9).

NEW ROUND

AFTER THE FIRST ROUND USING THE CURRENT STACK OF ACTION CARDS:

- After playing the first round using one of the Action card stacks ("1", "2" or "3"), lay out another **18 cards** from the same stack, creating a new 6 x 3 Display for the next round.
- There should now be **4 Action cards** left in this stack. Remove these cards from the game; they are no longer needed for the rest of the game.
- The Start Player begins the next round, which is played the same as the previous round.

AFTER THE SECOND ROUND USING THE CURRENT STACK OF ACTION CARDS:

- After playing the second round using one of the Action card stacks (which can be determined by the fact that there are no remaining cards from the same-numbered stack in the game), a **scoring phase** follows (see next section).
- After the first and second scoring phases, a **new round** starts by using the next numbered Action card stack. Lay out 18 cards from the new stack as before, creating a new Display. The Start Player begins the next round.

Note: The main difference between the 3 Action card stacks is that the actions of the later stacks tend to be more powerful.


- After the third scoring phase, the end of the game and **final scoring** will follow. See more on page 15.


SCORING PHASE - Occurs after Rounds 2, 4 and 6

In a scoring phase, players first receive bonuses for their routes, and then receive points for their trains.

Beginning with the **new** Start Player, each player will perform the following 2 steps, one after the other:

1. RECEIVE BONUSES FOR ROUTE

- For each "Bonus" city space (showing the  icon) on which the player's Locomotive now stands or has already moved past, the player now receives their bonuses.

Reminder: City space bonuses are always shown in a frame (which also shows the  icon). The first city space bonus (2 Coins) is printed on the Player Boards.

- You may take the earned bonuses in any order you wish.

Note: You must take all bonuses from one city space before taking the bonuses from another city space. You must completely execute an individual bonus in whole or in part.

If you do not use part of a bonus, you can not return to use the rest of it during the same scoring phase.

- You may gain the bonus of any city space you have reached only once per scoring phase.

Note: If you move your Locomotive during your turn of the scoring phase, and it reaches or passes another "Bonus" city space in the process, that city's bonus will be activated, and you may collect the bonus of that city space immediately.

All **red**-outlined bonuses shown below will be earned, since the Locomotive now stands on or has moved past them all. You may take the bonuses (outlined in **blue**) in the order of your choice.



Example:

1 You have these 2 Route cards on your route.

The **red**-outlined "Bonus" city spaces are activated during the scoring phase, since your Locomotive has moved past them. You may now collect the **blue**-outlined bonuses from those city spaces.

The "Bonus" city space on the leftmost card has not yet been reached by your Locomotive, so you will not receive that bonus during this scoring phase.



2



a.) You take a 0-point Train Car card and place it on your upper train. You then move your Locomotive 2 steps along the route. You move over a "Point" city space, and take 3 points. In addition, since the Locomotive also moves over another "Bonus" city space, you will receive its bonus in this scoring phase.



b.) You take 2 Coins and place them on your Player Board.



c.) You pay 1 of the Coins from your Player Board for another 0-point Car and place it on your upper train.



d.) Because you have added the new Train Car, you are now able to perform the last bonus completely, by moving the upper train's Conductor 2 Cars to the right.



Note: You could have also chosen to perform the bonuses a, b, and d in a different order.

Note:

- You may, before and during the receipt of bonuses in the scoring phase, fulfill Contracts and/or spend Coins. Only after completing everything on your turn do you receive the victory points.
- During your scoring phase turn, you may complete Contracts and/or spend Coins even if you don't earn bonuses and/or victory points as a result.

2. RECEIVE POINTS FOR TRAINS

- Each of your Train Cars (except for your Mail Cars) and your Locomotive tiles can earn victory points.
- All Train Cars and Locomotive tiles **which a Conductor has passed or reached** are scored. All Train Cars (and Locomotive tiles) to the right of Conductors are not scored.
- A Train Car is always worth as many victory points as the number at the top of the card indicates. A Train Car, therefore, can be worth 0, 1, 2, 4, 7 or 12 points. The Locomotive tile is also worth as many points as its number indicates (5 to 15).

All red-outlined Cars will be scored in the scoring phase, since the Conductor has reached or passed them all.



Train Cars

Locomotive tiles

- To determine your train score, add together the point values of all eligible Train Cars and the Locomotive tile (if eligible), and receive that number of points on the Scoring track.

Note: Remember to score both your upper and lower trains.

Since the scoring method for both trains is exactly the same, the example below will only show the scoring process for the upper train.

Example:

All red-outlined Train Cars are eligible for scoring. The 2 0-point Cars, as well as the Mail Car, earn no points, but the other 4 Cars to the left of the Conductor will all score.



For the upper train, you receive $12+4+1+1=18$ points. You now proceed with scoring your lower train in the same way.

END OF GAME AND FINAL SCORING

The game ends after the third scoring phase (i.e., after 6 rounds have been played). Unfulfilled Contracts that you still may hold will not score, and they are now out of the game.

Finally, the **final scoring** is performed:

- For each **Coin** that is still on your Player Board, you receive **1 point**.
- You also receive points for your **End of Game card(s)**:



To do this, you must now gather your collected Action card stack, as well as all End of Game cards collected during the game. Not all Action cards score points at the end of the game.

Reminder: Your collected Action card stack is at the lower left of your Player Board, and your End of Game cards were collected face down in front of you.



For the final scoring, you will need all End of Game cards as well as the Base Game cards (marked with an "X"). The rest of the cards do not score any points and can be removed from the game.



HOW DO YOU SCORE THE END OF GAME CARDS?

Each End of Game card shows a type of Action card, and a point value. First, count the number of Action cards you have one of the 3 types (Locomotive, Conductor or Train Car). Then add together the points shown on all End of Game cards showing that Action card type. Finally, multiply the two results and move ahead on the Scoring track accordingly. Score the other 2 types of Action cards in the same way.



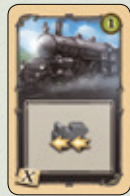
Note: The number of times an Action card type is shown on a card is irrelevant; all that matters is the total number of cards.

Example:

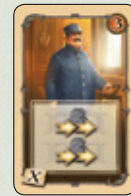
You have collected the following Action cards during the game:



3 Train Car cards



1 Locomotive card



1 Conductor card

The remaining Action cards collected during the game do not score any points.

You have also collected the following End of Game cards during the course of the game:



2 End of Game cards for Train Car cards (2 points and 2 points)



1 End of Game card for Locomotive cards (3 points)

You earn the following points:

$$3 \text{ (Train Cars)} \times 4 \text{ (2 + 2)} = 3 \times 4 = 12 \text{ Points}$$

$$1 \text{ (Locomotive)} \times 3 \text{ (3)} = 1 \times 3 = 3 \text{ Points}$$

You do not earn any points for the Conductor card because you do not have the corresponding End of Game card. Therefore, you earn a total of **15 Points** in the final scoring.

WHO WINS THE GAME?

As usual, the player who has earned the most points is the winner!

TIEBREAKER

If there is a tie, all tied players share in the victory!

A COMPLETED PAIR OF TRAINS

At the end of the game, a player's pair of trains may look like this:



Please do not be discouraged by this example, and assume you have played badly if your trains do not resemble these in your first few games. Each player will likely use a different strategy during his game. We only wish to show how the trains **might** look at the end of the game.

STORAGE INSERT - How do you sort and store the game components?

Here we present an overview of how best to sort and store the game components in the box. Following this guide makes setup and cleanup much easier. Before your first game, obviously, you should read the rules and supplement carefully, in order to become familiar with all of the game's various components.

10. This large compartment is for storing each player's starting components (sorted by color in separate Ziploc bags): 4 Mail Car cards, 2 0-point Train Car cards, 3 Conductors, 1 Locomotive, 6 Wooden Cubes and 1 Coin.

9. The Evidence tokens for Module C: "Who is the Murderer?" can be stored here.

8. This compartment is for storing the Start Player tile and Start Player figure.

7. The Locomotive tiles and Constantinople tile are stored in this space.

6. This space is for storing the Coins (in a Ziploc bag).

5. The 3 types of Train Car cards (0/1, 2/4, 7/12) are stored in these 3 slots.

1. Affix the pre-printed label here, to help organize the cards by type and Module.

2. On this side of the tray, each Module has its own compartment, and the bottom 2 compartments can remain empty.

3. The End of Game cards are stored in this compartment. The bottom compartment can remain empty.

4. These 3 slots are for the Base Game cards (marked with an "X"). Divide them by their numbers/colors: "1"/Green, "2"/Blue and "3"/Red.

Helmut Ohley would like to dedicate this game to his wife and best friend, Tata.

Rules editing: Gregor Abraham, Gunter Frey, Willi Weber, Hanna & Alex Weiss

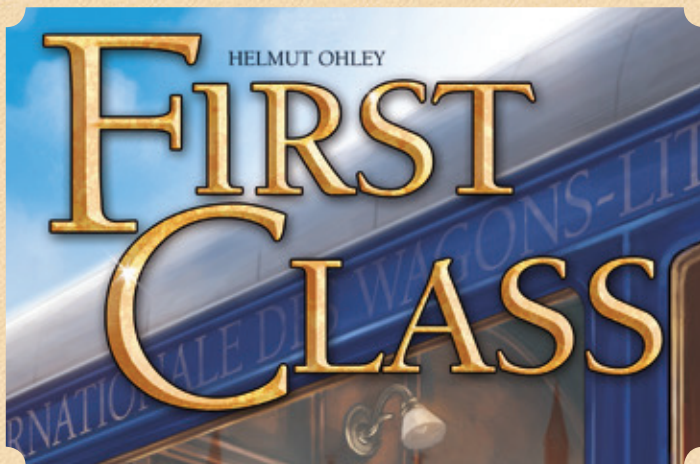


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THE MODULES

In each game of **First Class** you will need to choose exactly 2 Modules to play with, in addition to the Base Game components. All Modules can be combined with one another.

Each Module card has its Module letter clearly marked on both sides of the card, to help with sorting out the cards at the end of a game.

For your first game of **First Class**, please use Modules A and B. Once you become familiar with these two Modules, learning the other Modules will be much easier.

OUR MODULE SUGGESTIONS FOR SUBSEQUENT GAMES:

2nd Game: Module A - *The Contracts* and **Module C** - *Who is the Murderer?*

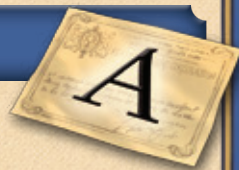
3rd Game: Module B - *Celebrities and Postcards* and **Module E** - *Switches and Mechanics*

4th Game: Module C - *Who is the Murderer?* and **Module D** - *Passengers and Baggage*

5th Game and beyond: By now you should be familiar with all Modules and can combine them as you wish.

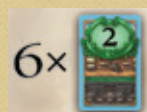
MODULE A - The Contracts

You should already be familiar with the basic rules of this Module (see page 9 in the main Rule Book). Module A is a Contract Module; the additional Action cards consist almost entirely of Contracts. The individual icons on the Contract cards are explained in detail below.



THE ICONS - What do they mean?

Basic Rules: All amount or value requirements for Contracts usually refer to a **minimum** amount or value; the Contract can be fulfilled with a requirement of a higher value than that which is shown on the card. For example, a 12-point Train Car fulfills the requirement of any other Train Car of lesser value (0, 1, 2, 4 or 7). Sometimes, a specific value and/or position of Train Cars is required to fulfill a Contract.



This Contract requires **at least 6 Train Cars** which have been upgraded to at least a 2-point Car. Here, the total number of required Cars reflects both of your trains. It does not matter which train(s) contain the individual Cars for fulfilling this Contract.

Example:

You have 2 2-point Cars in your upper train and 2 4-point Cars along with 2 2-point Cars in your lower train. **The Contract is fulfilled.**



This Contract requires a set of a 4-point, 2-point and 1-point Car **in succession**. Therefore, in order to fulfill this Contract, the required Cars must all be in the same train (upper or lower).



If you see this icon on a Contract card, you must have placed **both** of your **Mail Car cards** (6th Car) in order to fulfill it.



To fulfill this Contract, you need to have placed **both of your Mail Car cards** (6th Car). In addition, **both of your Conductors** must have reached or passed the Mail Cars.



If you see this icon on a Contract card, count the number of **fulfilled Contract cards** (including this one) you currently have. You receive the bonus shown on the lower half of this Contract once for **each** of the fulfilled Contracts.

Reminder: Your fulfilled Contracts should be face down on the lower left of your Player Board along with your used Action cards.

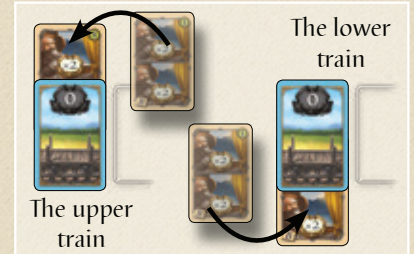
MODULE B - Celebrities and Postcards

The Celebrities and Postcards Module introduces additional points and/or bonuses that can be earned in the scoring phase. Celebrities double the points earned by Train Cars, and Postcards double the bonuses earned by the Route cards.



THE CELEBRITIES

- When Celebrities board a train, they must be placed in a Train Car. As soon as you take a Celebrity card from the Display, you must immediately place it in the first free Train Car. A free Train Car is one that does not have another card already assigned to it. The Celebrity will stay in the Train Car until the end of the game.
- You may place the Celebrity in either of your 2 trains; either the upper train or the lower train.
- Tuck the Celebrity card underneath the Train Car card so that either the top half or bottom half (depending on the train) remains visible.
- In each scoring phase, a Train Car with a Celebrity will now be worth **twice the points**. *The higher the value of the Car, the more you will gain from the Celebrity.*



Example:



You have a Celebrity in the first Car (a 7-point Car) of your upper train. In the scoring phase, this Car will now score 14 points instead of 7 points. This is assuming, of course, that the train's Conductor has already reached or passed this Train Car. See the scoring phase section on pages 13 and 14 of the main Rule Book.

Note: If you do not have a free Train Car, you cannot place a Celebrity in your trains. You may still, however, take the card, discard it, and perform an "Upgrade a Train car of your choice" action. See pages 5 and 7 of the main Rule Book.

THE POSTCARDS

- The Postcards represent the major cities that your train visits along the route. When you take a Postcard card, you must immediately assign it to one of your free Route cards. The Postcard will stay with the Route card until the end of the game.

Note: You may assign the Postcard to any free, already-placed Route card of your choice; it does not necessarily have to be the first free Route card.

- Tuck the Postcard card underneath the chosen Route card so the top half (showing the postcard) remains visible.
- In each scoring phase, a Route card with a Postcard allows you to take that Route card's bonus **twice**.



Example:



You have assigned a Postcard to your second Route card. The normal bonus for this Route card is shown to the right:

With the Postcard assigned to it, the Route card's bonus is now doubled:



Note: If you do not have a free Route card, you cannot assign a Postcard. You may still, however, take the card, discard it, and perform an "Upgrade a Train car of your choice" action. See pages 5 and 7 of the main Rule Book.

Note: You may only assign Postcards to Route cards. You may not double the bonus from the city space printed on your Player Board.

CONTRACTS IN MODULE B

2x



This Contract requires you to have done at least 2 of the following: placed Celebrities in your Train Cars and/or assigned Postcards to your Route cards. It does not matter if you have completed 2 of either of these requirements, or 1 of each.



This Contract requires you to have at least **1 Locomotive tile with a Conductor** on it.



This Contract has been previously explained as part of the Module A rules, found on page S1.



This Contract requires you to have a **Locomotive tile** in either 1 or both of your trains. Depending on when you fulfill the Contract, you receive:
1 End of Game card for 1 Locomotive tile, or
2 End of Game cards for 2 Locomotive tiles.

Note: When combining Module B: “Celebrities and Postcards” with Module D: Passengers and Baggage”, please see the extra rules on page S6.

MODULE C - Who is the Murderer?



As everyone knows, the “Orient Express” is the scene of a murder mystery! With Module C, you are able to experience one such crime. One player is the Murderer, but even if the police arrest someone, there is no guarantee that they have arrested the real criminal...



For this Module, in addition to the **24 Module C Action cards**, you will also need the **26 Evidence tokens** and the **4 “Murderer” cards**.

The Evidence tokens are mixed face down and placed on the table as a general supply within easy reach of all players.

At the **start of the game**, each player **draws one face down “Murderer” card randomly**. You may look at the card, but do not reveal to the other players which card you have drawn. Therefore, one of the players will be the Murderer, and all other players are innocent.

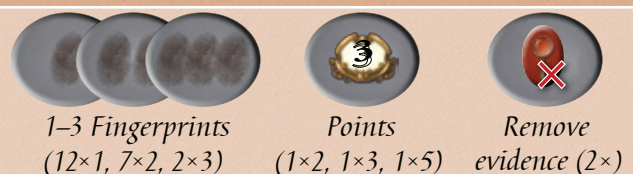
For the most part, the base game rules do not change when playing with this Module. The final scoring, however, adds some interesting changes (see next page).



Note: In a 2- or 3-player game, players will still draw from all 4 “Murderer” cards. It can therefore happen that no player has drawn the Murderer card itself. This is perfectly fine. The remaining cards should be returned to the box unseen.

EVIDENCE

During the game you will be collecting Evidence tokens face down (with the magnifying glass facing up) in front of you. Evidence is not evaluated until the end of the game (see next page). The front side of the Evidence tokens shows 1-3 fingerprints, victory points, or “Remove Evidence”.



HOW DO YOU COLLECT EVIDENCE?

Note: Normally, evidence is bad and can be used against you, so it is in your best interest not to collect any!

There are 2 types of cards among the Module C Action cards that are associated with evidence:



Suspect yourself

If you take an Action card with this icon, **you** must take an Evidence token from the supply. The remainder of the card is treated as a normal Action card.



Suspect all other players

If you take an Action card with this icon, **each of your opponents** (but not you) must take an Evidence token from the supply. The remainder of the card is treated as a normal Action card.



HOW DO YOU GET RID OF EVIDENCE?

Since the majority of Evidence tokens contain fingerprints, which you do not want to collect too many of, there are 2 ways to get rid of unwanted tokens:

1. “Remove Evidence” token



If you are lucky when drawing Evidence tokens, you may draw one that shows, instead of fingerprints, the icon to the left with an “X”-ed out Evidence token. Having this token allows you to remove one of your other Evidence tokens at the end of the game. See more information below.

2. “Destroy Evidence” card



The Action cards for Module C include 4 which are referred to as “Destroy Evidence” cards. If you take one of these cards, place it face up next to your Player Board. At the end of the game, you may discard a number of Evidence tokens depending on the number of “Destroy Evidence” cards you have. If you have 1 of these cards, discard 1 token; if you have 2 cards, discard 3 tokens; if you have 3 cards, discard 5 tokens.



Note: If you have more than 3 of these cards, each additional card destroys only 1 additional Evidence token.

CONTRACTS IN MODULE C



These Contracts can be fulfilled if you already have the indicated “**Suspect**” Action card in your played Action card stack. To fulfill the Contract, you must show the appropriate card to the other players as proof.



This Contract may be fulfilled as soon as you have 2 “**Destroy Evidence**” cards in front of you.

END OF THE GAME

- After scoring the End of Game cards and all players have marked their victory points, the Murderer must now reveal himself by showing the **Murderer** card. He now takes 2 **Evidence tokens** from the supply.
- All players then turn their Evidence tokens face up. For any of them that provide victory points or allow the player to remove another token, these are now resolved.
- Next, any players having “Destroy Evidence” cards uses them as described above.
- Finally, all players count the total number of **fingerprints** on their remaining Evidence tokens. **Who among you has accumulated the most evidence against them (most fingerprints)?**

The player with the most fingerprints is arrested and is out of the game! This player is not able to win. In case of a tie, all tied players are eliminated from the game!

WAS THE REAL MURDERER CAUGHT?

If the player with the Murderer card also had the most fingerprints, the correct player has been eliminated from the game. He was not able to cover his tracks, and has been arrested!

WAS THE MURDERER NOT CAUGHT?

If the player with the Murderer card did **not** have the most fingerprints, this means that the wrong player has been eliminated from the game. The real murderer covered his tracks successfully and someone else was arrested for his crime! As a “reward” for getting away with it, the player with the Murderer card receives **20 extra points**.

MODULE D - Passengers and Baggage



In this Module, passengers will be able to board your trains, and with passengers comes their baggage, which you can store on your trains. Your goal is to add as many passengers and/or as much baggage as possible. The more you have on your trains, the better!

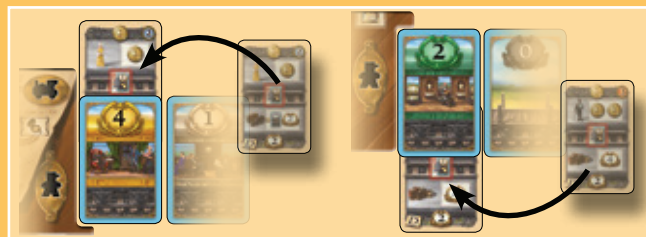


WHEN USING MODULE D, CONSIDER THE FOLLOWING:

- Most of the Action cards in this Module show both passengers (at the upper platform) and baggage (at the lower platform). If you take a Passenger/Baggage card, you must decide whether to add it to your train as a passenger **or** as baggage.
- Passengers always ride in the **upper train**, and baggage is always stored in the **lower train**.



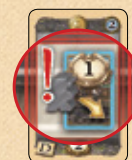
- Passengers and baggage, like the celebrities in Module B, must always be placed in the **first free Train Car** on your trains.
- Also, as in Module B, passengers and baggage will remain where placed until the end of the game.
- When taking one of these Action cards, tuck the card underneath the chosen Train Car card so the top or bottom half (as appropriate) remains visible, along with the rails in the center of the card.
- Passengers and baggage do **not** grant their bonuses until they complete the boarding or loading process (see next section).



Note: If you do not have a free Train Car when taking this type of card, you must decline to take the action, and instead perform an “upgrade a Train Car of your choice” action (see pages 5 and 7 in the main Rule Book).

WHEN CAN PASSENGERS BOARD/BAGGAGE BE LOADED?

In order for a passenger to board or for baggage to be loaded, and therefore grant their bonuses, you must have fulfilled the following conditions (this is indicated as an icon in the center of the Passenger/Baggage cards, and is marked with a **!** symbol as a reminder):



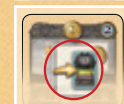
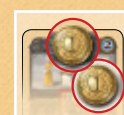
- The Train Car to which the card is assigned must be of a point value of **at least 1-point**.
- The **Conductor** for the appropriate train must have already reached or passed the Car with the passenger/baggage.

Once you have fulfilled **both requirements**, you will **immediately** receive the card’s bonus. We will now explain the difference between using a card as a passenger or as baggage:

THE PASSENGERS

As soon as a passenger **boards** your train (see above section), you receive:

- A number of **Coins** as a one-time payment, as shown on the card (i.e., 2 Coins, as shown to the right).
- Certain passengers also offer a one-time bonus **Action** (i.e., taking a 0-point Train Car, as shown to the right). This bonus action is performed at the moment the passenger boards the train.
- In addition, **each previously-boarded passenger** gives the player **1 extra Coin** (in the example shown to the right, a total of 2 extra Coins).
- When a passenger completes his boarding (i.e., all Coins and/or bonuses have been received), tuck the Passenger card further underneath the Train Car card, leaving only the upper Coin visible.



Example: You take a Passenger card and place it in the second Car of your upper train (there is already a passenger in the first Car.

Since the passenger has been placed in a 1-point Train Car, and the Conductor has already moved past this Car, the passenger now boards.

You take the indicated bonus of **3 Coins** (red-outlined) for the newly-boarding passenger, as well as **1 extra Coin** (blue-outlined) for the previously-boarded passenger in the first Car.

You then tuck the Passenger card further underneath the Train Car card, leaving the upper Coin visible.



Note: If several “waiting” passengers all board at the same time (because your Conductor moves past several Train Cars at once, for example), you receive all appropriate bonuses (Coins and/or actions) immediately, resolving 1 passenger at a time.

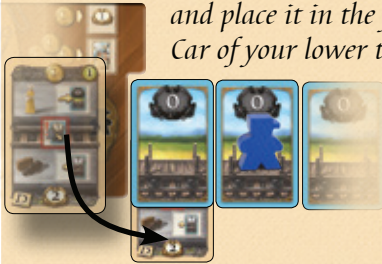
THE BAGGAGE

Baggage is loaded according to the same conditions as boarding passengers (see previous page). As soon as baggage is **loaded**, you receive:

- A number of **Points** as a one-time payment, as shown on the card (i.e., 4 Points, as shown to the right).
- Most baggage also offers a one-time bonus **Action** (i.e., taking a 0-point Train Car, as shown to the right). This bonus action is performed at the moment the baggage is loaded.
- In addition, **each previously-loaded baggage** gives the player 2 extra Points (in the example shown to the right, 4 extra Points).
- After a baggage has been loaded (i.e., all Points and/or bonuses have been received), tuck the Baggage card further underneath the Train Car card, leaving only the lower Points visible.



Example: You take a Baggage card and place it in the first Car of your lower train.



The Conductor is already on the second Car, but the Car with the baggage has not yet been upgraded to at least a 1-point Car; therefore, the baggage will **not** be loaded immediately. As soon as you upgrade this 0-point Car to a 1-point Car, the baggage will then be loaded. When this happens, you will receive 2 points and may also perform the "upgrade a Train car of your choice" action.



CONTRACTS IN MODULE D



These Contracts may be fulfilled if you have at least the number of passengers or baggage cards in your trains as indicated on the Contract (i.e., 4 passengers or 4 baggage, as shown to the left).

COMBINING MODULE B AND MODULE D

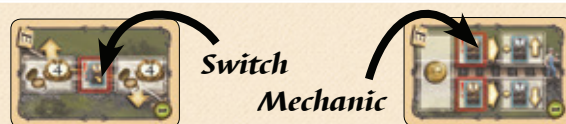
If you wish to combine **Module B** with **Module D**, please be aware of the following:

The main cards for these Modules (Celebrities, Passengers and Baggage) may only be placed in a **free** Train Car.

Reminder: A free Train Car is one that has no card placed under it yet. Therefore, only 1 card can ever be placed under each Train Car.

MODULE E - Switches and Mechanics ("Gap" cards)

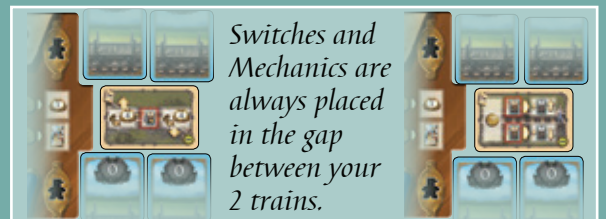
In this Module, the "gap" between your upper and lower trains plays an important role. The Switches and Mechanics concern themselves with both of your trains at the same time.



WHEN USING MODULE E, CONSIDER THE FOLLOWING:

- Switch and Mechanic cards can **only** be placed in the "gap" between your 2 trains. For this reason, we will refer to them collectively as **Gap cards**.
- The functions of these cards always refer to both of your trains.
- When placing Gap cards, the first one is placed between your first and second Cars of both trains. The second Gap card is placed between the third and fourth Cars, etc. It does not matter if you do not yet have Train Cars in all of the positions.
- If you take a new Gap card, you may cover an existing Gap card with it. From then on, only the top Gap card will be considered.

Note: You may never partially cover any Gap cards.



Switches and Mechanics are always placed in the gap between your 2 trains.

THE SWITCHES

Switches earn points in the scoring phase if you fulfill the requirements. These requirements are displayed in the center of the Switch card (and are marked with a **!** symbol as a reminder). The requirement applies equally to both sides of the card.

- The requirements for the **upper train** are shown on the **left** of the card, and those for the **lower train** are shown on the **right** of the card, as indicated by the arrows.
- The **Conductor** must have reached or passed the corresponding Train Car or Cars.
- The Train Car to which each arrow points must be upgraded to at least the point value indicated (i.e., a 1-point car, as shown to the right).
- If you have fulfilled the requirements with either or both of the Train Cars pointed to by the arrows, you will receive the points next to the arrow in the scoring phase.

Note: A Switch earns points in each scoring phase, once for the upper train and once for the lower train.

Example:



You have placed a Switch card between the first and second Train Cars.

In the upper train, you have fulfilled the requirements shown, so you will receive **5 points** in the next scoring phase.

In the lower train, however, although the Conductor has already reached the second Car, the Car has not yet been upgraded to a 1-point Car, so you will not receive points for it yet.



THE MECHANICS

If you take a Mechanic card, you immediately receive the bonus shown in the large white box (i.e., 2 Coins, as shown to the right).

A Mechanic is a sort of mini-Contract for the upper and lower trains. These mini-Contracts always have the same structure and the requirements for the 2 trains are evaluated separately.

- The Mechanic cards feature a requirement for both trains shown on the left (and are marked with a **!** symbol as a reminder). This will always be a Train Car (which must be situated toward the left side of the Mechanic card) upgraded to **at least** the point value indicated (here, a 2-point Car).

Note: No Conductor is needed for this requirement.

- As soon as you fulfill the requirement, you will gain an **immediate** and **one-time** upgrade for the Car situated toward the right side of the Mechanic card (here, the 1-point Car is upgraded to a 2-point Car).
- As mentioned previously, the upper and lower trains are evaluated separately; if you fulfill the upper train's Car level requirement, you only upgrade a Car in the upper train, and if you fulfill the lower train's Car level requirement, you only upgrade a Car in the lower train.
- Once you have fulfilled the requirements for both the upper and lower trains, flip the Mechanic card face down to designate that you have completed the card entirely.



Example:

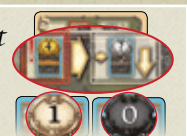
1 You take a Mechanic card and immediately receive 2 Coins. You then place the Mechanic between your 2 trains as shown.



2 The first Car in your upper train is a 7-point Car; therefore, you have fulfilled the requirement (4-point Car). You are now able to upgrade the second Car in the train by 1 point value, from a 2-point car to a 4-point Car.



3 Here, the first Car in your lower train is only a 1-point Car. In order to fulfill the requirement (4-point Car), you must first perform 2 upgrades to it (first to a 2-point Car and then to a 4-point Car). You would then be able to upgrade the second Car in the lower train (from a 0-point Car to a 1-point Car).



Reminder: You must always follow the basic rules for upgrading Train Cars. For example, if 2 adjacent Cars in a train are of equal point value, you must upgrade the leftmost Car first, before the rightmost Car. It is not allowed for any Car to have a higher point value than one to its left.

SPECIAL SITUATIONS - Answers to some miscellaneous questions

WHAT ARE THE WOODEN CUBES USED FOR?

You may use the cubes to mark the actions you have already taken, to prevent you from forgetting what you have already done on your turn.

In addition, you may use the cubes to show that you have earned multiples of 50 points by placing one in the center of the Scoring track (as shown) each time you exceed another 50 points.

Whenever you reach or exceed a multiple of 50 points:



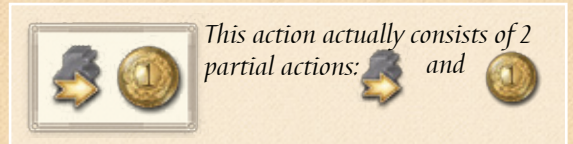
CHAIN REACTIONS

Due to the nature of the turn structure in **First Class**, chain reactions can occur occasionally. The game was designed with exactly this in mind; however, this can raise some questions:

If I am able to take several actions at once, in what order should I perform them?

As an example, let us assume that it is your turn and you have multiple actions to be taken. You must use as many of the actions as you can, since unused actions are forfeited. Always consider the following guidelines:

- You may perform the actions in the order of your choice.
- An "action" in this game is defined as all "partial" actions found within a white action frame. If you wish to perform an action, you must perform all of the "partial" actions that make up the complete action. Only when you have completely finished one action may you start another one. In other words, you cannot perform a partial action, do something else, and then return to the previous action frame to perform another partial action in it.
- It may happen that you accumulate additional actions during the process of performing an action (with the Locomotive or the Conductor, for example). After you have completed the initial action, you may perform all of the accumulated actions in the order of your choice.
- If you receive multiple Coins from several passengers on the same turn (if the Conductor moves multiple steps, for example), all earned Coins must be placed on your Player Board at the same time.
- Spending Coins is considered an action (see pages 11 and 12 in the main Rule Book), so you must perform the action requiring the Coins at the moment you spend them. Only afterwards may you continue with other actions.



Example 1: You place the Mail Car shown here, then spend 1 Coin from the left column in order to place a 0-point Car to the right of the Mail Car. You are then able to perform the bonus action of the Mail Car (move both Conductors 2 Cars forward).



Example 2: You have access to an action that will give you 4 Coins if performed. If you want to use this action, you would have to place all 4 Coins on your Player Board at the same time before continuing with any other actions. On the Player Board shown here, there are only 2 free Coin spaces (red-outlined). In order to free 2 more Coin spaces, you decide to spend the 2 Coins in the right column (blue-outlined) first: 1 is spent to gain 1 victory point, and the other is spent to perform the upgrade action shown under the right column. Only after this is done may you perform the action that gives you 4 Coins, because you now have enough empty spaces on which to place them.



- Any additional actions you receive during your turn you perform as usual (in the order of your choice). If players receive actions outside of their turn, each player clockwise from the current player performed them immediately. Only after this does the game continue normally with the current player.

Note: It is possible, for example, for a player to earn additional actions outside of his turn via the Mail Car, and those actions must be performed immediately. The player cannot spend Coins or fulfill Contracts at that time, however, since it is not his turn.