



First Class (2016)

2-4 Players

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Duration: 6 rounds. 40 - 80 minutes.



Board Setup

- Start with the base cards marked with “X” and add cards from 2 chosen letter modules. Shuffle & sort into piles of each color. These decks form the **Action cards**. Initial module suggestions: A&B, then A&C, B&E, C&D
- Place the 3 stacks of **Railroad Car** cards on the table in order [0/1, 2/4, 7/12]
- Sort the **Locomotive Tiles** in ascending order [5 on top, 15 on bottom], place face-up on table. Put the **Constantinople tile** next to stack

Player Setup

- Each player gets **player board**, 1 **coin**, 3 **conductors** , 1 **locomotive** , 6 **scoring marker cubes** and 4 **mail car** cards in chosen color, plus 2 0-value **railroad car** cards. Pick a start player, award
- Each player places 1 conductor on the 0/50 space of the main scoreboard, and scoring markers nearby
- Shuffle the **Game End cards** and place face-down. Player to the right of the start player draws cards = # players +1, keeps 1, passes counterclockwise. Leftover card is shuffled back into pile. Then draw 4 more Game End cards and lay face-up on table
- After Game End cards are selected, deal 3 rows of 6 green **Action cards** face-up. Place the **Start Player tile** to the left of the 1st card in the top row
- Place your locomotive on your player board [at top], 1 conductor on each brass place [on right], and your 2 0-value rail car cards in each train slot on right. Put the coin on the bottom left coin space

Scoring Phase & End Game

- **Scoring Phase:** Beginning with the [new] start player, each player in turn carries out scoring steps:
 - Receive bonus actions [in any order] for each bonus space reached. Take the full bonus of 1 space before moving to the next. If your locomotive moves to another bonus space during scoring, take that bonus also
 - Score any railcar VP for cars your conductors have moved onto or past
 - You can fulfill contracts & spend coins before and during steps of the scoring phase as needed
- **End Game Scoring:** after the 3rd scoring phase, conduct end game scoring
 - +1 VP for every coin on your player board
 - +VP for Game End cards, which score for your “X” Action cards of matching type
 - Most VP wins. Tie: no tiebreaker

Modules

- **A – The Contracts:** almost every action card in this module is a **contract** . You can fulfill a contract even if requirements are exceeded [higher value railcars count when lower values required]
- **B – Celebrities & Postcards:** add **celebrity cards** to the 1st unoccupied railcar [upper or lower] on the left when taken. Slide the card partially under the railcar card. Celebrities will double the VP for that card during scoring. Add **postcards** to a Route card when taken [1 per Route max]. Slide the card partially under the Route card. The Route card bonus will be doubled during scoring phase
- **C – First Class Murder:** shuffle the **evidence tokens** and place face-down on table. During setup, deal each player 1 face-down **Whodunit card** ; 1 player will be Murderer, the others innocent [return leftovers to box in **2p/3p** game without looking]. If you take a card with symbol, take 1 evidence token. If you take a card with symbol, give all other players an evidence token from supply [you get the card bonus]. If you receive a token [or card] with the discard symbol , keep it until game end – use it to discard another evidence token of choice. At the end of End Game scoring, reveal Whodunit card. The murderer gets 2 evidence tokens. Flip evidence tokens, discard/destroy what you can. The player with the most fingerprints is eliminated from winning [tie: multiple players eliminated]. If the murderer was not one of the players eliminated, he gains +20 VP
- **D – Passengers & Luggage:** slide **passenger cards** onto the leftmost empty railcar upper train & **luggage** onto bottom train [player choice if both on card] to leftmost empty railcar. When both card requirements met, receive bonus
- **E – Switches & Mechanics:** place **switch & mechanic cards** between trains in leftmost empty position [or cover existing], they affect both trains. Switches give extra VP during scoring if condition met [conductor must have reached railcar]. Mechanic cards give immediate bonus when requirements met

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Game Play

Over 6 rounds, choose 1 Action card from the face-up cards & execute the action [or forego action to increase value of 1 railcar]. Can choose to partially execute actions, but must commit before claiming any bonuses or moving to next action. After taking action, place chosen card face-down into space at bottom left of player board

- In rounds 1 & 2 use the **green** cards, rounds 3 & 4 use **blue**, and rounds 5 & 6 use **red**
- At the end of rounds 2, 4, 6 perform **scoring**. At end of round 6 also score Game End cards
- As soon as # cards taken = # players in a row, remove the entire remaining row to box. The Start player tile is never removed unless chosen & moves down to the next row if the top row is removed
- Play continues clockwise until all players have taken 3 cards, which will clear the last row of Action cards. If a player took the Start Player tile, return it & award the start figure [keep same if not taken]. Proceed to scoring if end of 2nd, 4th, or 6th rounds. Lay out next 18 cards [4 leftover from each deck back to box] & begin with start player

Symbols, Cards, & Tiles

	Take a 0-value railcar and add it to the right end of 1 of your 2 trains. If taking multiple, can split. If no 0-value cars are available, use the 0-value railcar furthest to the right, and replace it when available
	Upgrade 1 railcar shown on left -> railcar shown on right of symbol. Can upgrade either train. A railcar can never be higher value than the car on its left [but can be =]. If you have multiple of the same railcar in the same train, must always upgrade from left to right
	Upgrade a railcar of your choice exactly 1 step or add a new 0-value railcar to 1 of your trains
	You may move your conductors [both if 2 symbols] to the right # of spaces = arrows shown. If a single conductor symbol, can split the # of movement between your 2 conductors as desired
	You must move your locomotive to the left # spaces = arrows shown. When your locomotive moves onto or past a points station  , immediately gain +VP. Bonus actions  reached are awarded during scoring phases
	Add new Route cards to the left end of your route
	Put any Contracts taken face-up next to player board. Requirement is shown on top, bonus on bottom. Can fulfill <i>before or after</i> your action on your turn, or <i>during scoring phase</i> . Once contract is fulfilled, place face-down with completed Action cards
	Can take Start Player tile instead of Action card. You will be new start player after each player has chosen 3 cards. You receive 2 coins, 2 nd player gets nothing, 3 rd player gets 0-value railcar, 4 th player gets a 0-value railcar or can upgrade 1 0-value railcar -> 1-value. Remove the leftmost Action card from top row to box [clear row if necessary]
	On your turn, can pay 4 coins to take 1 Game End card from face-up row. Take the 1x bonus on card, place face-down with used Action cards. Refill the card space at the end of your turn
	As soon as you add the 5 th railcar to either of your trains you must immediately add 1 of your mail cars as the 6 th car. Take the bonus action on the card. They cannot be upgraded
	As soon as you add the 9 th railcar to either of your trains you must immediately add 1 locomotive as the 10 th and <i>final car</i> . The bonus upgrade on the locomotive can be applied to either train
	Once any 1 of your conductors reaches a locomotive tile, place 1 of your scoring markers on the highest empty points spot of the Constantinople card . You can take more than 1 spot if earned
	Coins must always be added to the lowest spot on the leftmost column with free space. If not enough space for coins earned, must spend coins to clear space. Can spend coins freely on your turn [before and/or after action] & during scoring. Pay from any column to take the action shown below column: <ul style="list-style-type: none"> • Column 1: take a 0-value railcar • Column 2: move 1 of your conductors 1 space or move your locomotive 1 space • Column 3: upgrade 1 of your railcars by 1 step • Or pay 4 coins to take a Game End card from face-up cards [coins from any column] • Or pay 1 coin from any column to score 1 VP