

THE MODULES

Each time you play *First Class*, you will use exactly 2 modules. All of the modules can be combined with each other.

For your **first game**, use **modules A and B**. This will help you learn the core gameplay and the remaining modules.

Each module's cards are identified by a letter in a ticket, shown on both sides of the cards. This makes it easier to sort them at the end of the game.

OUR SUGGESTIONS FOR MODULE COMBINATIONS

- 2nd game: **Module A** - *The Contracts* and **Module C** - *First Class Murder*
- 3rd game: **Module B** - *Celebrities and Postcards* and **Module E** - *Switches and Mechanics*
- 4th game: **Module C** - *First Class Murder* and **Module D** - *Passengers and Luggage*
- 5th game: *Now you know all the modules and can combine them as you wish.*

MODULE A - The Contracts



Contracts are explained on page 9 of the rules. As the name implies, Module A is the contracts module, which means that almost every Action card included is a contract. The following section covers the various symbols you will find on the Module A cards.

SYMBOLS - What do they mean?

Note: You can fulfill a contract even if you exceed its requirements. Higher-value railroad cars than the ones required still count, since they used to be the lower-value railroad cars at some point. For example, a 12-value railroad car also counts as a 7-value, a 4-value, a 2-value, a 1-value and a 0-value railroad car. In this module, you will often need to have a set number of railroad cars of a specific value.



This contract requires **at least 6 upgraded railroad cars** of 2-value or higher. You only need to have the total number of railroad cars, the trains they are in do not matter.

Example:
You have two 2-value railroad cars in your upper train and two 4-value and two 2-value railroad cars in your lower train = contract fulfilled.

This contract requires **a sequence of at least** a 4-value, a 2-value and a 1-value railroad cars. These railroad cars must be in one of your trains and must be located next to each other.

This contract requires at least 2 upgraded railroad cars of 1-value, as shown, in **both** your upper and lower trains. These railroad cars must be located **next to each other** and be found in **both your upper and lower trains**.

This contract requires **a mail car in both** your upper and lower trains (as the 6th card in each of course).

This contract requires **a mail car in both** your upper and lower trains (as the 6th card in each). Additionally, you need to have **moved onto or past both mail cars with your conductors**.

This contract requires that you count up all of your **completed contracts**. You must also count the contract that you are currently completing. You receive the bonus as many times as the number of completed contracts you have.

Reminder: *Your completed contracts are added to the bottom left corner of your player board along with the actions you have chosen.*

MODULE B - Celebrities and Postcards



All celebrities and postcards will score additional points or bonuses **during the scoring phases**. Celebrities double the point value of your railroad cars and postcards double the bonuses from your Route cards.

CELEBRITIES DOUBLE YOUR SCORE

- You must add celebrities to the **first empty railroad car** on the left immediately upon taking the Celebrity card from those available. A railroad car is empty as long as it is unoccupied by another card. The card will remain there for the rest of the game.
- You can always add the celebrity to either your upper or lower train.
- Slide the celebrity **partially under the railroad car**, to make it easy to tell which railroad car they are in. Slide them under from the top for the upper train, and from the bottom for the lower train.
- In each subsequent scoring phase, you will score **double points** for that railroad car.



Important : If you do not have any empty car when you obtain a celebrity, you can still refuse to carry out the action and upgrade a railroad car of your choice as explained on page 5 of the rulebook.

Example:



You have a celebrity in the first railroad car of your upper train. It is a 7-value railroad car. During scoring, you will score 14 points for this railroad car instead of 7. As always, you only score points for the railroad car if your conductor has moved onto or past it. For more details, see Scoring Phase on pages 13 and 14 in the rulebook.

POSTCARDS FOR THE ROUTE

- You must add postcards to a **Route card** immediately upon taking the card from those available. The card will remain there for the rest of the game.
- Slide the postcard **partially under the Route card**, to make it easy to tell which Route card it is for.
- In each subsequent scoring phase, you will receive **double the bonus** for that Route card.



Example:



You added a postcard to your second Route card. During scoring phases, this card will provide its bonus twice, and you must resolve each instance fully before moving on to the next:



Note: You can only add postcards to **Route cards**. This means that the first bonus printed on your player board cannot be doubled.

Note: You can only add **1 postcard** per Route card.

SPECIFIC CONTRACTS

2x



This symbol means that you need to have a specific number of celebrities and/or postcards on your trains (in this case 2). It doesn't matter if you have 2 of the same type or 1 of each.



This symbol means you must have **at least 1 Locomotive tile** (10th 'card') with **1 conductor** on it.



This symbol was explained in Module A on page 1 of this supplement.



This symbol means that you need to have placed one **or both Locomotive tiles** (10th 'card'). Depending on the number of tiles you placed, you receive the following:
For **1 Locomotive tile** placed, you receive **1 Game End card**.
For **2 Locomotive tiles** placed, you receive **2 Game End cards**.

Note: If you wish to combine **Module B - Celebrities and Postcards** with **Module D - Passengers and Luggage**, please refer to the notes on page 6 of this supplement.

MODULE C - First Class Murder



What would the Orient Express be without a crime? In this module, one player is a murderer trying to divert the suspicions of the police to the other players. Will he be able to escape?



4 Whodunit cards



26 Evidence tokens

For this module, you will need the **24 Action cards** for piles 1 (green), 2 (blue), and 3 (red), the **26 Evidence tokens**, and the **4 Whodunit cards**.

Shuffle the Evidence tokens and place them face down on the table as a general supply accessible to all players.

At the start of the game, give each player **1 face-down Whodunit card**. Make sure that only you can see your card. One of you will have the Murderer card, while the other players will be innocent.

For now, there are no changes to how the game is played. However, things will get very interesting during the final scoring (see next page).



Murderer card Innocents

Note: Not all the Whodunit cards will be in play in **2- and 3-player games**. This means that it is possible that none of the players is the murderer. The remaining card(s) is(are) returned to the box without being revealed. It would spoil the mystery!

EVIDENCE



You will collect **face-down** Evidence tokens over the course of the game. Some of the tokens have 1-3 fingerprints on them, others points, or even a 'Discard 1 Evidence token' symbol.



1-3 fingerprints
(12×1, 7×2, 2×3)



Points
(1×2, 1×3, 1×5)



Discard Evidence (2×)

HOW DO YOU GET EVIDENCE TOKENS?

Note: Evidence are usually bad and can be used against you; try to get as little as possible.

There are two types of cards which cast suspicion onto you or your opponents.



Bring suspicion onto yourself

If you take an Action card with this symbol, then **you** must also **take** an Evidence token from the supply. You also immediately receive the bonus indicated on the card.



Cast suspicion onto everyone else

If you take an Action card with this symbol, then **you give all other players** an Evidence token from the supply.

You also immediately receive the bonus indicated on the card.



HOW DO YOU GET RID OF EVIDENCE TOKENS?

Since most of the Evidence tokens have fingerprints, and you don't want to collect too many of those, there are a few ways to get rid of them:

1. "Discard 1 Evidence token"



One of the tokens that you may take or receive has no fingerprints on it; instead, it has a **crossed-out Evidence token** on it. If you have this token, reveal it at the end of the game, and discard it with another token with fingerprints of your choice. You are only allowed to discard your own tokens.

2. “Destroy evidence” cards



Some cards allow you to “Destroy evidence.” If you take one of these, place it face up in front of you. At the end of the game, discard Evidence tokens according to the number of these cards you have collected:

- 1 “Destroy evidence” card: discard up to 1 of your Evidence tokens
- 2 “Destroy evidence” cards: discard up to 3 of your Evidence tokens
- 3 “Destroy evidence” cards: discard up to 5 of your Evidence tokens
- Each “Destroy evidence” card above the 3rd allows you to discard one more Evidence token (for example, if you have 5 such cards, you would get to discard 7 tokens [5+1+1].)



You are only allowed to discard your own Evidence tokens.

SPECIFIC CONTRACTS



These symbols mean that you need to have collected the corresponding types of **Action cards** (either “Bring suspicion” or “Cast suspicion”) over the course of the game. Each contract indicates which type of Action card is required.



This symbol means that you need to have collected 2 “**Destroy evidence**” cards.

AT THE END OF THE GAME

- After the Game End cards have been scored and all players have scored their points, the player with the Murderer card must reveal themselves. Give that player 2 **more Evidence tokens** from the supply.
- Then, each player reveals the Evidence tokens they have collected. Players who have “Discard 1 Evidence token” among their Evidence tokens may use these now.
- Players who have “Destroy evidence” among their cards may use these now.
- Finally, each player counts the total number of **fingerprints** on their remaining Evidence tokens. **Who collected the most fingerprints?**

The player with the most fingerprints is arrested and eliminated from the game. This player cannot win. In the event of a tie, there are multiple eliminated players.

WAS THE MURDERER CAUGHT?

If the player with the Murderer card was one of the eliminated players, then clearly they were unable to fully cover their tracks and destroy enough evidence. The murderer has been successfully apprehended.

DID THE MURDERER ESCAPE?

If the player with the murderer card was **not** one of the eliminated players, then another player was arrested in their place. The murderer was able to sow enough confusion to blend in and escape.

As reward, the murderer scores **an additional 20 points**.

MODULE D - Passengers and Luggage



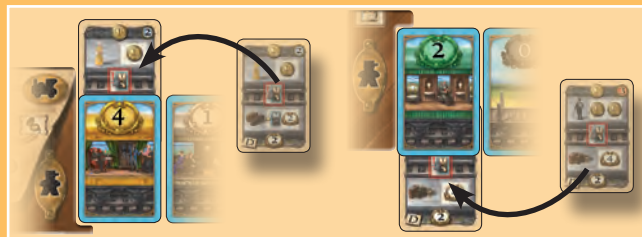
This module lets you load passengers or luggage onto your trains. You will need many of both aboard your trains if you wish to win.

PLEASE NOTE THE FOLLOWING:

- Most of the Action cards in this module have both passengers (upper section) and luggage (lower section). When you take one of these Action cards, you must choose whether you want to add passengers or luggage onto your train. If only one of the two is shown, then you do not have a choice.
- Passengers always get onto the **upper train**. Luggage is always added to the **lower train**.



- Regardless of whether you are adding passengers or luggage, you must always add them to the **leftmost empty railroad car** in the train (like the celebrities from Module B).
- Once placed, passengers and luggage remain there until the end of the game.
- After taking the Action card, slide it halfway below the railroad car such that the rails on the Action card are still visible. Slide passengers under from the top, and luggage under from the bottom.
- Your passengers and luggage only give their bonus once they have **taken their seats** or **been loaded**.



Important: If you do not have any empty car, you can still refuse to carry out the action and upgrade a railroad car of your choice as explained on page 5 of the rulebook.

WHEN DO PASSENGERS TAKE THEIR SEATS AND WHEN IS LUGGAGE LOADED?

For bonuses to be awarded, passengers need to take their seats and luggage needs to be loaded. To accomplish this, certain requirements must first be met. These are shown on the tracks in the middle of the Action card, along with a ! symbol. These requirements are:



- The railroad car must be of **at least 1-value**.
- The conductor must have **moved onto or past** the railroad car with the passenger or luggage.

Once **both requirements** are met, you immediately receive the corresponding bonus. The type of bonus you get depends on whether you are dealing with a passenger or luggage. Both are explained in detail in the next section.

THE PASSENGERS

As soon as a passenger **takes their seat**, you receive the following bonuses:

- You always receive a coin bonus equal to the number of coins shown on the passenger section of the card (here: 2 coins).
- Some passengers also give additional **one-time** bonuses (here: a 0-value railroad car) immediately when they **take their seat**.
- You receive **1 more coin** for **each passenger** who has already taken their seat in the train.
- Once a passenger has **taken their seat**, slide the upper part of the card under your car.



Example: You take a passenger and slide it beneath the second railroad car in your train (the first railroad car already has a passenger in it).

Your railroad car is a 1-value railroad car, and the conductor has already moved past it. This means that the passenger can immediately take their seat. You receive a bonus of **3 coins** plus **1 more coin** for the already-seated passenger. You then slide the passenger the rest of the way underneath the card.



Important: When several passengers take their seat simultaneously (for example, because your conductor moves several railroad cars forward), then you get all the coins at once.

THE LUGGAGE

Luggage is added and loaded in much the same way as passengers are handled. As soon as luggage is loaded, you receive the following bonuses:

- You always receive a point bonus equal to the number of points shown on the luggage section of the card.
- Some pieces of luggage also give additional one-time bonuses when they are loaded (shown in the bordered space).
- You receive **2 more points** for **each piece of luggage** already loaded on the train.
- After luggage is loaded, slide the lower part of the card under your car.



Example: *You take a piece of luggage and add it to your train, sliding it under the first*



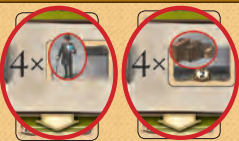
*The conductor has already moved past this railroad car, but **you** have not upgraded it to 1-value yet.*

*This means that the luggage cannot be immediately loaded. As soon as **you** upgrade the railroad car to a 1-value, the luggage will be loaded.*

*At that point, you will score the **2-point** bonus and be allowed to **upgrade** a railroad car of your choice.*



SPECIFIC CONTRACTS



This symbol means that you need to have at least as many passengers and/or luggage in your trains as shown (in this example either 4 luggage or 4 passengers).

NOTES ON MODULE B AND D

If you combine **Module B** and **Module D** together, please note you can only add one card of any type (celebrity, passenger, or luggage) to an **empty railroad car**.

Reminder: A railroad car is empty as long it is unoccupied by any other card.

MODULE E - Switches and Mechanics

With switches and mechanics, the space between your trains becomes important, because both switches and mechanics always affect both of your trains.



Switches and Mechanics



PLEASE NOTE THE FOLLOWING:

- Switches and mechanics can **only** be placed in the space between your trains. We also refer to these as **middle cards**.
- Their effects always affect both of your trains.
- If you want to place a middle card, then you always add your **first middle card** in the area between your first and second railroad cars in each train. It doesn't matter if you haven't added all of those railroad cars to your trains yet. Your second middle card will be placed between the 3rd and 4th railroad cars, and so on.
- If you already have a Switch or Mechanic card placed and you want to add another one, you can either completely cover up the existing card or add the new card immediately to the right. You can cover up any middle card with any other middle card. They do not need to be of the same type and you do not need to have fulfilled their requirements.



Middle cards always affect both your upper and lower trains.

Note: You can never partially cover up middle cards.

SWITCHES

Switches score you points during each scoring phase, provided you meet their requirements. Each switch has a minimum requirement that you must meet to score points in one or both of your trains. These requirements are shown in the middle of the card (and marked with a !):

- The **left half** of a Switch card always refers to a railroad car in your **upper train** (with an arrow pointing up). Likewise, the **right half** refers to a railroad car in your **lower train** (with an arrow pointing down).
- For each of your trains, the **conductor** must have **moved onto or past** the referred railroad car.
- Each switch requires that the **referred railroad car** must at least be upgraded to the indicated value (here: 1-value railroad car).



- If you meet or exceed the minimum requirement for an arrow, then you can score the points that are associated to that arrow during each scoring phase.

Note: During each scoring phase, a switch can earn you points for your upper and lower trains.

Example:



You placed a switch between your first and second railroad cars. **You** have **met all the requirements** in the upper train. The conductor has moved past the first railroad car, and you have upgraded this railroad car to 4-value. You score **5 points** for this during each scoring phase.

In your lower train, the conductor has moved past the second railroad car, but that railroad car has not been upgraded to 1-value yet. You score no points for this during the scoring phase.

MECHANICS

When you take a mechanic, you immediately receive the bonus shown on the card (2 coins in the example on the right).

Each mechanic is similar to a contract and refers to a railroad car in the upper or lower trains. These contracts are structured in the same way and can be fulfilled separately for each train:

- The requirement is always shown on the left side of the Mechanic card (marked with a !). Each mechanic requires that the referred railroad car must **at least** be upgraded to the indicated value (here, a 2-value railroad car).

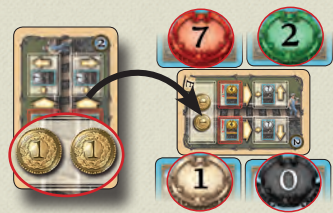
Note: Your **conductor** does not need to have moved onto or past the referred railroad car.

- As soon as this requirement is met, you can **immediately** upgrade the **next railroad car to the right** 1 step (in this example from 1-value to 2-value).
- Both of your trains are treated separately, which means that reaching the required value in the upper train only allows you to upgrade the railroad car next to it in the upper train. You only get to upgrade a railroad car in the lower train when you meet the requirement in that train as well.
- Once the requirement has been met in both trains, turn the Mechanic card face down to indicate this.



Example:

1 **You** choose this Mechanic card. You immediately receive 2 coins. You then place the card between your two trains.



2 **You** have upgraded the first railroad car in your upper train to 7-value. You have fulfilled the pre-requisite of it being at least 4-value.



You upgrade the next railroad car to the right 1 step, from 2-value to 4-value.

3 **You** have upgraded the first railroad car in your lower train to 1-value. To meet the requirement of it being at least 4-value, you will need to upgrade it twice more. Once that is done, you will be able to upgrade the next railroad car to the right in your lower train 1 step also.



Reminder: You must still follow the usual rules for upgrading railroad cars. This means that if two contiguous railroad cars are the same level once the requirement is met, you will not be allowed to upgrade the railroad car to the right since railroad cars can never be of higher value than those to their left.

SPECIAL CASES - Read this section only if you have questions.

WHAT ARE THE SCORING MARKERS FOR?

If you wish, you can use your scoring markers to mark the bonuses you have already received this phase.

Also, if you score more than 50 points during the game, place one of your scoring markers near Paris on the score board to keep track.

When your score reach 50 or more points:



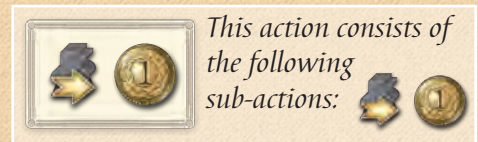
CHAIN REACTIONS

Many actions from *First Class* can be obtained at the same time, which results into elaborate chain reactions. This is by design and should lead to challenging choices for the players. However, this may also raise a few questions.

In what order should you execute actions?

In short, you decide in which order you perform your actions, but each action must be fully completed before you may perform another one. Here are some further explanations regarding actions:

- You perform the actions in the **order** of your choice.
- When you want to perform an action, you must perform **all illustrated actions** entirely or partially. Actions that are depicted in a white frame are considered “sub-actions.” Only when you have performed every sub-action of a frame can you perform other actions. You **cannot interrupt** performing sub-actions to perform another action before continuing the sub-actions from the initial frame.
- It is possible to obtain additional actions as a result of the action you are currently performing (examples: while moving a conductor or your locomotive). Once again, it is only after you have completely performed the current action that you can perform any additional actions in the order of your choice.
- Important:** You can get many coins for having many passengers take their seats as the result of one action (example: a conductor moves many railroad cars forward). In this case, you will have to place all these coins on your player board at once.
- You can perform extra actions by **spending** coins (rulebook, pages 11 and 12). You must perform the corresponding action immediately when you spend the coins. You must finish the extra action before performing any other actions.



Example 1: You choose this mail car.



You spend a coin from the first column to add a 0-value railroad car (7th card in the train) to your upper train. You then use the mail car bonus to move both of your conductors 2 railroad cars forward.



Example 2: You want to perform an action that provides 4 coins. You have to perform this action completely (by putting all 4 coins on your player board) before performing another one.



However, you only have 2 empty spaces (shown in red) on your player board. You decide to first spend 1 coin twice (shown in blue) to make room. For each coin you spend, you immediately perform an extra action.

Now that you have enough room, you perform the action providing 4 coins.



- If other players receive actions during your turn, you must first end your turn as per the normal rules. Then, the next player in turn order performs these actions immediately, followed by next player and so on. After all players have completely performed these actions, the game continues normally.
- Important:** This may lead a player to perform additional actions (usually obtained because they placed a mail car). However, that player cannot spend coins or fulfill contracts during such actions because it is not their turn.