First Class - Teatime

This is a mini expansion for the game *First Class* by Helmut Ohley.

Material and Setup

15 order tokens (*coffee*, *cake* and *champagne* 5 ea.)

15 order tokens according to their number ①: *coffee*, ②: *cake* und ③: *champagne*. For one game you'll need **number of players + 1** token of each colour.

If you start a round with a new stack of cards make sure to lay out the order tokens with the corresponding number of stack ①, ② or ③.

Collect dishes off the table

Before you lay out new order tokens you have to **collect all remaining order tokens of the preceding round** and put them back into the box. You are allowed to purchase order tokens of the current round only.
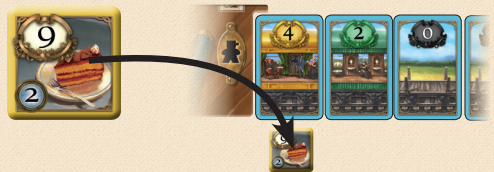
Gameplay

On your turn you can purchase **order tokens which are on display**. In return, you have to pay **2 coins each** from your board. **Each token** has to be arranged with **a railroad car of one of your trains**. Thereby you have to pay attention to the following:

• Railroad car and token must have the same colour or a higher value. If a railroad car already has an order token you are not allowed to put another one there. If you do not have a free railroad car *(celebrities and passengers/luggage are irrelevant)* in the required colour you cannot purchase the token.

• It is forbidden to put more than **one token** of the same colour in one train. Therefore you can purchase two order tokens per stack maximally.

• You can purchase the tokens independently from each other i.e. you do not need *coffee* in order to purchase *cake* or *champagne* later.

Example:

You purchase one cake
and you pay 2 coins.
You put the order token to your
4- value railroad car of the lower train.

Scoring Phase

During the scoring phase you will receive bonus points for order tokens according to their value on the top left corner. As usual the only railroad cars (plus tokens) that score are those **your conductor** has moved **onto or past**.

Note: *The celebrities from module B do not double the value of order tokens.*