Module G - The Magician

Magician
front
5/pile

Choice Card
back

Goody
back

Baddy
back

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

Components: 24 Module cards (8 in 3 pile colours), 2 Choice cards, 10 cards „Goody“, 6 cards „Baddy“

The **Magician** (5 Module cards in each pile) provides you with various actions. However, in the beginning, you don‘t know for sure which rabbit he‘ll pull out of the hat.

Setup: The Module cards and base cards are shuffled together as usual. Then, you shuffle the 3 new types of cards (Choice cards, Goody and Baddy) separately and place them as 3 piles (face down) next to the available action cards on display.

Magician

If you take a **Magician** from the action cards, you have to give both Choice cards to one of the players. This player „shuffles“ the cards behind the back and offers you to choose one of them. You take one of the Choice cards and show it.

Depending on the type of card you receive, you carry on, following the respective instructions you find below.

At the end of your turn, you put both Choice cards back (face down).
As usual, you place the **Magician** card face down on the left-hand side of your player board.
Goody and Baddy cards are **never** placed in front of you. (Where you have to place them is described **below**.)
After that, your turn ends and the following player continues.

Goody

You‘ve got a Goody card. You take the Goody card pile, you **shuffle it**, and you **show the first 3 cards**.

Each of these cards has to be used differently:

- You choose one card which you want to carry out **on your own** according to the usual rules.
- You choose another card which **all players** are allowed to carry out. You are the first player to carry out the action. Then, the other players carry out the action (clockwise).
- You choose one card which you discard. This card **won‘t be carried out** by any player.

You can choose the order in which you want to use the cards.

Immediately after having used a card, you put it back to the Goody pile.

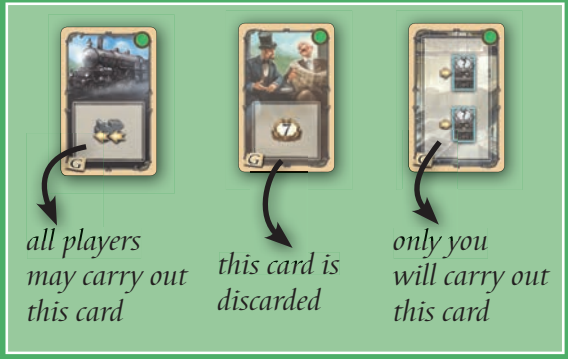
***Note: not carry out an action**. As with the regular Action cards, you are allowed to refuse to carry out the Goody cards. Instead, you may increase the value of one of your railroad cars. If all players are allowed to carry out the action card, each player can decide for himself whether to carry out the action or not.*

***Example:** You‘ve drawn these 3 cards from the Goody pile.*

You decide to discard the 7-points card.

You decide to carry out the card with the two upgrades on your own. You think that this action is too powerful that‘s why you don‘t want the others to use it.

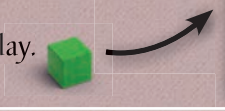
The third card is for all players. Each player is allowed to move the locomotive 2 spaces. One of the others can‘t move his locomotive. (That was the reason why you chose this card for everybody.) This player refuses to carry out the action and upgrades one railroad car one step.



Baddy

You've got a Baddy card. You take the **top-most card of the Baddy pile**.

- The front of the card shows the action (new railroad cars, move locomotive or move conductor). This action is carried out immediately.
- Then, you place the Baddy card face down next to the other action cards on display. **You place one of your scoring markers on top of the card.**



Note: *If* ***all the Baddy cards have been used*** *you don't need the Choice cards anymore. You draw 3 Goody cards instead.* ***The same is true for the very last round, the 6th round.***

The bad thing with the Baddy

After having carried out a Baddy card and after having placed it next to the other action cards, the card has no effect on you.

However, the other players are affected by this card. The card will be „reduced" as follows:

- If there is a , each player has to subtract 1 of the spaces of **his next** Conductor card.
- If there is a , each player has to subtract 1 of the spaces of **his next** Locomotive card.
- If there is a , each player has to ignore one of the upgrades of **his next** Railroad car card.

If a player carries out a so-called „reduced" Action card, he places one scoring marker on the respective Baddy card. If there are two Baddy cards showing the same symbols, he places the scoring marker on the older card.

Examples:

A 3-value conductor becomes a 2-value conductor.

A 1-value locomotive becomes a 0-value locomotive.

Ignoring an upgrade.

If you have subtracted or ignored an Action card, you place one scoring marker on the respective Baddy card.

A Baddy card has no effects on players who have placed one of their scoring markers on the card.

If there aren't enough scoring markers, use your creativity to find an alternative.

If there are scoring markers of all players on a Baddy card, all players take their scoring markers back, and the active player puts the Baddy card back under the Baddy card pile.

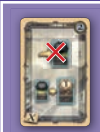
You have to **pay 10 points** at the end of the game **for each Baddy card** on display which has **none of your scoring markers** on it.

Note: *The top-most card of the Baddy pile also shows a ✕ symbol. This card hasn't been „activated" yet! It has no effects on the game, and you are not allowed to place scoring markers on it.*

Example: *There is a* *card.*

You take the railroad car card with a new 0-value railroad car and an upgrade from 0 to 1. You are only allowed to carry out one of the two available upgrades. You want to take the upgrade, and you're therefore not allowed to place the 0-value railroad car.

Then, you place your scoring marker on the Baddy card. You don't have to worry about this card for the rest of the game.



You only carry out one of the available railroad car actions.

You place your scoring marker on the Baddy card.

For the rest of the game, this card has no effect on you.

Exception: *You are allowed to reduce actions which you can't carry out. For example: If you have spaces (locomotive or conductor) you can't use or if you can take a new railroad car which you can't place.*

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