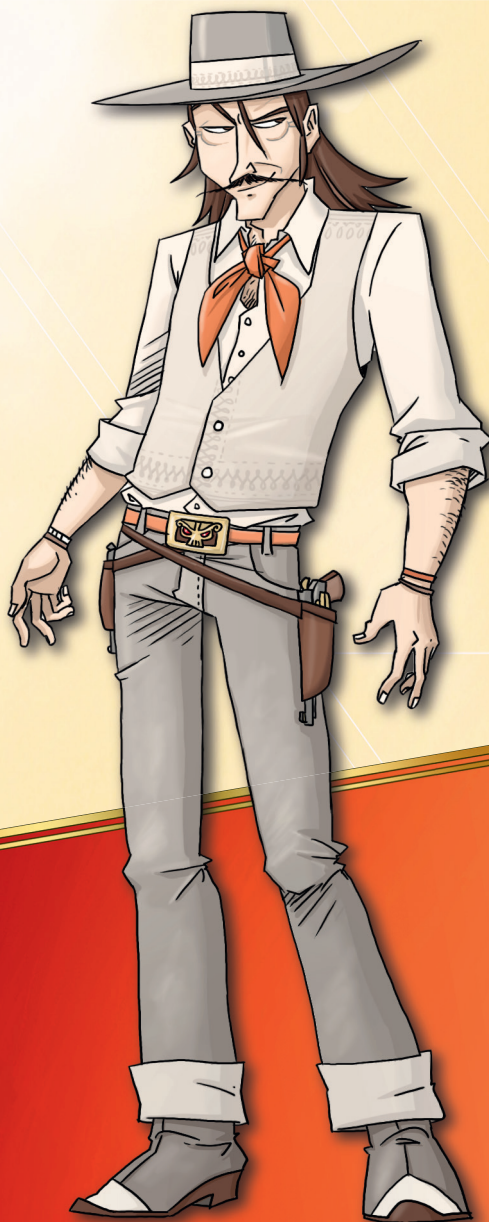


COLT EXPRESS

« **SOME MEN ARE BIG, SOME MEN ARE SMALL, BUT SAM COLT MADE THEM ALL EQUAL.** »

LUDONAUTE BRINGS THE WILD WEST SPIRIT TO BOARD GAMES.

COLT EXPRESS MAKES CASUAL GAMERS DIVE INTO WESTERN MOVIES UNIVERSE.



SUMMARY

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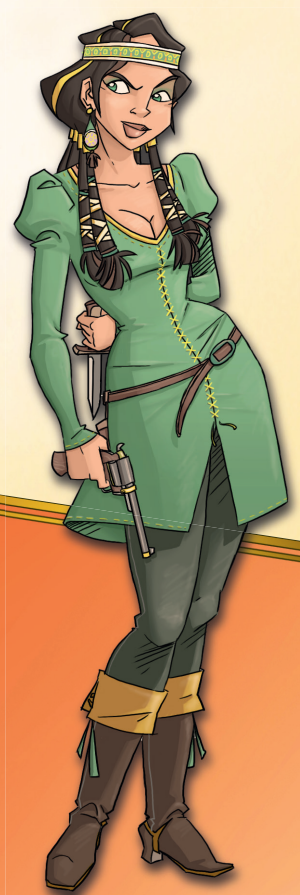
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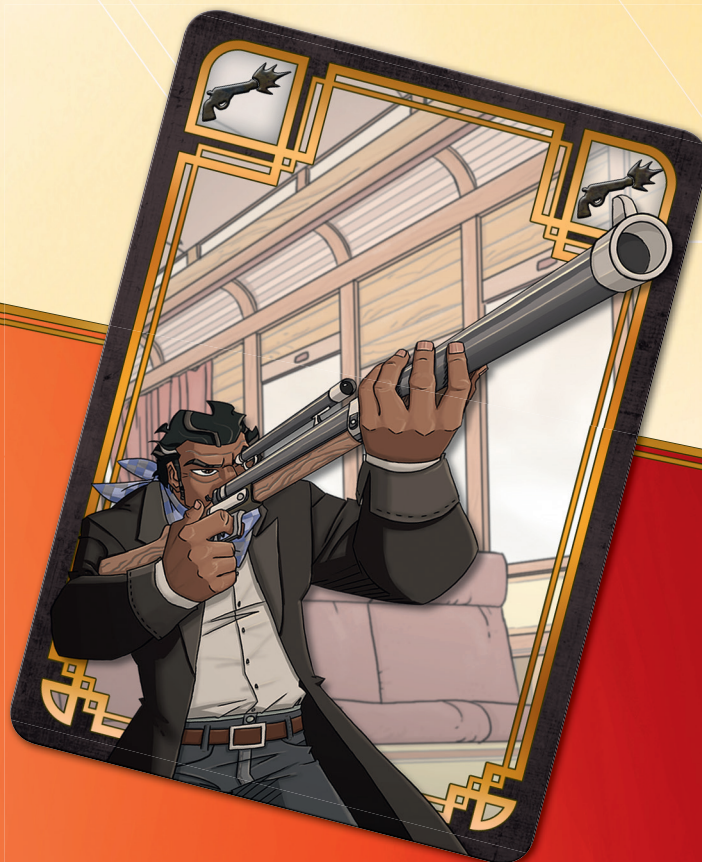
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THE THEME

- In Colt Express, you play a “desperado”, who attacks a passenger train.
- No mercy, no possible alliance: between the cars, on the train’s roof, bullets come from everywhere. The out-laws are injured. The Marshall patrols the train, thwarts the plans of the bandits. He is an additional threat in this extraordinary project.
- Who will become the best gunslinger? Who will get the greater part of the loot?
- Each character has his own personality but, at the end of the day, they all have the same goal: to get the biggest slice of the pie in robbing the passengers.



How to play?

A game goes in 5 rounds.

Each round, there are 2 steps:

- programming actions
- performing actions

One Event card is taken at the beginning of each round. It shows the number of turns there will be during the first step as well as the way the cards are to be played.

Programming Actions

Each player at his turn chooses a card and places it on the top of the common pile, in the middle of the table.

Performing Actions

The first player takes the pile of cards, which have been played during the first step, and, in the chronological order, make the bandits perform the programmed actions.

The possible actions are:

- Move (from a car to the adjacent one inside the train or up to 3 cards on the roof)
- Go up/down
- Rob (take the purse or the jewels of the passengers)
- Shoot (give one of your bullet to an opponent, who is in the adjacent car inside the train, or within line of sight on the roof)
- Punch (make an opponent move from your car to an adjacent car and make him loose a purse)
- Move the Marshall

The Marshall

The Marshall moves inside the train to protect the passengers. When he meets a bandit, the latter flees to the roof and receives a shoot (bullet from the Marshall).

The bullets

When a bandit is shot by another bandit or by the Marshall, his player gets a Bullet card. He adds this Bullet card to his Action cards deck. These cards are useless ; they set you back.

At the end of the game, each player counts his loot. The outlaw who shot the most becomes the gunslinger and wins \$200. The richest outlaw wins the game.

IMMERSIVE AND ENGAGING CONTENTS

In Colt Express, you are in a train. The Bandits, the wooden figures, move from car to car, go up on the roof “for real”.



The cars, made of cardboard, assembled in 3 dimensions, are the sets of the adventures that will take place during the game.

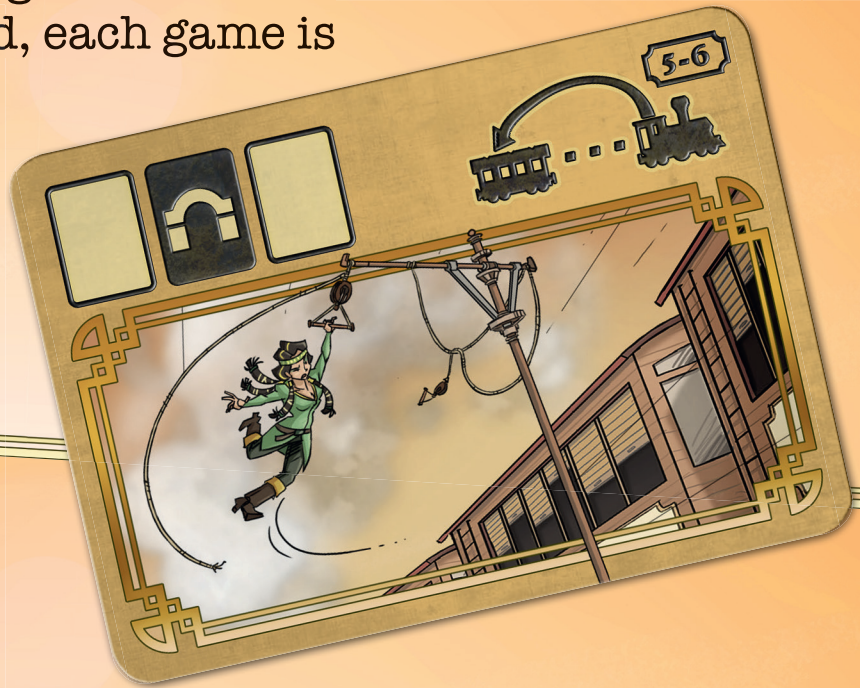
Here, each player recalls the feeling of his childhood plays, when he was moving small soldiers or plastic toys laid on his bedroom floor.

These contents make the players project themselves in the story and help them to view the game progress.



A RENEWED PLEASURE EACH GAME

The Event cards you take at the beginning of each round introduce new game rules or set's changes. Then each round, each game is different from another.



The 6 characters have a personal power, that make you play differently depending on the character you have.



AN UNUSUAL MECHANIC OF PROGRAMMING

Colt Express is a programming game.

This programming is not made by all the players at the same time. One by one, the players plan their action during several turns while they try to follow the other bandits' move in the train. Sometimes, the cards are played face down, that means hidden information. This mechanic drives the players to make tactical mistakes. These unwanted mistakes lead to unexpected and amusing situations.

When playing Colt Express, the players' behavior wavers between concentration, suspicious glances and laughter. Like in western films, the outlaws look over their shoulders to see who is moving, hide their true intentions and often find themselves caught in the cross-fire between opponents.

Thanks to easy rules, all audiences are able to enjoy Colt Express at the very first game.



INFORMATIONS

NUMBER OF PLAYERS: **2 TO 6**

GAME DURATION: **40 MINUTES**

MINIMUM AGE: **10 YEARS OLD**

MSRP: **30€**

BOX SIZE: **29,5X29,5X7,0 CM**

CONTENTS

- 6 CARDBOARD CARS
- 1 CARDBOARD STEAM ENGINE
- 6 CHARACTER SHEETS
- 7 WOODEN FIGURES (BANDITS AND MARSHALL)
- 132 CARDS (63X88MM)
- 32 LOOT TOKENS
- 6 INDIVIDUAL CARDS

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