

PLAYER AID

SPECIAL TURN

- Play Action Cards face-up.
- Play Action Cards face-down.
- You cannot play Shoot or Punch Cards.
- Choose and reveal your Action Card all at the same time.
- Play in counterclockwise order.
- Take 2 turns in a row.
- Keep one Action Card for the next Round.
- Keep two Action Cards for the next Round.

THE HOSTAGES

- \$1000 Add a Neutral Bullet to your deck at the beginning of each Round.
- \$800 You cannot use the Punch Action anymore.
- \$700 You cannot use the Ride Action anymore.
- \$250 You lose your Bandit power.
- \$200 You must play your Cards face-up (even in the tunnels).
- \$500 You can only move forward one Car on the roof (instead of 3).
- \$900 Draw one fewer Card at the beginning of each Round.
- \$1000 No effect.

EVENTS

- The Marshal shoots the Bandits who are on the roof of his Car, then the Marshal moves one Car toward the Caboose.
- Get one Neutral Bullet Card if you are a Bandit inside the train.
- Place a Strongbox on the Marshal's position.
- If you are on the roof, move to the roof of the Caboose.
- If you are on the roof, move one Car forward to the Locomotive.
- Remove from the game the Horse closest to the Caboose (2 Horses in a game of 5 or more.)
- If you are inside or on the roof of the Stagecoach or the Car in front of the Stagecoach, take a Neutral Bullet Card.
- If you are on the roof, move one Car toward the Caboose.
- Move all the Horses, the Stagecoach and the Shotgun one Car toward the Caboose.
- Remove from the game a Flask on the Marshal's position.
If it is a Classic Whiskey Flask, move the Marshal one space toward the Caboose.
If it is an Old Whiskey Flask, move the Marshal to the Caboose.
Each Bandit the Marshal meets during this movement gets a Neutral Bullet Card and flees on the roof.
- Play an Action Card from your hand and resolve it immediately.
- The Marshal randomly reveals 1 Goal Card.
- Move all Loot tokens inside the Marshal's Car to the roof.

EVENTS - TRAIN STATION

- \$250 If you are inside or on the roof of the Locomotive, get a \$250 bonus.
- If there is no other Bandit on your position, take 1 Purse on that position if there are any.
- If you are on the roof of the Marshal's Car, get rid of your least valuable Purse.
- If you own a Strongbox, share it between all the Bandits on your position.
- \$150: Each Bullet Card you received during the last round makes you lose \$150.
- If you are still inside the train, you lose.
To leave the train, play a Ride Card or stand inside or on the roof of the Stagecoach at the end of the game.
- If you punch a character on the roof, you may choose to knock them off the train. That player is eliminated.
- If you are in the Cell at the end of the game, you lose.
- If the Marshal wins the game, the poorest Bandit also wins.

THE WHISKEY FLASKS

(can be used twice in a game, only during a normal turn)

- Draw 3 Cards then play an Action Card.
- Play 2 Action Cards in a row.

COLT EXPRESS

BIG BOX

THE FULL COLT EXPRESS EXPERIENCE

(Re)Discover the fun of Colt Express and its 3D train, the one and only Wild West board game in which all shots are allowed to become the richest outlaw.

PLAY A WILD WEST BANDIT IN FOR THE MONEY...

... OR THE MARSHAL, SAMUEL FORD FOR LAW AND HONOR.

PLAN YOUR ATTACK OF THE TRAIN BY PLAYING ACTION CARDS.

PLAN YOUR DEFENSE OF THE TRAIN BY PLAYING ACTION CARDS.

PUNCH THE MARSHAL AND GET BRAWLER PRIZES.

RIDE ALONG THE TRAIN AND LAUNCH AN ATTACK ON THE STAGECOACH.

SHOOT YOUR OPPONENTS AND WIN THE GUNSLINGER PRIZE.

GO FROM CAR TO CAR TO ROB THE PASSENGERS AND THE OTHER BANDITS.

Experience a new game each time by combining the various contents of the game.

The base game, the 2 expansions and a new Bandit in one box.



More than 500 000 copies sold

Colt Express

The base box

- 1 Locomotive
- 6 Train Cars
- 10 Terrain elements
- 26 Loot tokens
- 7 Character pawns
- 6 Bandit sheets
- 132 playing Cards
- 1 Rulebook

Colt Express

Horses and Stagecoach

- 1 Stagecoach
- 6 Horse pawns
- 1 Shotgun pawn
- 30 playing Cards
- 7 Loot tokens
- 1 Rulebook

Colt Express

Marshal and Prisoners

- 1 Prison Car
- 2 Character sheets
- 92 playing Cards
- 1 Marshal pawn
- 1 Horse pawn
- 3 Loot tokens
- 1 Rulebook

SILK

A new Bandit

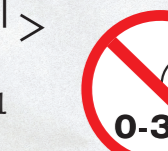
- 1 Character sheet
- 1 Bandit pawn
- 1 Horse pawn
- 23 playing Cards

INCLUDES a 3D train!



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Made in China
LUCOEX11EN - WTZ-2021-1

40' | 2-9 | 10+
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WARNING: Choking Hazard - Small parts. Not suitable for children under 3 years of age.



Keep the leaflet for future reference - Do not dispose

How to use this Big Box?

CONTENTS AND MODULES' DESCRIPTION

Before your first game, assemble the 3 D contents using the enclosed instructions.

Straighten and assemble the dividers in the box bottom to create 16 compartments where you can place the game contents as described below.

★ Base game

1 Locomotive - punched board n°1
6 basic Cars + Terrain elements - punched boards n°2 to 7
28 Loot tokens (19 Purses, 6 Jewels, 3 Strongboxes) - punched boards n°2 to 7
8 Bandit pawns and 1 starred Marshal pawn
136 basic Bandit Cards [17 Cards (1 Character Card + 10 basic Action Cards + 6 Bullet Cards) for each of the 8 Bandits]
17 basic Round Cards, 15 non specific Rounds Cards from the expansions, 16 Neutral Bullet Cards
8 Bandit sheets

★ Stagecoach module compartment 8

Horses and Stagecoach rulebook - setup on page 2 - rules on pages 4, 5 and 6

1 Stagecoach - punched board n°8
1 Shotgun pawn
8 Hostage Cards
3 Round Cards (2x The Shotgun's rage, 1x Escape)



★ Prison module compartment 10

Marshal and Prisoners rulebook - setup on page 3 - rules on pages 4 and 5

1 Prison Car - punched board n°9
8 Brilliant Idea Cards
8 Prisoner Cards



★ Whiskey module compartment 12

Horses and Stagecoach rulebook - setup on page 2 - rules on page 7

6 Whiskey Flask tokens - punched board n°8
2 Round Cards (A shot of Whiskey for the Marshal)



★ Horses module compartment 14

Horses and Stagecoach rulebook - setup on page 2 - rules on page 3

8 Horse pawns
8 Ride Action Cards
2 Panting horses Round Cards



★ Marshal module compartment 16

Marshal and Prisoners rulebook - setup on page 3 - rules on pages 6, 7 and 8

1 Marshal sheet
3 Brawler Cards
23 Marshal Cards (11 Action Cards + 12 Bullet Cards)
8 Wanted Cards
16 Marshal's Goal Cards
2 Mailbag tokens - punched board n°9
4 Round Cards (2x Rumors, 1x Guilty Conscience, 1x Crime doesn't pay)



How to play?

This big box contains the base game Colt Express and various modules you can add to the base game as you wish.

The game modes

- Base game

If you have never played Colt Express, we advise you to play the base game a few times first. Please use the base game rulebook.

The 8 Bandits (Ghost, Tuco, Doc, Cheyenne, Belle, Django, Mei and Silk) can be played with the base game so that you can play up to 8 players in the base game mode.

When playing 7 or 8 Bandits, use all 6 Cars from the base game and the 5/6 players Round Cards.

Mei's power is described in the Marshal and Prisoners, on page 11.

Silk's power is described on the right of this leaflet.

- 2 Bandits-per-player mode

To play with 2 or 3 players, apply the special rules described in page 10 of the base game rulebook.

- Team mode

With 4, 6 or 8 players, you can play in teams. Apply the rules described in page 10 of the Horses and Stagecoach rulebook.

You can play these four modes with any of the modules or even all of them at once.

- Expert variant

You can play with the Expert variant (see page 11 of the base game rulebook.)

How to use the modules?

When playing, you can choose to use one or several modules.

To do so, set up the base game and then get each one of the chosen modules out of their compartment one by one. Apply the corresponding rules.

We would advise discovering each module separately.

More fun, action and surprise!

PREVIEW: A NEW COLT EXPRESS EXPANSION TO BE RELEASED IN 2022

You have found in this box a Silk Action Card which does not match any modes nor modules.

This is a teaser of the next expansion: Colt Express 2 Trains and 1 Mission to be released in 2022.

In Colt Express 2 Trains and 1 Mission, you play with two trains which cross each other.

Jump from one train to the other, beware of the militia, fulfill your high profit mission and help your team win.



A NEW BANDIT

SILK

Nobody knows who Silk really is.

When you play Silk, choose one special power before starting the game. You can choose one of the three following special powers... or make up your own power.

All players must agree on the power of Silk before choosing their Bandit.

★ Move power

Move 1 or 2 Cars, whether you are inside the train or on the roof. You can only move 2 Cars on the roof unlike 3 for the others Bandits.

During this move, you are allowed to get across a Car where a lawman is (Marshal or Shotgun).

If you stop on their position, the usual rules apply.

Reach or leave the Stagecoach's roof may be one of your two moves.

★ Dodge power

(Valid only when no player is the Marshal)

Give to the player of your choice the Neutral Bullet you get when you encounter a Lawman (Marshal or Shotgun) and then change positions as specified in the rulebook.

You still get a Neutral Bullet when the Passengers' Rebellion or the Marshal's revenge is triggered.

★ Block power

You block the rear door entrance. No other Character (Bandit or Marshal) can enter that Car through the rear door.

Only an entrance triggered by a Move Action Card can be blocked.

However, you are not blocking anyone from getting out that Car through the rear door.

You do not block the Shoots. A Character, Bandit or Marshal, who shoots from an adjacent Car can target any Character in your Car and vice versa.

Specific contents to Silk

10 base Action Cards [Move (x2), Change Floor (x2), Shoot (x2), Punch (x1), Loot (x2), Marshal (x1)]
1 Ride Action Card
1 Prisoner Card
1 Brilliant Idea Card
1 Wanted poster Card

1 Arrest Warrant Card
6 Bullet Cards
1 Character sheet
1 Character Card
1 Bandit pawn (grey)
1 Horse pawn

1 Support Card

This Card is to be used only in the next expansion. Please keep it safely.

