

# COLT EXPRESS



**Ludonaute is offering you this leaflet. It deals with two special rules to play Colt Express in a new way. On the back of this page, you will find a decor « The Rock » that you can use as a support for the common deck for your next games.**



<http://www.coltexpress.ludonaute.fr>

# COLT EXPRESS

## SPECIAL RULES TO PLAY IN TEAMS

These special rules allow to play by team of two so the number of players needs to be even. It fits especially to the first expansion of the game "Horses & Stagecoach", to be released in October 2015, but can be played without it as well.

### SET-UP

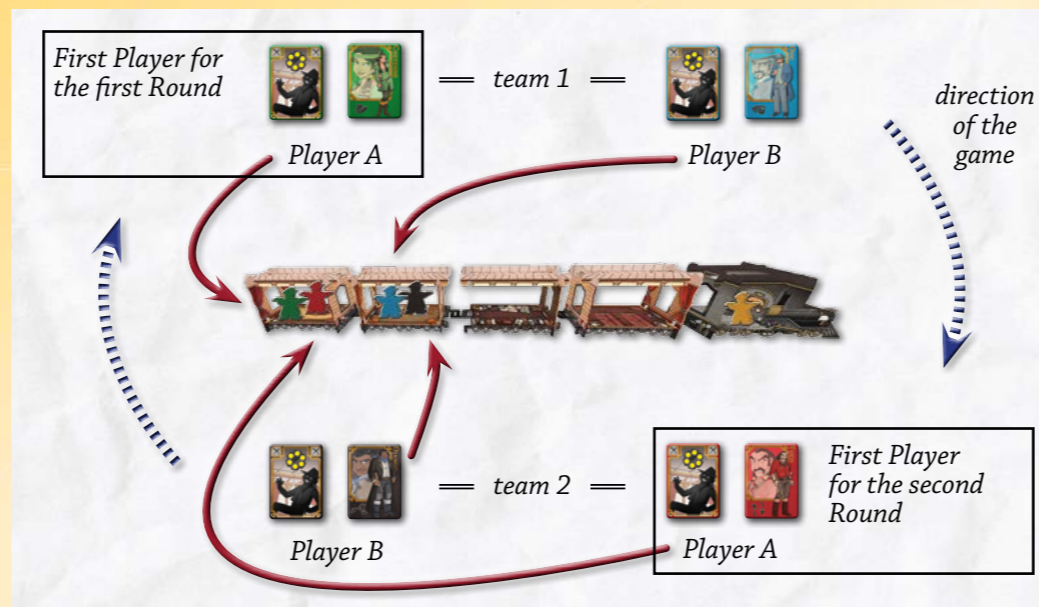
The two players of the team sit next to each other. The first player, on the right hand side, is called Player A. The second one is Player B. They always play one after the other.

Player A of each team places his Bandit in the Caboose. Player B of each team places his bandit in the Car next to the Caboose. If you play with the expansion Horses and Stagecoach, use the Horse Attack rule.

### FIRST PLAYER

The First Player is drawn randomly amongst the players A of each team.

For each new Round, the player A of the next team clockwise becomes the next First Player (and not Player B of the same team).



### STARTING A ROUND

At the beginning of each Round, each player draws a card from the deck of his partner and fills up his hand with cards coming from his own deck.

★ If the card drawn from his partner is an Action card, he would be able to play it during the phase 1 «Schemin'!» instead of one from his own hand.

★ If this is a Bullet card, he keeps it in his hand.

★ This card is returned to its owner only if it is played. If this doesn't happen, it is kept amongst the other cards of this player.

### NOTE ABOUT THE SWITCHING TURN

A Switching Turn is played counter-clockwise. Player A becomes Player B and the other way around for this turn.

### END OF THE GAME

The two players of the team adds up their scores to obtain the final score of the team. The richest team wins the game.

The Gunslinger prize is awarded to the team who shot the most Bullets; however a malus point for each Bullet they shot at their partner. So, a Bullet they shot at their partner doesn't help to win the Gunslinger prize.





# COLT EXPRESS

## SPECIAL RULES FOR 2 OR 3 PLAYERS

These special rules offer an alternative to the one that is for 2 players in the basic rules. It will allow you to play with 3 players, in the same spirit as the second expansion "Marshall & Prisoners", to be released in February 2016.

Each player takes two Bandits instead of one. It is advised to play with these special rules without the Expert Variant from the basic game.

### SET-UP

Use the Round card for 2 to 4 players.

For 2 players, 3 Cars must be used. For 3 players, 4 Cars must be used.

Take apart Ghost, Doc and Belle. Attribute them randomly a partner amongst the 3 others Bandits. Then, each player chooses a team.

The personal decks are constituted the same way as in the basic game for two players: from among the Action cards of each Bandit, get rid of all the cards in duplicate as well as one Marshal card from the Bandit of your choice.

You will have 11 remaining cards in your hand:



2 Fire (one for each Bandit)



2 Punch (one for each Bandit)



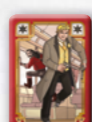
2 Move (one for each Bandit)



2 Floor change (one for each Bandit)



2 Robbery (one for each Bandit)



1 Marshal

Shuffle the cards to constitute your personal deck. So, each player plays with a mix of the Action cards of the two Bandits.

To place the Bandits in the train, the players take secretly one Bandit's pawn in each hand. The hands are revealed at the same time. The Bandit in the left hand goes in the Caboose, the other Bandit goes in the Car before it.

### STARTING A ROUND

At the beginning of the round, before shuffling their personal deck, the players can select one card of their choice. After shuffling the remaining cards, they draw 6 extra cards (so they start with 7 cards instead of 6).

### PHASE 1 : COVER

During a classical turn (not in a Tunnel, a Switching Turn, a Speeding-Up...), if a player places a Fire card of a Bandit on the common deck, he can immediately, in the same action, play an Action card of his other Bandit. This second card can't be a Marshal card.



Note : Even though the loots are counted together at the end of the game, during the game the loots robbed by each Bandit must be placed on the board (or card) of this one.

### END OF THE GAME

The Gunslinger prize is awarded to the player whose the total of Bullets shot by his two Bandits is the highest. Careful though, each player gets 1 malus point for each Bullet of his own color in his personal deck (this means that one of his Bandit has shot the other one).

### PRECISION ABOUT THE CHARACTERS

Ghost allows his player to place his first Card face-down, never mind that the card is a Ghost's card or his other Bandit's card. He doesn't have to play face-down, for example if he wants to use the Cover rule explained above.

Doc allows his player to draw 7 cards : he will then play with 8 cards in hand.

This Rock decoration can be used to place your common deck during your Colt Express games, with or without the third expansion "Indians & Cavalry", to be released in October 2016.

