COLT EXPRESS

The Santa Claus Elf

The Santa Claus Elf can be used with or without the expansions Horses & Stagecoach and Marshal & Prisoners.

Content

- 1 Elf standee to be assembled
- 8 tokens: 4 Gift and   4 Empty

Set-up

The Elf wants to deliver his gifts to the train driver who has them deserved. Will he succeed? Will you help him or, on the contrary, will you do everything to prevent him?

Place the Elf standee in the third Wagon from the back of the train.

Take as many tokens as there are Bandits, half Gift and half Empty. If there is an odd number of Bandits, take an Empty token of more than Gift Tokens. (Example: with 5 Bandits, take 2 Gift and 3 Empty).

Shuffle the selected tokens face down and give one to each Bandit. These tokens must remain hidden from the opponents throughout the game.

If you play with the Marshal & Prisoners expansion, do not give the marshal a token.

Rules

The Elf moves only following the bandits in motion.

When a Bandit starts his movement triggered by an action **Change Floor** or **Move** from the position where the Elf is, move the Elf with the Bandit.

The Elf can park on Marshal's position.

The Elf is not moved if the Bandit's move is due to a Punch, an encounter with the Marshal, a Django shot or an end of round event.

The Elf can not be targeted by a shot or a punch.

If you play with the *Horses & Stagecoach* expansion, the Elf follows the Bandits in the **Ride** Action. He can enter and leave the stagecoach. He can park on the Shotgun's position.

If you play with the *Marshal & Prisoners* expansion, the Elf does not follow the Bandits in prison. He does not follow the Marshal either. If the Marshal does not win the game, the end-of-game rule below applies as with the basic game.

End of Game

The Gunslinger prize is awarded then all Bandits reveal their Gift or Empty token.

- If the Elf is in the Locomotive or the Car adjacent to the Locomotive (inside or on the roof) at the end of the game, the winner is the richest Bandit among players with a Gift token. Players with an empty token are automatically eliminated.

- If the Elf is at least two cars away from the Locomotive, the winner is the richest Bandit among those with an Empty token. Players with a Gift token are automatically eliminated.