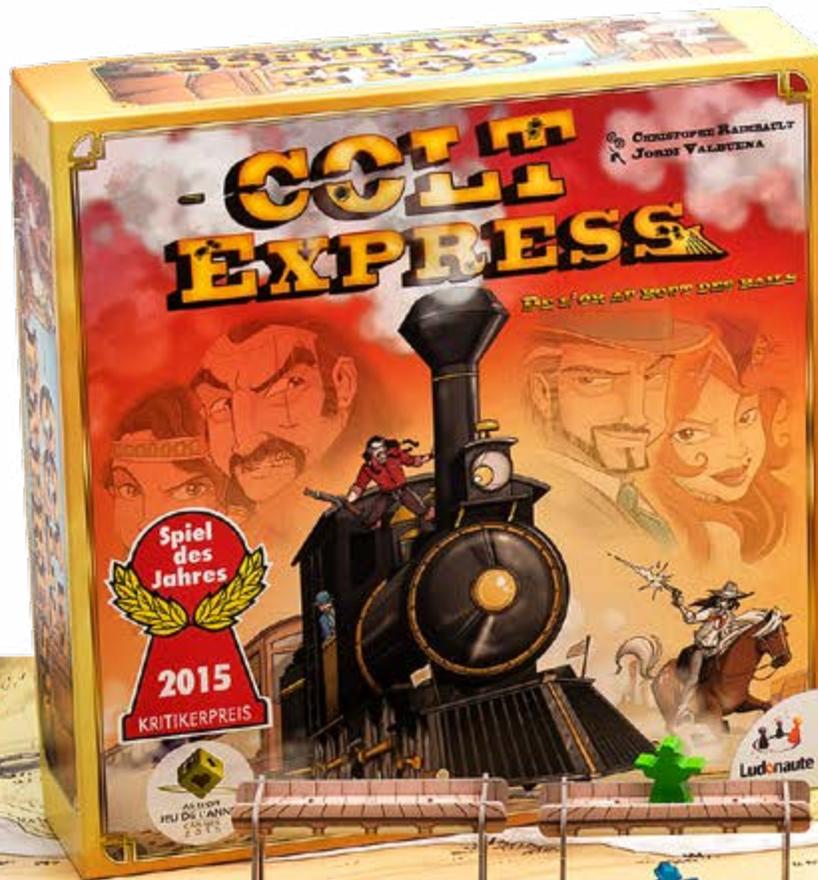


Press kit
June 2016

COLT EXPRESS



In 2 years, *Colt Express* has become a real phenomenon in the board game field. This game for all ages, highly praised by the public and the professionals, continues to develop.

At Ludonaute, we are proud of this success. I'm honored to present our baby, this crazy project who is about to become a reference. So, ready to draw your Colt?

Anne-Cécile Lefebvre, C.E.O. of Ludonaute

GAME OF THE YEAR IN GERMANY, FRANCE, ITALY, SPAIN, HUNGARY

BOARD GAME IN A FAR WEST BACKGROUND

TWO EXPANSIONS: HORSES & STAGECOACH, MARSHAL & PRISONERS



SOMMAIRE

What does a board game publisher?.....	p. 3
Ludonaute.....	p. 3
The birth of Colt Express	p. 4
The prizes	p. 5
The game designer.....	p. 6
The illustrator.....	p. 6
The theme	p. 6
How to play?	p. 7
The expansions	p. 8
Informations	p. 9
Contact	p. 9

WHAT DOES

A BOARD GAME PUBLISHER?

Ludonaute's activity is closed to what a book publisher would do. This is about finding new talented authors and accompanying them for the game design. Then, we need to think about illustrations, ergonomomy and manufacture.

The every-day work of a publisher is to follow the production of the game, which could be in Germany or China for us. Finally, the commercialization is realised through partnerships with distributors and requires marketing and communication actions.

In the publishing network, a publisher is the bridge which links all the coworkers (author, illustrator, graphist, manufacturer, distributor...). We don't sell directly to the public, the shops are doing so after bying the game from the distributors. However, we are in contact with the final clients during the salons and fairs where Ludonaute is often present.

LUDONAUTE

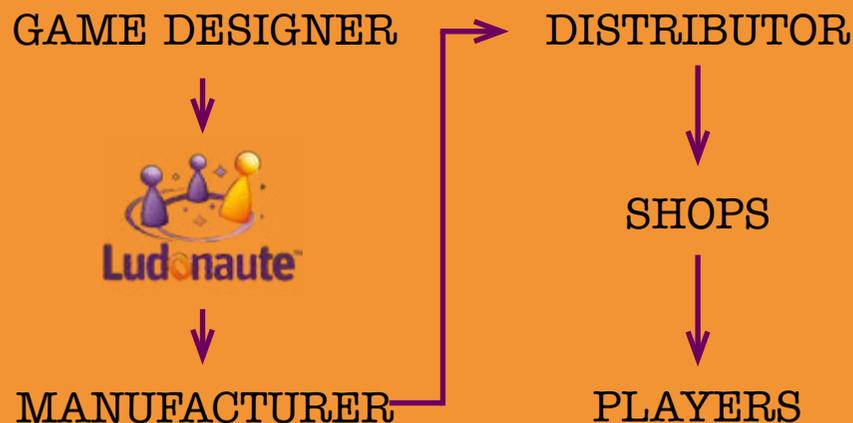
Ludonaute is publishing games since 6 years, from 1 to 3 games per year. At the beginning, these products were aimed to aa public of "core" gamers (teenagers and adults).

The year 2013 is a turning point with the realease of the game *The Little Prince - Make me a planet*. This title is the first real success of the company, with 45 000 copies sold. The Little Prince popularity and the quality of the game allowed us to open new markets and to make new international partnerships.

Since then, we are regularly selling our titles in the following countries: Italy, Poland, Czech Republic, Spain, Belgium, the United Kingdom, Germany, Greece, Romania, Hungary, Russia, Japan, South Korea, China, the United States, Canada...

In 2015, our title Colt Express became famous by winning numerous prizes, included the Spiel des Jahres, a german price with an international influence.

Nowadays, Ludonaute is composed by 5 employees and has 12 games in its catalog.



6 YEARS

12 GAMES

20 DISTRIBUTED COUNTRIES

LA NAISSANCE DE COLT EXPRESS

As publishers, we are always looking for new games, new ideas. We are receiving a lot of emails from game designers with prototypes rules. We are meeting them during the board game fairs.

During the years, we have met a lot of game designers, like Christophe Rimbault in 2009. At the end of the year 2013, Christophe told us about his prototype of a western game. From the first game, we were really excited: the far west atmosphere was definitely present! We presented the game to different publics: core and casual players, our children and families; everybody loved it.

The development of the game lasted a year. While working on the game mechanics, we contacted an illustrator who gave life to the characters. We were also dealing with the problem of creating a 3D train while keeping a correct public price.

Finally, Colt Express was born in its final version thanks to the work of game designers, publishers, testers, manufacturers, co-publishers...

Nowadays, Colt Express is translated in 24 languages and 350 000 copies have been sold.



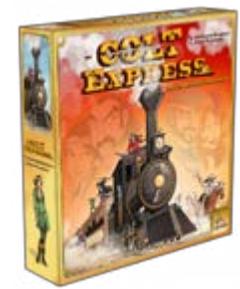
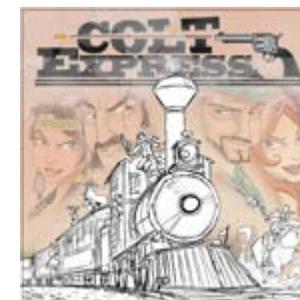
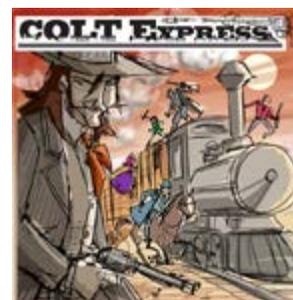
Different solutions have been tested for the 3D train



The prototype is tested during fairs.



A work in progress version of Colt Express



Some tests for the cover

THE PRIZES

In 2015, Colt Express won the main prizes. Here is a selection.



FEBRUARY
2015
FRANCE



OCTOBER
2015
SPAIN



OCTOBER
2015
FLANDERS

JULY
2015

GERMANY



HUNGARY



LYS GRAND PUBLIC

NOVEMBER
2015
QUEBEC

SEPTEMBER
2015
ITALY



JULY
2015
FRANCE

THE GAME DESIGNER



**Christophe
Raimbault**

Christophe is trying to develop in each of his game a strong thematic and a real feeling for the players.

THE ILLUSTRATOR



**Jordi
Valbuena**

Jordi Valbuena works above all on cartoon storyboarding for 15 years. His last project is Sonic Boom 2 (OuiDo!).

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 outlaws are injured. The Marshal 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.

GHOST



DOC



TUCO



CHEYENNE



BELLE



DJANGO



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 actions allow to move, change floor, robb, shoot at somebody, punch somebody and call the Marshal.

The Marshal

The Marshal 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 Marshal).

The bullets

When a bandit is shot, 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.



The game displayed on a table



*Action
Change
Floor*



*Action
Marshal*



Bullet card



For 6 players the train is longer



2-4 players



5-6 players

*The Round cards
show how the game
will go.*

*They vary according
to the number of
players.*

LES EXTENSIONS

HORSES & STAGECOACH



The bandits are attacking the train by horse. Horses figures allow the Bandits to move faster. The box brings a new 3D element: the stagecoach. The Bandits can attack it and take the passengers as hostages to get a ransom at the end of the game. The hostages are not easy to carry around and limit the Bandit actions. The Stagecoach is also protected by a Shotgun who carries another Strongbox. Finally, some whisky helps the Bandit to be more efficient.



- New 3D element: the Stagecoach.
- New action: the Riding action
- New events
- New ways to make money



MARSHAL & PRISONERS

One of the players can now be the Marshal. He is following his own goals which vary from game to game.

The Bandits will need to make an alliance against him to stop him from achieving his hidden goals if they want to be able to win the game. But they also need to be the richest one amongst the Bandits.

The expansion brings a new 3D element: the jail car, displayed at the Caboose of the train. The Bandits caught by the Marshal go straight there and need to free themselves in order to keep robbing the train. The jail car is also full of average Bandits, ready to rent their services to whom is willing to free them. A new bandit, Mei, is now playable, with her special capacity which make her really mobile .



- Up to 8 players
- Two new playable characters: the Marshal and the Bandit Mei.
- New game style: alone versus all. New strategies.
- Playable with or without the 1st expansion Horses & Stagecoach.

INFORMATIONS

Publisher: Ludonaute

Distributor: Asmodee

Number of players: 2 to 6 for the base game and the expansion
Horses & Stagecoach

3 to 8 with the expansion Marshal & Prisoners

Game duration: 30-45 minutes

Minimum age: 10 years old

Theme: Western

Release dates: Base game, October 2014

Expansion Horses & Stagecoach, October 2015

Expansion Marshal & Prisoners, octobre 2016

MSRP: Base game 30 euros, expansions 20 euros each

Box size: Base game 29,5 × 29,5 × 7,0 cm

Expansions 29,5 × 14,7 × 7,0 cm

Contents base game

6 cardboard cars

1 cardboard locomotive

7 wooden figures (bandits and marshal)

6 character sheets

132 cards (63 × 88 mm)

32 loot tokens

CONTACT

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