

A game by Christophe Raimbault

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# COLT EXPRESS

## HAPPY 10<sup>TH</sup> ANNIVERSARY



### COMPONENTS

**11 SPECIAL  
PUNCH CARDS**

**17 SCREEN-PRINTED  
WOODEN CHARACTER  
FIGURES**



**60 SCREEN-PRINTED  
WOODEN LOOT TOKENS**



**CIRCUS  
CAR**



**HANDCAR**



#### AL PATRON

- |                         |                       |
|-------------------------|-----------------------|
| 1 Character sheet       | 1 Nudge card          |
| 1 Character card        | 1 Wanted card         |
| 10 regular Action cards | 1 Marshal's Goal card |
| 1 Brilliant Idea card   | 1 Ride card           |
| 1 Prisoner card         | 6 Bullet cards        |



#### MARY PUMPKINS

- |                   |                 |
|-------------------|-----------------|
| 1 Character sheet | 1 Punch card    |
| 2 Shoot cards     | 2 Robbery cards |
| 1 Hat Tip card    | 2 Move cards    |
| 1 Seduction card  |                 |

**To play with this expansion, you need the Colt Express base game.**

## THE CIRCUS CAR

### Setup

Insert the Circus car anywhere you like in the row of train cars, and place the 2 Clown's Chests face down inside it. One is worth \$1,000 and the other \$0.



### Effect

If your bandit ends their movement on the Circus car (*inside or on the roof*), you may change floors using the giraffe's neck if you like.

## THE HANDCAR

### Setup

Place the Handcar at the front of the base game's train, in front of the Locomotive.



### Effect

You can access the Handcar via the roof or the inside of the adjacent train car.

When your bandit lands on the Handcar and an opponent's bandit is already there, they are automatically launched to the roof of the adjacent train car.

If your bandit is on the Handcar **at the end of a round** and before the event is resolved, move the Handcar to the other side of the train (*if the Handcar is in front of the Locomotive, place it behind the Caboose, and vice versa*).

Next, secretly place your bandit (who was on the Handcar) underneath the train car of your choice. Your opponents need to keep their eyes closed while you're doing this. Your bandit will only leave his hiding place at the start of the next round's Stealin' phase.

*Note: a bandit on the Handcar is considered to be on the lower floor.*

## AL PATRON

*Starts with 2 Purses of \$250 instead of 1.*



*Al Patron is the king of corruption. Nobody can resist his financial propositions.*

During phase 2: once per round, as an action, you may purchase an opponent's Action card. As soon as the card you're interested in is turned over, but before it is resolved, shout "I'm buyin' that!" and give 1 of your Purses to the card's owner. Carry out the action of the card you purchased as if you had programmed it yourself. THEN, your opponent gets to carry out the same action.

*Note: you can play as Al Patron in all of the expansions. Just replace one of the other bandits.*

# MARY PUMPINKS

An automated bandit who can only be used in the base game and possibly the Horses and Stagecoach expansion. Does not work with the other expansions.

## SETUP

Prepare the game as normal, placing Mary to the right of the First Player. Shuffle her set of 9 Action cards and place it on her Character sheet. Place a Jewel inside the last 3 train cars, in addition to the usual Loot tokens. Give Mary a Jewel instead of a \$250 Purse.

## MARY'S POWER: MARSHAL'S SWEETHEART

Mary never goes up onto the roof. She stays inside the train at all times. If she encounters the Marshal, she doesn't flee to the roof but stays where she is. She can even Punch the Marshal.

## PHASE 1: SCHEMIN'!

On Mary's turns, randomly take the top card from her set of Action cards and place it onto the central pile.

## BULLETS

Shuffle any Bullets Mary receives into her set of Action cards. If she draws a Bullet card, she discards it to the game box and simply passes her turn.

At the end of her turn, reshuffle all of Mary's cards, even if you're playing with the advanced rules.

## END OF THE GAME

Mary doesn't compete for the Gunslinger prize. Mary wins the game if she's the richest of all the bandits.



# ACTIONS



## ♡♡ SEDUCTION

Thanks to her powers of seduction, Mary can move the Marshal and all of the Bandits toward her current location. If they are already inside her train car, they stay there. If they are on the roof of Mary's train car, they must change floors. If they are inside a different train car, they move 1 train car toward Mary, without changing floors. If they are on the roof, they move by 3 cars as normal, trying to get as close to Mary as possible.

## ✊ PUNCH

Mary's Punch card targets all of the Characters (including the Marshal) at her location, sending them toward the back of the train if possible. Mary loses her Loot in the following order:



## ⚙️ HAT TIP

Mary and the Marshal switch locations. Then, apply the Marshal's effects to the Bandits who are with him. If Mary and the Marshal are in the same location, nothing happens.

## 💎 ROB

During a Robbery, Mary takes Loot in the following order:



## 👉 MOVE

Mary moves in the direction of the train car that has the most Jewels. If there's a tie, she moves toward the Locomotive.

## 🔫 SHOOT

Mary's shooting affects all potential targets, including Belle. This means Mary can distribute several Bullet cards in a single Shoot action. She doesn't have any Bullet cards of her own, and uses Neutral Bullet cards instead. Bandits that are hit each drop a Jewel if they have one.

## THE SCREEN-PRINTED WOODEN LOOT TOKENS



Replace your cardboard tokens with the sturdier wooden ones.

There's an additional Strongbox worth \$0, which you can use to add an element of surprise to the Robberies.

## THE SCREEN-PRINTED WOODEN CHARACTER FIGURES



## THE SPECIAL PUNCH CARDS

You can always add these cards to your set of Action cards. This means you'll have 2 Punch cards at your disposal.

The bandit targeted by a special Punch card is not moved to an adjacent train car, but changes floors instead.

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ARENA



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