



COLT EXPRESS

GAME PLAY ONE-SHEET

SUMMARY :

Colt Express is a programming game for 2-6 players attempting to rob a train in the Old West. The game is 5 rounds, with each player playing cards that determine their Bandits actions. At the end, the train pulls into the station and the player with the most loot wins.

SET UP : Each player gets a Character card and the following:

- 6x Bullet Cards (stacked face up, 6 on top to 1)
- 10x Action Cards (shuffled, face down)
- 1x Bandit Token (matching color of cards)
- 1x \$250 Purse (value face down)

Place the locomotive in the center followed by 1 train car per player. Place loot in each car according to the symbols on its floor, Purses facedown. Place the Marshal token and 1 Strongbox in the locomotive. Place the other Strongbox and 13 Neutral Bullet cards near the locomotive. Find the Round cards for your player count (marked 2-4 or 5-6) randomly draw 4, shuffle, and stack on a randomly drawn Station card. Place this stack of 5, facedown, where everyone can see.

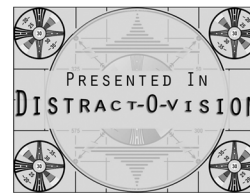
Starting with first player, each player places their token in the last 2 cars of the train: odd numbered in the Caboose, even in the 2nd to last.

GAME PLAY - At the beginning of each round each player shuffles their deck (including bullet cards gained from the previous round) and Draws a hand of 6 cards. Then the current First player reveals the top round card. This shows how many cards will be played, and how they will be played.

SCHEMIN' PHASE Starting with First player, each player either: **Plays an Action card** onto the stack as shown on the Round card, OR **Draws 3 cards** from their deck and add to their hand.

These cards are kept in the stack in the order as played.

STEALIN' PHASE The First player now takes the stack of played cards, without disturbing the order and reveals them one at a time. Each Action card is resolved as revealed, then given back to its player. After cards are resolved, there may be a symbol at the end of the Round Card for an Event to be triggered. Once everything is resolved and all cards are returned, the players add their cards back to their decks along with any Bullet cards they received from being shot. The next player becomes First player and starts the next round.



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ACTION CARDS - descriptions:



MOVE - If your Bandit is in a car, move them to an adjacent car. If they are on a roof, they can move up to 3 cars, on the rooves.



FLOOR CHANGE - Move your Bandit either: from inside the car to the roof, or from the roof to the inside of the train car.



MARSHAL - Move the Marshal to an adjacent car.

Whenever a player(s) is in the same car as the Marshal, they must move their piece to the roof of that can and take a Neutral Bullet card.



ROBBERY - Take one Loot token from your location and place it facedown on your card. You can not take from inside the car if you are on the roof or the other way around.



PUNCH - Punch 1 Bandit at your location. Take one of their loot tokens and leave it there. Then move that Bandit to an adjacent car.



FIRE! - If you are in a car, shoot a Bandit in an adjacent car. If you are on a roof shoot a Bandit on any roof as long as there isn't a Bandit on a roof between you. Give that Bandit one or your Bullet cards. If you have no Bullet cards left nothing happens. You can not shoot any one in the same location as you.

At the end of the game, the player who successfully used the most Bullets gets a bonus \$1000. Ties get the bonus as well.

Each character has a different special ability. These abilities as well as the symbols for the Round and Station cards can be found on **page 5** in the game manual.

Remember : no peeking at Purse values unless they are in your possession on your card. Nothing can make a player fall off or leave a train.

Players go through 4 regular rounds, and one Station round, resolving the final event on the card, then add up your loot totals, and bonuses.

The player with the most loot wins!