Colt Super Express

Belle, Cheyenne, Django, Doc, Ghost, Mei and Tuco, the seven notorious bandits, still manage to slip through the Sheriff's hands. Shots are coming from everywhere aboard the Union Pacific deep in the Wild West! But this time the train driver gave the order to unhook the cars one after the other to protect the passengers. Some bandits get kicked out of the train. Who will then be the last one remaining on board?

Set up

Take the Locomotive card and one Train Car card per player plus one (i.e. 5 cards for 4 players).

Put the cards in a line at the center of the table in order to form a train. Place the Locomotive card at one end followed by the Train Car cards.



Choose a bandit and take the 4 corresponding cards.

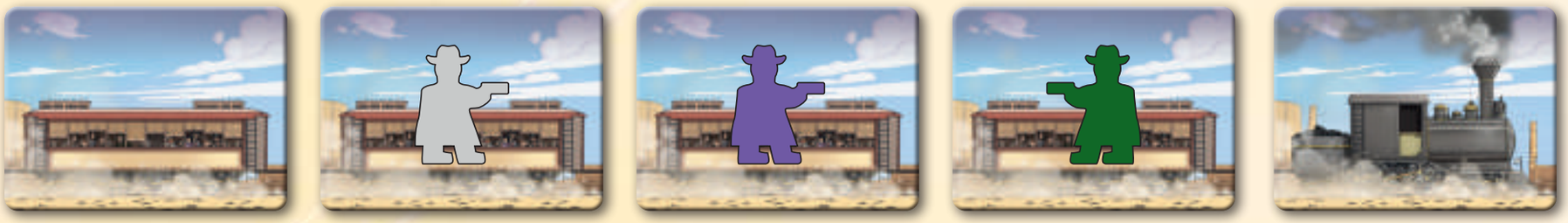
Take all the bandit figures and randomly choose one.



The player whose bandit figure was picked places it in the penultimate Train Car and takes the First Player card. The player on his left places his bandit in the next Train Car towards the locomotive, the third in the following one, and so on...

Half the bandits (rounded up) located in the rearmost cars of the train are facing towards the locomotive. The other half (rounded down) are facing the Caboose.

Unused cards are stored in the box and will not be used for the whole game.



Caboose

Locomotive

Object of the Game

The last bandit aboard the train at the end of the game wins.

The game is divided in a series of rounds. Each round has 2 phases:

Phase 1: Schemin'!

At the beginning of a round, all the players take their 4 Action cards.

Each player chooses 3 cards and puts them face down in front of them, one on top of the other.

Action cards will be resolved from the first one at the top of the stack to the third one at the bottom. The order is therefore very important. The remaining card is set aside for this round.



Phase 2: Shootin'!

The player holding the First Player card starts the round, then the action goes clockwise. One by one each player reveals the Action card at the top of their programming stack and applies its effect.

Each player only plays one card at a time, and will play the second one on their next turn. The phase ends when all the players' cards have been resolved.

All Action cards programmed during the Schemin'! must be resolved.

End of a Round

Once all Actions cards have been resolved, in other words the 3 Actions of each player, the Caboose comes off. If a bandit is on this Train Car card, he is eliminated from the game.



The bandit farthest from the locomotive picks up the discarded Train Car card and places it face Loot in front of them. This will be useful at the end of the game in case of a tie. If two bandits are as close to the caboose, one on the roof and the other inside the Train Car, the one on the roof wins the card.

The player on the left of the first player takes the First Player card. The next round begins.

End of the Game

The game ends instantly when a single bandit is in or above the train. That bandit is declared the winner.

The game also ends when the last Train Car gets unhooked and that several players remain in the locomotive. The player with the most Loot cards in front of them wins the game. In case of a tie, the player with the highest-value Loot card wins.



Action card

How your Bandit figure is oriented and placed from the others is important. You may have to shift the position of the other bandit figures on the same card to make room for yours.



Flip

Change orientation without changing position. If your gun is pointing towards the Locomotive, turn it over so that it points towards the Caboose. Or vice versa.

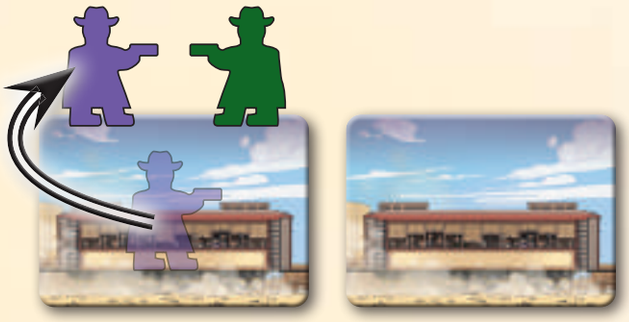




Change Floor

If you are inside the Train Car, climb onto the roof without changing your orientation. If you're on the roof, go down.

If there are already bandits there, position yourself so that the back of your figure is at the edge of the card.

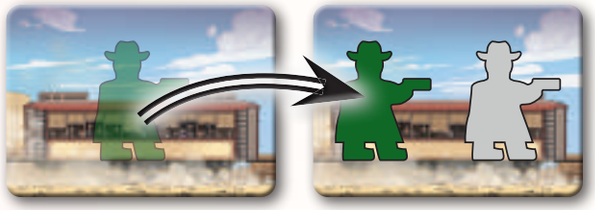


Move

Move to the next wagon where your gun points to, without changing floors and orientation.

If there are already bandits there, position yourself on the side of the card by which you came in.

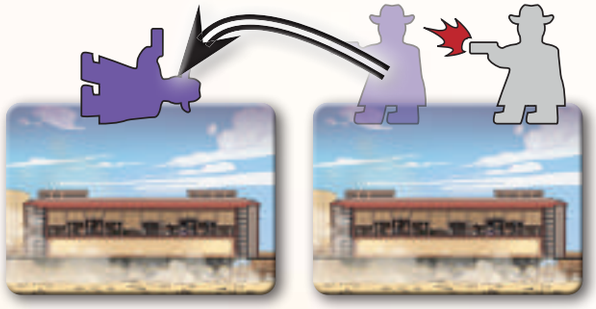
If you get out of the train, you're eliminated.



Fire

Shoot the first bandit in your line of sight.

A bandit is in your line of sight when they are in front of you, your gun is pointed at them, on the same floor, in your Train Car or in another one, as long as there is no bandit standing between you and them.



When you shoot a bandit, move them to the next Train Car on the same floor and lay them on their back without flipping them, they're stunned. It is not possible to shoot a stunned bandit, the bullet flies by.

If you push a bandit out of the train, they are eliminated.

Wake up

When stunned, all the played Action cards have the same effect, you must raise your bandit up without changing their previous orientation.



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Ludonaute™

Big up to Bruno, the Lucky Luke of the board game industry for finding the idea faster than his shadow.

COLT SUPER EXPRESS

Two extensions are included in the game to give it more depth. You should add them after you have a good understanding of the basic rules.

Extension: Reflex



The Reflex extension can be played with or without the Horse extension.

When setting up, add the “Reflex” Action card to your game.

Players therefore play with one more Action card in hand but they will still only program three per round.

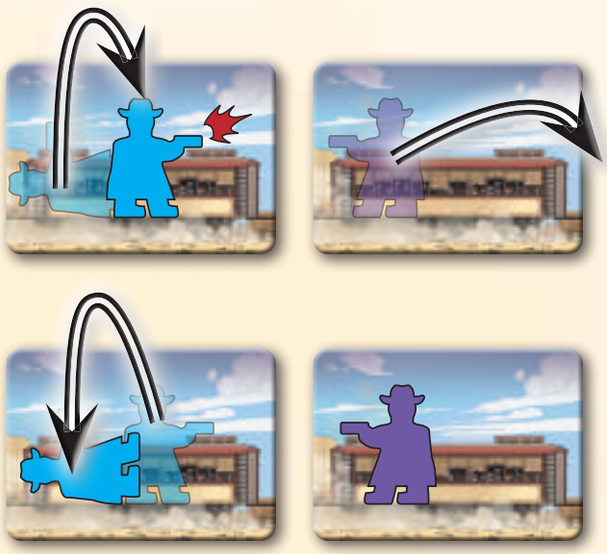


Reflex

If you are stunned, get up without changing orientation AND shoot the first bandit in your line of sight.

If you are not stunned, lay your bandit on the back.

Ouch, a bullet in the foot hurts!



COLT SUPER EXPRESS

Two extensions are included in the game to give it more depth. You should add them after you have a good understanding of the basic rules.

Extension: Horse



The Horse extension can be played with or without the Reflex extension.

When setting up, add the “Horse” Action card to your game.

Players therefore play with one more Action card in hand but they will still only program three per round.

Horse

Put your figure inside the locomotive, facing forward. If there are already Bandits here, put it at the forwardmost spot of the locomotive.

The effect of this card is also applied if it is the card you revealed right after being ejected from the train. You've been saved at the last minute and get back on the train as indicated above. Please note that this card can only save you DURING the ongoing round.

