

- COLT EXPRESS

LIVE ROLE-PLAYING GAME

A game for 12 players and 2 organizers (or 1 organizer and 1 cardboard Marshal).

EQUIPMENT

- ★ 6 pairs of scarves of the same color
- ★ Cowboys' hats (optional)
- ★ Loots :
 - 18 Purses
 - 6 diamants
 - 1 Strongbox
- ★ 7 toy guns
- ★ One Sheriff's star
- ★ The cards of the game

SPACE NEEDED

An area between 10 and 20 meters long
Create 7 zones with 2 floors, for example: 7 chairs or 7 benches or at the bottom of a stage...
Otherwise, use a chalk stick to trace zones or carpets and different elements according to where you are.

PRINCIPLE OF THE GAME

6 teams of 2 players are made. Each player of each team takes a scarf at the color of the team and wears it (around the neck, the arm...)

One organizer plays the Marshal. The other one takes care of the cards and lead the game.

Other possibility: one player plays the Marshal. In this case, it is him who chooses the direction of his move when he has to do so.

In each team, there are two roles: one player will do the plotting outside the train and the other one, in the train, will realise the actions.

SET-UP

Give the Action cards to the players of each team who are plotting outside the train.

Place the players who are acting inside the two last cars of the train and give them the Bullet cards of their color and a toy gun.

Spread randomly the loots inside the cars and the Strongbox in the locomotive with the Marshal.

AJUSTMENTS OF THE RULES

It is advised to do only 3 or 4 rounds, according to who is playing. It is not absolutely necessary to reveal the Round cards. Each turn, the organizer announces if there is any event (like tunnel, speeding, switching turn...). He can as well decide himself of what is going to happen according to his knowledge of the game and of the players.

The organizer is collecting the Action cards played each turn. Then, during the Action phase, he gives the played cards to the player who is going to realise the action planned.

Important: it is the acting player who decides of how to realise the action. For example, in which direction he goes, who he is going to shot.

When a player shot another one, he gives him a Bullet card through the organizer. The players collect themselves the loots and keep them in their pockets.

This is the organizer who plays the Marshal who decide of the direction of his move.

At the end of the Action phase, the plotting players take back the cards from their acting partner. It is the only time when they are allowed to communicate, but the organizer must push them to be quickly back at their place.

It is not absolutely necessary to apply the events at the end of the round neither the special power of each character (especially with new players).

END OF THE GAME

After 3 or 4 rounds, each team counts its loots and adds eventually 1000\$ for the best Gunslinger.