

## **Mille Bornes (Rules Summary)**

### **Object:**

- be the first player/team to accumulate 1,000 miles exactly in each round.
- all points for each player/team are totaled after each hand; and score carry forward.
- the player/team that first scores 5,000 points wins. If multiple parties do, the highest total wins.

### **Set-Up:**

- shuffle the cards and deal 6 face down to each player. The remainder form the “draw” pile.

### **Turn Sequence:**

- First, draw a card from the draw pile if there are cards still in it.
- Then, play one card from your hand. If you can't, discard a card. Once discarded, cards are out of play until the end of the round.
- if playing with teams, only one teammate has cards played in front of him.

**Scoring:** refer to the score chart.

### **Rules for 2-3 Players:**

- During set-up, remove one of each: Red Light, Accident, Out of Gas, Flat Tire, Speed Limit
- Total distance per round is shortened to 700 miles.
- “Extension:” a player who gets to 700 miles in a round may immediately demand to continue to 1,000.

Players then play to 1,000 or until cards run out.

### **Types of Cards:**

- 1.) Green Light card: necessary to start a Battle Pile, or to restart one.
- 2.) Distance card: if you have a Green Light, play a mile card to add to your score.
  - no more than two 200 mile cards may be used per round.
  - you must have a total of 1,000 miles exactly to end the hand. You may not go over.
- 3.) Speed Limit card: play on opponent's Speed Pile, even if they don't have a Green Light.
  - while in play, the player may only play 25 or 50 Distance cards.
- 4.) End of Limit: play on your own Speed Pile to cancel the Speed Limit.
- 5.) Red Light card: play on an opponent's Green Light to cancel it.
- 6.) Hazard card: play on an opponent's Green Light to cancel it. (ex: Out of Gas; Flat Tire; Accident)
  - you cannot play a Hazard card on an opponent who doesn't have a Green Light.
  - you cannot play a Hazard card on an opponent that already has a Hazard card.

7.) Remedy Card: play on a Hazard Card to cancel it. (ex: Gasoline; Spare Tire; Repair)

- to play distance cards, you must play a Green Light card on a subsequent turn.

8.) Safety card: removes Hazard cards and permanently protects against similar future ones.

- playing a safety card lets player draw another card and take another turn (if you play a second safety card, take *another* turn!)

- *Coup Fourre*: if an opponent plays a Hazard or Speed Limit card on you, and you have the matching Safety Card, you may play it out-of-turn. Immediately discard the Hazard or Speed Limit card and draw a card to bring your hand up to 6 cards.

\* By playing a Safety Card, you may take another turn now! Once you are done, the player on your left goes as normal- even if it results in some players losing their turns!

**Scoring Per Round:**

- \_\_\_ points = each player/team's total number of miles traveled.
- 100 points = each safety card played
- 300 points = if all four Safety Cards are played by the same person/team
- 300 points = each "Coup Fourre" (in addition to the 100 points for each Safety Card)
- 400 points = completing a trip of 1,000 miles
- 300 points = completing a trip after the draw pile has run out ("Delayed Action")
- 300 points = completing a trip without playing any 200 Mile cards ("Safe Trip")
- 500 points = completing a 1,000 mile trip before opponents have played any Distance cards.
- 200 points = for an "Extension" (2-3 players), 200 points if called gets extension, or 200 points to all other players if unsuccessful.