



INTRODUCTION TO

Parker Brothers French Card Game MILLE BORNES

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Pretend that you are driving a car and your goal is to travel 1000 miles. As a driver you are subject to certain rules of the road. Namely: You can *go* only when the light is green. You must *stop* when the light is red. You must obey speed limit signs. If you get a flat tire, you must wait for a spare tire. If you run out of gas, you must wait for gasoline. If you have an accident, you cannot move again until your car is repaired.

Look through the cards in the deck and you will find that each of the above situations is represented by certain cards. There are Green Light (Roll) Cards and Red Light (Stop) Cards. There are Flat Tire Cards and Spare Tire Cards. There are Out of Gas Cards and Gasoline Cards. There are Speed Limit Cards and End of Limit Cards. Also, there are Distance Cards. Take out one card in each category and study them one by one as you read this.

(NOTE: There are four cards in the deck with dark-green diagonal designs on their faces. These are called Safety Cards and will be discussed later.)

DISTANCE CARDS are used to accumulate mileage. Each card has a certain number of miles on its face, either 25, 50, 75, 100 or 200 . . . and when placed down by a player in front of himself, are added together to indicate the total amount of miles he has traveled. The first player to travel *exactly 1000 miles* wins the hand. The object of the game is to be the first player (or team) to accumulate *a total of 5000 points* in several hands of play. (Complete Point Scoring is explained on Page 17 of the Rule Book.)

This is an attack game, which means that in addition to trying to accumulate 1000 miles for himself, each player also tries to prevent his opponent from traveling that distance. This is done through the use of **HAZARD CARDS**, which consist of Stop Cards, Out of Gas Cards, Flat Tire Cards, Accident Cards and Speed Limit Cards. When one of these is placed on the table in front of an opponent, the opponent must counter with the appropriate **REMEDY CARD** (Roll, Gasoline, Spare Tire, Repairs, or End of Limit) before he can accumulate more mileage.

SAFETY CARDS are used to prevent an opponent from playing certain **HAZARD CARDS** against you, and when displayed in front of you entitle you to extra points.

There are six cards not used in the play of the game. They are Score Cards and Guide Cards printed in English and French, and are helpful in planning your strategy as they list exactly how many of each kind of **HAZARD**, **REMEDY**, **DISTANCE** and **SAFETY CARDS** are in the deck.

The key cards in the game are the **ROLL CARDS**. Unless one of them is displayed in front of you, you are not permitted to accumulate mileage. They are used to start you rolling, and are necessary to keep you rolling. Their use, plus full details on how to play the game, is explained in the Rule Book . . . which you are now ready to read.