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| R  U  L  E  S | The equipment consists of 112 Mille Borne cards, a score sheet and possibly a special card tray if you have an older set ( I have an old and new set).  As you read about the different cards, spread them out in front of you and look them over carefully.  **Distance Cards.** These are the cards with the mile-stones on them. Each one represents a distance of 25, 50, 75, 100 or 200 miles. When played to the table, they are added together to determine the distance travelled.  **Hazard Cards.** There are 18 Hazard Cards: 3 Out of Gas, 3 Flat Tire, 3 Accident, 4 Speed Limit, and 5 Stop.  **Remedy Cards.** There are 38 Remedy Cards: 6 Gasoline, 6 Spare Tire, 6 Repair, 6 End of Limit, and 14 Roll.  **Safety Cards.** There are 4 Safety Cards: 1 Extra Tank, 1 Puncture-Proof, 1 Driving Ace, and 1 Right of Way.  **Cards Not Used in Play.** There are 6 cards not used in the play of the game: 3 Score Cards - 2 in English, 1 in French; 3 Card Guides - 2 in English, 1 in French.    |  |  | | --- | --- | | The figure on the right shows how the cards relate to each other.  For each Hazard Card there is a corresponding Remedy Card that overcomes the hazard.  There is also a corresponding Safety Card that not only overcomes the hazard but also prevents it from occurring agaln. | Setup |      |  | | --- | | This unusual deck of cards also has an unusual method of placement. Look at the figure below to see how the cards are played to the table. Note that there are 4 playing areas: a Speed Pile, a Battle Pile, Distance Piles, and a Safety Area. | | Card placement |   1. Sit opposite your opponent.  2. Select a dealer.  3. After removing the cards not used in play, the dealer shuffles the deck and deals 6 cards, face down and one at a time, to each player. The dealer then places the remaining cards, face down, onto the center of the table. These cards form the draw pile.  4. Pick up the cards and look at them. Be sure no one else can see them.  5. The first to play is the player to the dealer's left.  **How to Play the Cards**  A. **Hazard Cards**  **Stop, Out of Gas, Flat Tire**, and **Accident.** Play these cards offensively onto your opponents' Battle Pile. By playing one, you temporarily prevent your opponents from gaining any further distance.  **Speed Limit.** Play this card onto your opponents' Speed Pile. While it is showing, your opponents can play 25 mile and 50-mile Distance Cards only.  B. **Remedy Cards**  **Gasoline, Spare Tire,** and **Repair.** Play these cards defensively onto your own Battle Pile. Play one onto the corresponding hazard an opponent has played against you. By doing so, you overcome the hazard and may again be able to play a Distance Card.  **Roll.** Play this card onto a Stop Card that an opponent has played against you. Also, after playing a Gasoline, Spare Tire or Repair Card, you must first play a Roll Card on a Subsequent turn in order to play further Distance Cards. As you'll learn further on, the exception to this rule is when the Right of Way Card is in your Safety Area.  **End of Limit.** Play this card onto your own Speed Pile, on top of a Speed Limit Card. You then can resume normal speed and play any Distance Card.  C. **Distance Cards**  You may play **Distance** Cards when a **Roll** Card is on top of your Battle Pile or - as you'll learn - when the Right of Way Card is in your Safety Area.  You may play almost any combination of Distance Cards to make 1,000 miles. You may not, however, play more than two 200 mile cards. And under no circumstances may you play Distance Cards that will bring your total over the 1,000 mile mark. If you should place a Distance Card that causes your mileage to exceed 1,000, remove that card and place it on the discard pile.  D. **Safety Cards**  **Right of Way, Extra Tank, Puncture - Proof,** and **Driving Ace.** Play these cards in your Safety Area. By playing one, you gain several advantages. First, you overcome the corresponding Hazard Card an opponent has played against you. Second, you **prevent** your opponent from playing the corresponding Hazard Card **for the rest of the hand.** And finally, by playing a Safety Card you may immediately draw another card and take another complete turn.  The use of the **Right of Way** Card requires further explanation. It prevents your opponent from playing a **Stop** Card onto your Battle Pile or a **Speed Limit** Card onto your Speed Pile. Because it **cancels** a hazard already in play, it allows you to play 75-mile, 100-mile and 200-mile Distance Cards even if a Speed Limit Card is already showing on top of your Speed Pile. The **Right of Way** Card also permits you to play Distance Cards even if you don't have a **Roll** Card exposed. Remember that playing the **Right of Way** Card won't stop your opponent from playing Hazard Cards other than **Stop** and **Speed Limit** Cards. An opponent still can stop you by playing **Out of Gas, Flat Tire, or Accident** Cards onto your Battle Pile. In these cases, however, you still don't need to play a **Roll** Card in order to be able to play Distance Cards. You only need to play the proper Remedy Card.  E. **Coup Fourre** (pronounced Coo-Foo-Ray)  **Coup Fourre** is a French fencing term for "counter-thrust." It describes the action by which one fencer parries the opponent's thrust and counterattacks in the same maneuver. In this game, the action is similar and operates in the following manner.  If an opponent plays a **Hazard** Card and you hold the corresponding **Safety** Card, immediately Call **"Coup Fourre"** and play the Safety Card to your Safety Area crosswise (horizontally). If you call **"Coup Fourre"**, you must do so before you draw a card.  **A Safety Card played as a Coup Fourre entitles you to the following advantages:**  **1.** Immediately remove the Hazard Card from your Battle Pile or Speed Pile (in the case of the Right of Way Card) and place it onto the discard pile.  **2.** Take an extra turn.  **3.** You are protected from the corresponding Hazard Card for the rest of the hand.  **4.** Whereas you'll score only 100 points for playing a Safety Card in the regular manner, you'll score 300 additional points for playing that same card as a **Coup Fourre.**  When you finish your turn, play continues around the table in the usual manner. Any players between you and the player who played the Hazard Card that started the Coup Fourre, lose their turns.  Your turn consists of two parts: drawing one card and adding it to your hand; then either playing one card to the table or discarding one card to the discard pile. Thus, **you always hold 6 cards** in your hand at the end of each turn.  If you're the first player, start by drawing a card from the draw pile and adding it to your hand. You then must make one of the following plays:  **A.** If you have a **Roll** Card, you may play it face up to the table to start your Battle Pile. Your turn ends, and play passes to the opponent on your left.  **B.** If you have a **Safety** Card, you may play it face up, (vertically). Whenever you play a Safety Card, you may immediately take another complete turn. Start by drawing another card from the draw pile. If you have another Safety Card, you may play it and still have another turn, and so on.  **C.** If you have a **Speed Limit** Card, you may play it in front of an opponent, even though your opponent has not yet had a chance to play and thus has no **Roll** Card exposed. This play starts your opponents' Speed Pile and when he gets a **Roll,** he must stay at this Speed Limit until he gets an **End of Limit** Card  **D.** If you can't make any one of these plays, you must discard one card, face up, thus starting the discard pile. **Discarded cards are out of play for the rest of the hand.**  When the first player has finished his or her turn, the second player starts by drawing a card. As the second player, you may then make any one of the plays already described, with two additional possibilities. If the first player played a **Roll** Card, you may play a Hazard Card on top of it. If the first player played a **Speed Limit** Card on you, you may play an **End of Limit** Card on top of it.  **Special Notes:**  **A.** It's best to keep the Score Cards and Guide Cards on the table so that all the players can refer to them.  **B.** When beginning a hand, usually it's better to play a Roll Card to get your distance started rather than playing a Hazard Card against your opponents.  **C.** Ordinarily, you must show a Roll Card on your Battle Pile in order to play Distance Cards. The exception is when the Right of Way Card is displayed in your Safety Area. This card allows you to play Distance Cards even if you don't have a Roll Card exposed.  **D.** If you can't use a card, don't hold it in your hand. Instead, discard it. For example, a 200-mile card has no value once you've played two of them; and an Out of Gas Card has no value if your opponent has played the Extra Tank Card in his or her Safety Area.  **E.** Try to remember which cards have been played. For example: a Spare Tire Card has no value when all the corresponding Flat Tire Cards have been played.  **F.** You can play a Speed Limit Card on your opponents' Speed Pile even when there is a Hazard Card displayed on their Battle Pile, and vice versa.  **G.** You are allowed to place a Hazard Card directly on top of another Hazard Card that's not yet remedied. But don't expect both hazards to count. Regard only the Hazard Card that's displayed on top of the pile.  **H.** Don't forget to take an extra turn each time you play a Safety Card.  **I.** Each Coup Fourre earns you 300 points in addition to the 100 points you automatically collect for that same card played as a Safety Card. Therefore, whenever possible, play a Safety Card as a Coup Fourre. However, don't hold out for a Coup Fourre too long. You'll get no credit for a Safety Card that's still in your hand at the end of the game.  **There are two ways to end a hand:**  1 ) when one player completes a trip of exactly 1,000 miles; or  2) when there are no more cards in the draw pile. In this second case, players must try to play out the remaining cards in their hands. If you complete the trip of 1,000 miles after all the cards in the draw pile are gone, the play is referred to as delayed action. |