Mille Bournes for Synchronet (1.0.0)

Play the classic card game against the computer and tracking the scores by players…
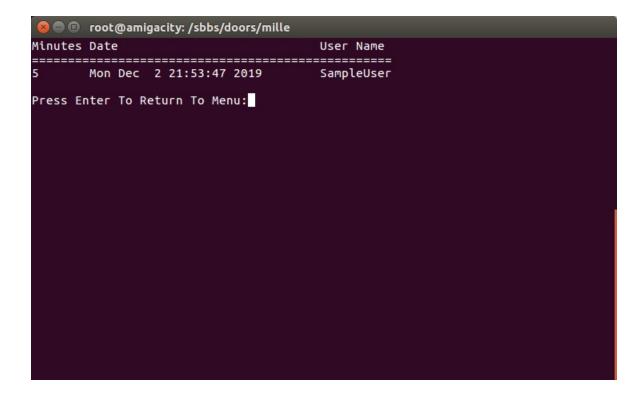

Official support sites: Official Github Repo - Official Forum
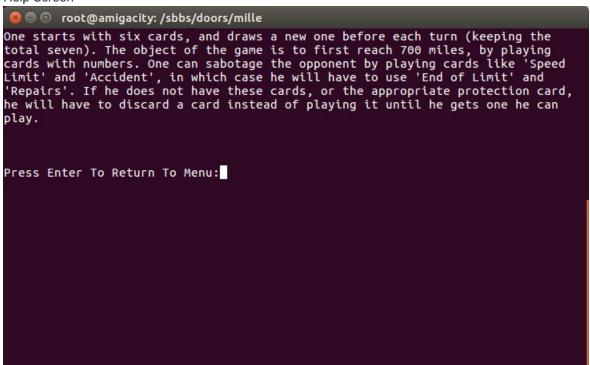
Join our Synchronet Discord Server

Sample Screens

Main Screen

Score Screen

```
root@amigacity: /sbbs/doors/mille
Minutes Date                               User Name
==================================================
5        Mon Dec  2 21:53:47 2019          SampleUser

Press Enter To Return To Menu:
```

Help Screen

```
root@amigacity: /sbbs/doors/mille
One starts with six cards, and draws a new one before each turn (keeping the
total seven). The object of the game is to first reach 700 miles, by playing
cards with numbers. One can sabotage the opponent by playing cards like 'Speed
Limit' and 'Accident', in which case he will have to use 'End of Limit' and
'Repairs'. If he does not have these cards, or the appropriate protection card,
he will have to discard a card instead of playing it until he gets one he can
play.



Press Enter To Return To Menu:
```

Gameplay Screen

```
  ● ● ●   root@amigacity: /sbbs/doors/mille
                                           |                    You   Comp   Value
                                           | Milestones Played    0     0
                                           |       Each Safety    0     0      100
                                           |     All 4 Safeties   0     0      300
                                           |    Each Coup Fourre  0     0      300
--HAND--            --DECK--               |                    ----  ----   -----
P                      89                  |        Hand Total    0     0
1 Speed Limit       --DISCARD--            |                    -----  -----
2 Go                                       |     Overall Total    0     0
3 25                                       |           Games      0     0
4 Spare Tire        >>:Move: █             |
5 100                                      | p: pick        q: quit
6 Spare Tire                               | u: use #       o: order hand
--BATTLE--          --BATTLE--             | d: discard #
                                           | w: toggle window   r: reprint
--SPEED--           --SPEED--              |
                                           |_____
--MILEAGE--         --MILEAGE--            |--MILEAGE--
```

You will need to run cpan and install these modules:

- cpan -i UI::Dialog
- cpan -i Term::ReadKey
- cpan -i Term::ANSIScreen

You need to install this archive/github repo in the /sbbs/doors/ folder. Then configure the scfg as below.

Configure your SCFG config like this:

```
Synchronet for Linux v3.17                          Mon Dec 02 2019 10:12 pm

 ┌[~][?┌[·][?]────────────────────────────────────────────────┐
 │    │          Mille Bournes                            │ms
 │ Mai│^ Internal Code              MILLEBOU              │
 │ Gam│  Start-up Directory         /sbbs/doors/mille     │
 │ BBL│  Command Line               /sbbs/doors/mille/millemenu │
 │ Boa│  Clean-up Command Line                            │
 │ Int│  Execution Cost             None                  │
 │ Wor│  Access Requirements                              │
 │ Arc│  Execution Requirements                           │
 │ Spo│  Multiple Concurrent Users  No                    │
 │ Puz│  Intercept I/O              Standard, No Echo     │
 │ Sim│  Native Executable          Yes                   │
 │ Sci│  Use Shell to Execute       Yes                   │
 │ In │  Modify User Data           No                    │
 │ RPG│  Execute on Event           No                    │
 │ Pro│  Pause After Execution      No                    │
 │ Str│  BBS Drop File Type         None                  │
 │ Mul│  Place Drop File In         Node Directory        │
 ⊥ Doo│  Time Options...                                  │
 
  F1 Help   ESC Exit
```

That should be it!