Mille Bournes for Synchronet (1.0.1)

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

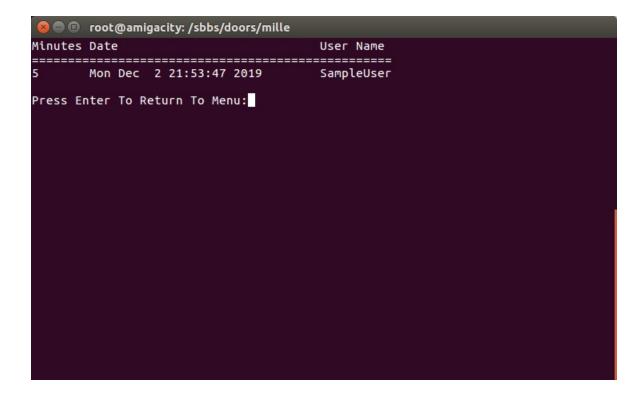
Official support sites: Official Github Repo - Official Forum

Join our Synchronet Discord Server

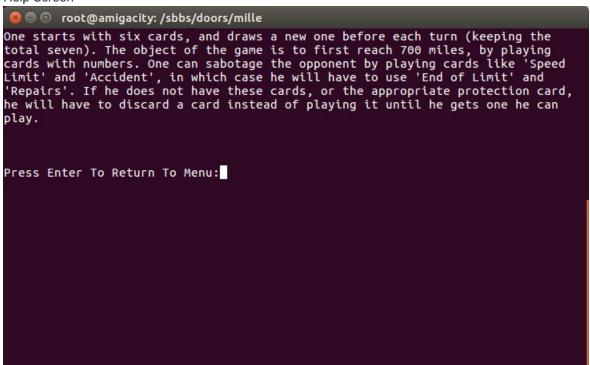
Sample Screens

```
Main Screen
```

Score Screen



Help Screen



Gameplay Screen



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:

```
■ noot@amigacity: /sbbs/doors/mille
 r[~][?r[·][?]-
                                  Mille Bournes
    Mai
           Name
                                         Mille Bournes
           Internal Code
                                         MILLEBOU
           Start-up Directory
Command Line
Clean-up Command Line
                                         /sbbs/doors/mille
                                         millemenu %a
           Execution Cost
                                         None
           Access Requirements
    Spo
Puz
           Execution Requirements
           Multiple Concurrent Users No
    Sim
           Intercept I/O
                                         Standard, No Echo
           Native Executable
                                         Yes
           Use Shell to Execute
                                        Yes
           Modify User Data
    RPG
           Execute on Event
    Рго
                                         No
           Pause After Execution
           BBS Drop File Type
                                         None
    Doo
           Place Drop File In
                                         Node Directory
```

That should be it!