

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

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## Main 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

--HAND--          --DECK--
P                89
1 Speed Limit    --DISCARD--
2 Go
3 25
4 Spare Tire     >>:Move: 
5 100
6 Spare Tire
--BATTLE--       --BATTLE--
--SPEED--        --SPEED--
--MILEAGE--      --MILEAGE--

Milestones Played  You  Comp  Value
  Each Safety     0    0    100
  All 4 Safeties  0    0    300
  Each Coup Fourre 0    0    300
-----
  Hand Total      0    0
-----
  Overall Total   0    0
  Games          0    0

p: pick          q: quit
u: use #         o: order hand
d: discard #
w: toggle window r: reprint
```

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:

```
root@amigacity: /sbbs/doors/mille
Synchronet for Linux v3.17 Mon Dec 02 2019 10:34 pm

[~][?][.][?] Mille Bournes
┌─┴─┐
│Ma|  Name                Mille Bournes
│i|  Internal Code        MILLEBOU
│G|  Start-up Directory   /sbbs/doors/mille
│a|  Command Line         millemenu %a
│B|  Clean-up Command Line
│L|  Execution Cost       None
│  |  Access Requirements
│  |  Execution Requirements
│Bo| Multiple Concurrent Users No
│a| Intercept I/O        Standard, No Echo
│  | Native Executable    Yes
│Int| Use Shell to Execute Yes
│  | Modify User Data     No
│Wor| Execute on Event    No
│  | Pause After Execution
│Arc| BBS Drop File Type  None
│  | Place Drop File In   Node Directory
│  |
│Spo|
│  |
│Puz|
│  |
│Sim|
│  |
│Sci|
│  |
│In |
│  |
│RPG|
│  |
│Pro|
│  |
│Str|
│  |
│Mul|
│  |
└─┴─┐
Doo|

F1 Help  ESC Exit
```

That should be it!