

GAME RULES

MILLE BORNES

THE GREAT CLASSIC



2, 3, 4 or 6 players

GAME CONTENTS

110 cards (Safety, Hazard and Remedy cards),
4 quick reference cards, card tray, and rules.

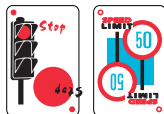
OBJECT OF THE GAME

- Be the first player to reach 1000 Miles, or more! You would think that driving a racing car flat-out would be easy, however in Mille Bornes, translated as 1000 milestones, you will have to navigate the hazards that are slowing you down, or maybe even stopping you, as your friends take advantage of your bad luck to speed up their game to hopefully reach 1000 Miles first! Mille Bornes, where every day can be race day!

HOW TO WIN - THE BASICS

- Play individually or in teams to reach 1000 miles (or more). Build your mileage by playing Distance cards. Opponents play Hazard cards on you, you Remedy it, and then you continue on your way. You can also protect yourself with Safety cards. Keep track of your points. The team or player with the most points wins...

HAZARD



REMEDY



SAFETY



PLAYING FOR THE 1ST TIME? HERE IS A QUICK OVERVIEW OF THE CARDS



Green GO cards are "required".

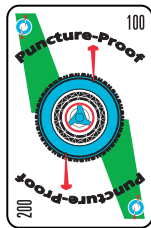
- 1 • You can only play Distance cards when you have a **GO card** on top of your Drive pile.
- 2 • Always play a green Remedy card before you play any Distance cards.

NOTE: There are 4 other green Remedy cards. Also note that a GO card is not required after you play a Remedy card..



Play red Hazard cards on your opponents to stop them from playing Distance cards. If someone plays a Hazard card on you, fix it with a Remedy card at your turn.

NOTE: There are 5 other red Hazard cards.



Each blue Safety Each blue Safety card protects you from a particular Hazard for the remainder of the game.

SCORING

Distance	1 point	per mile traveled
Each safety	100 points	when played
Coup Fourré	200 points	when played (see Coup Fourré rule)

PLAYER CARD PLACEMENT - YOUR DRIVING

During your Mille Bornes game, place your cards in your respective Driving Zone, as follows:

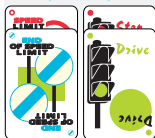
Coup Fourré Cards



Safety Area



Speed Limit pile



Distance Cards



Speed Limit pile

- This is where your opponents will play their Speed Limit cards.
- Play your End of Speed Limit cards here directly on top of the Speed Limit card.

NOTE: Keep your Speed Limit and End of Speed Limit cards separated from your Drive Pile.

Drive pile

- The first card to be played **MUST** be a GO card, or an Emergency Vehicle safety card.
- Your opponents play their Hazard cards and you play Remedy cards.

NOTE: Keep your Speed Limit and End of Speed Limit cards separated from your Drive Pile.

Safety cards

- The Safety cards should not be played in a pile, but next to one another, so that all players can see which Hazards you are protected against for the duration of the game.
- Position your Safety card horizontally in your Driving Zone if you've played it while using a Coup Fourré move (see reverse for more information).

Distance card pile(s)

- Sort the Distance cards by value in order to simplify the calculation of total number of miles reached.
- During a game, you can only play 2 "200" mile cards.

Remember: If you're playing according to the «Team» rules, position yourselves in a way so that all team members can reach their shared «Driving Zone».



GAME SETUP

- Pass a Quick Reference card to each player. Remove from the game the remaining Quick Reference cards.
- Shuffle the game cards and deal 6 cards to each of the players, including you.
- Place the remaining cards face-down in the middle of the table, this will be the draw pile.
- Each player looks at their own cards without showing them to the other players and keeps them in their hands.
- The youngest player starts. Play then proceeds in a clockwise direction.

HOW TO PLAY: 2 TO 4 PLAYERS

- On your turn, draw a card from the draw pile or the first card on the top of the discard pile; you will now have 7 cards in your hand.
- Play one card, either onto your own Driving Zone or on one of your opponent's or discard a card.

- **A GO or Emergency Vehicle card must be played first.**
- A Distance card - pack on the miles! Play this card in your Distance pile.
- A Safety card - this will give you a free turn, so pick another card (see also Coup Fourré).
- A Hazard card - play this card on your opponents' Drive pile, unless they have a Safety card protecting them from the specific Hazard.

NOTE: For more information on these cards, refer to the "The Cards More Information" section.

- A Remedy card - play this card on your Drive pile to remedy the Hazard placed by your opponent.
 - If you can't play a card, then you must discard one, face-up, onto the discard pile. You will now have 6 cards in your hand.
- Your turn is over. It's now the player to your left who will start their turn.

Play proceeds this way until one of the players' reaches 1000 Miles **or more** with their Distance and Safety cards in their Driving Zone

Note: When there are no longer cards in the draw pile, reshuffle the cards in the discard pile to recreate a new one.

FAST PLAY RULES

In order to reduce the duration of game play, when an opponent places a Hazard card on your Drive pile, you are allowed to IMMEDIATELY play a Remedy card. The game play will resume according to the normal flow of play.

Note: You do not gain or lose points with this move, unlike the "Coup Fourré" move.

A player may choose to pass their turn and instead discard and replace (from the draw pile) up to 6 cards from their hand.

RULES FOR 4 TO 6 PLAYERS, IN TEAMS OF 2

Pair up into teams of 2 players. Each duo uses cards from their own hands, but play into the same Driving Zone. Players will alternate taking turns for their team.



THE CARDS - MORE INFORMATION

DISTANCE CARDS



- These cards allow you to move forward towards your 1000 mile goal. The number represents the Distance (meaning miles) that you move. Distance cards played in your Driving Area show the total distance that you have traveled.
- During a game, you can only play 2 “200” cards in your Driving Area.

NOTE: To play a Distance card, you need to have a GO card or the Emergency Vehicle safety card at the beginning of the game.

HAZARD AND REMEDY CARDS (Red and Green)

- If you wish to slow down an opponent, you can play a Speed Limit card on their Speed pile.
- To **stop** an opponent, you can play a Hazard card (other than the Speed Limit card) on their Drive pile!
- If an opponent plays a Hazard card on your Drive pile, you must

play the corresponding Remedy card before being able to play a Distance card again and keep driving.

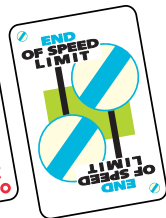
Note: a player cannot be attacked with 2 Hazard cards simultaneously on their Drive pile. However, they can be the victim of a Hazard on their Drive pile and a Speed Limit on their Speed pile at the same time!

HAZARDS

REMEDIES

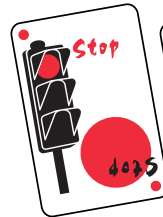
SPEED LIMIT

Played on an opponent's Speed pile. It keeps them from playing Distance cards of value higher than 50 mph until they cover it with an End of Speed Limit card.



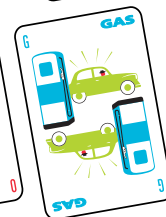
RED LIGHT

Played on an opponent's Drive pile. It keeps them from playing new Distance cards until they cover it with a GO card or the Emergency Vehicle Safety card.



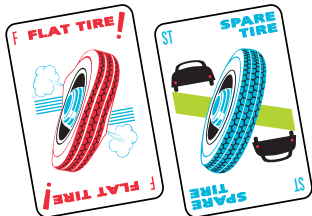
OUT OF GAS

Played on an opponent's Drive pile. It keeps them from playing new Distance cards until they cover it with a Gas card.



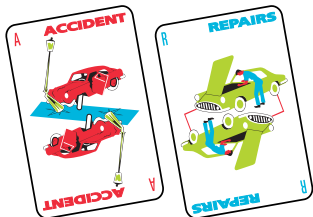
FLAT TIRE

Played on an opponent's Drive pile. It keeps them from playing new Distance cards until they cover it with a Spare Tire card or the Puncture Proof Safety card.



ACCIDENT

Played on an opponent's Drive pile. It keeps them from playing new Distance cards until they cover it with a Repairs card or the Diving Ace Safety card.



SAFETY CARDS (Blue cards)

The Safety cards provide immunity against the Hazards that they are linked to, and they last for the entire game. Safety cards are played to your "Safety Area".

- Play the related Safety card to keep your opponents from slowing you down with a specific Hazard for the entire game.
- If there's a Hazard card on the top of your Drive pile and you play the corresponding Safety card, the Safety immediately cancels its effect.
- When you play a Safety card, you can immediately play again.
- When you play the Emergency Vehicle Safety card, you will not need a GO card at the beginning of the game in order to start.

SAFETY



PROTECTS FROM



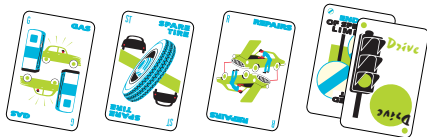
HAZARD



FIXED BY



REMEDY



Coup Fourré

The Coup Fourré move consists of revealing a Safety as soon as an opponent plays the related Hazard in your Driving Zone, even if it isn't your turn to play.

Example: an opponent plays a Flat Tire on your Drive pile, and you have in your hand the Puncture-Proof card; you put it down immediately while announcing "Coup Fourré!"

The Coup Fourré move has several advantages:

1. It cancels the attack you've just received, so discard the Hazard.
2. Draw a card to refill your hand - as you've just suddenly played a card without having drawn first.
3. Immediately play again, meaning draw another card and take your turn. Play then continues with the player to your left.
4. If any players are between the player who attacked you and yourself, they thus lose their turn.
5. You gain 200 points for a Coup Fourré.

Note: the played Safety provides you protection against the linked attacks for the remainder of the game.

Important: to show that you've played the Safety card as a Coup Fourré, place it horizontally in your Safety area within your Driving Zone.



**Additional game variants are available
on the Asmodee website (www.asmodee.com).**

