1000 Miles

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This game is based upon the card game Mille Bornes® by Parker Brothers®.

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Overview

You play against the Macintosh. Your playing areas are on the left side of the display and the Macintosh plays on the right side. Each player has four playing areas: Safety Area, Battle Pile, Speed Pile, and Distance Piles. Along the left edge of the screen is your hand. The Macintosh has a hand
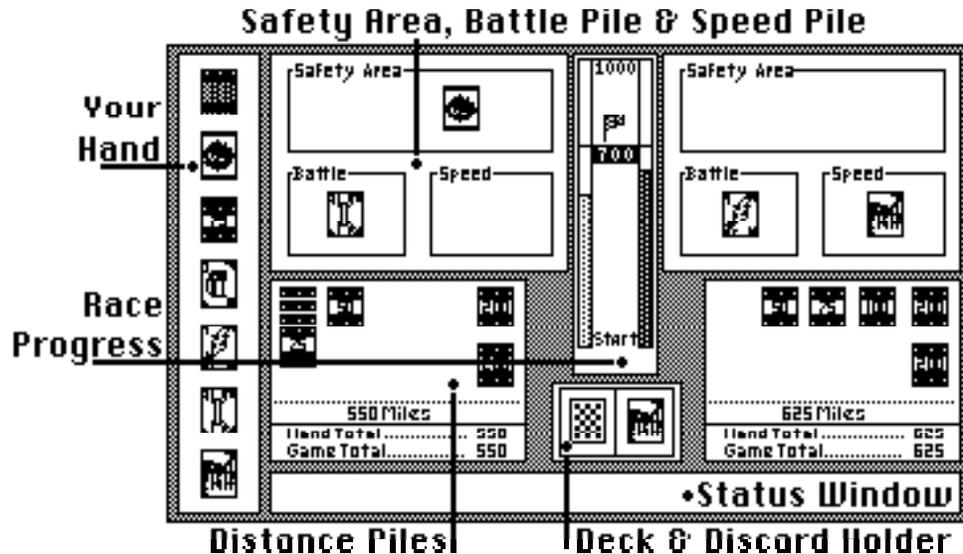
that is not displayed. At the bottom of the screen is a status window for messages during the game. The top center window shows the progress of the race. The small center window is a card holder with the remaining cards in the deck on the left and the discarded cards on the right.

The Deck

The deck of cards used in the game consists of 101 cards. A diagram showing the cards in the deck and their names is shown below. This screen is also available from the game menu.
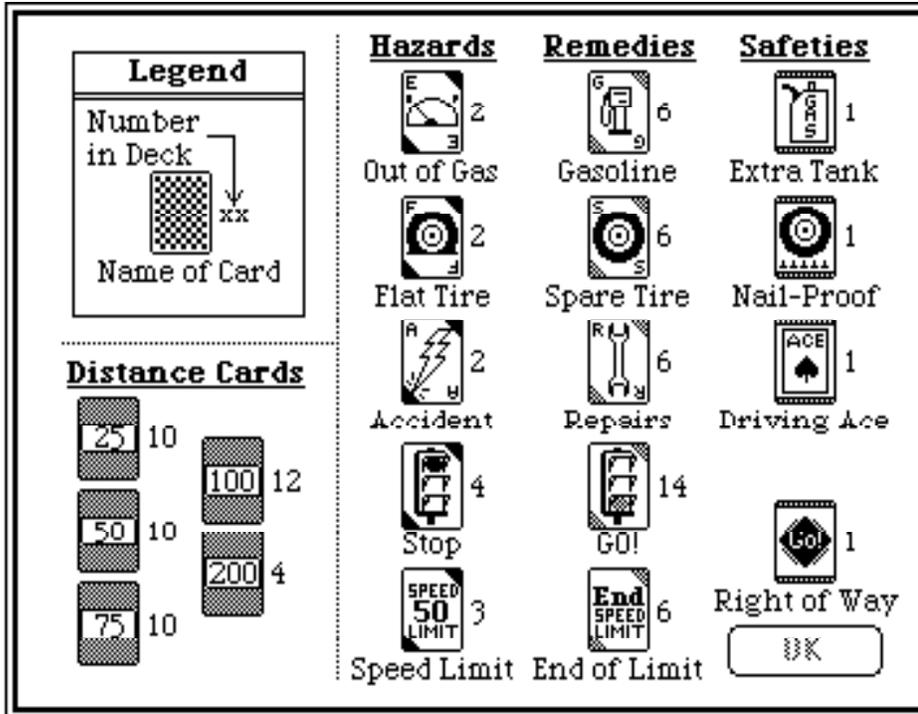
How to play the cards

Hazard Cards:

Out of Gas, Flat Tire, Accident and Stop.

Hazard cards are played on your opponent's battle pile to temporarily stop him from gaining additional distance. To play a hazard your opponent must be able to move at the time.

Speed Limit

This card is played on your opponent's speed pile. Unlike the other hazards, this card can be played even when your opponent is not moving. When a player has a speed limit card on top of his speed pile, he cannot play distance cards greater than 50 miles.

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Remedy Cards:

Gasoline, Spare Tire, Repairs

These cards are played on your own battle pile on top of the corresponding hazard. After being stopped by your opponent playing a hazard on your battle pile, you must fix your car by playing the corresponding remedy card. For example, *Repairs* fixes *Accident*.

GO

The GO card gets your car moving. It overcomes the *Stop* hazard. After playing a normal remedy card your must play a *GO* card to start moving again.

End of Limit

Play this card on your own speed pile to lift the *Speed Limit* hazard card played by your opponent. After playing *End of Limit* you may play any distance card.

Distance Cards:

25, 50, 75, 100 and 200 Miles

To play a distance card you must be going at the time. This means you must have a *GO* card on top of your battle pile or have a *Right of Way* safety showing.

During the course of a single race (or hand) you may not play more than two 200 mile cards.

You may play any combination of mileage cards to reach the finish line of 700 miles, but you must finish EXACTLY.

Safety Cards:

Extra Tank, Puncture Proof, Driving Ace, Right of Way

These cards area played in your own safety area. The safety fixes its corresponding hazard that has been played against you and prevents your opponent from ever playing that hazard against you for the rest of the race. *After playing a Safety you get another turn immediately.*

Right of Way

This card is special in that it fixes two hazards: *Stop* and *Speed Limit*. After playing this card you never have to play a *GO* card again, even after playing a remedy card.

Coup Fourré (pronounced coo-foo-ray)
If your opponent plays a hazard on your battle pile and you play the corresponding safety <u>without drawing first</u> then you are credited with a Coup Fourré. A safety played in this manner works just like a safety except the card is turned on its side and you get additional points (see Scoring). In addition, you are given an automatic *Go*.

<u>Playing</u>
Each player has a hand of six (6) cards that is not seen by the other player. At the beginning of a turn a player draws a card from the deck (with the exception of a Coup Fourré attempt). This can be done by double-clicking on the card back shown in your hand window at the left of the screen or by clicking on the deck in the holder.

A turn is completed when you either play a card or discard a card. The exception to this rule is that you may play again after playing a *Safety*.

As the first card of the game you may play either a *GO* card to start your car, one of the four *Safety* cards, or a *Speed Limit* card on your opponent. To play a card simply drag it to the window in which you want the card to be played. For example, drag the *GO* card to your own battle pile. Dragging a card to the discard holder in the center of the screen will end your turn with a discard.

Another way to play is to double click on a card. The selected card is played in the appropiate window or an explanation is displayed describing why this card could not be played. To discard you may use Shift-double-click on a card in your hand. The card will be discarded only if it cannot be currently played. This prevents accidental discarding of important cards. You may still discard if you wish by dragging the card to the card holder.

As you and your opponent play distance cards you will see the progress of the race in the center race window. Your car in shown on the left and the Macintosh on the right. A numerical distance and current scores are shown at the bottom of the distance window for additional reference. Remember, you <u>must</u> finish the race exactly at 700 miles.

Race Extension

?	Congratulations. You completed the 700 mile race! Do you want to extend this race to 1000 miles?	YES	NO
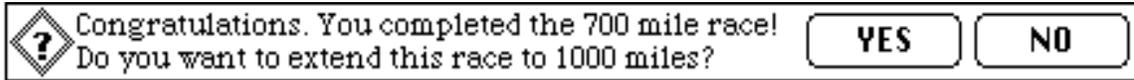
When you cross the finish line at 700 miles you have the option of extending the race to 1000 miles. This gives you more points (if you still finish first). You will get an additional 300 points for the extra 300 miles in the race plus an extension bonus of 200 points. Scoring is covered in detail below.

Ending a Race
A race is ended when one of the players reaches the goal of 700 miles (1000 miles if extended). Then the score is computed and displayed.

The race is also over when both players and the deck run out of cards. In this case there is no winner, but players get points for miles and safeties.

Scoring
Below is a table of the scoring possibilities followed by an explanation of terms.

Value	Category	You	Mac
	Miles Completed		
100	Each Safety Played		
700	All Four Safeties		
300	Each Coup-Fourré		
400	Trip Completed		
300	Delayed Action		
300	Safe Trip		
200	Extension		
500	Shut-Out		
	Hand Totals	0	0
	Game Total	0	0
	Games Won	0	0

You get one point for each mile you go during the race. For each safety card you get 100 points plus a bonus of 300 points for a coup fourré. If you get all four safeties an additional bonus of 700 points is added.

To get any other scoring opportunities you must be the <u>winner</u> of the race. The winner gets 400 points for completing the trip. Delayed action means that the race was won after there were no cards remaining the the drawing deck. Safe trip bonus is added if the race was completed without playing a single 200 mile card. Extension is 200 points for winning a 1000 mile race instead of 700 miles. Shut-out is when the losing player did not get any miles during the race.

Winning the Game

The game consists of a series of races until one player exceeds 5,000 points. If both players are over 5,000 then the player with the most points wins. Ties are handled as sudden death playoffs.

Hints

• Save your safety cards to get the Coup Fourré bonus points. But don't wait too long because Safety cards in your hand at the end of the game are worthless.

• Try to keep track of the number of cards played to determine which cards are no longer needed. For example, you don't need a *Gasoline* card after both *Out of Gas* cards have been played.

• *Speed Limit* can be played on your opponent even when he is not moving.

• Normally to play distance cards you must have a *GO* card on the top of your battle pile. This is not the case if you have the *Right Of Way* safety in your safety area.