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Hasbro 17147

Mille Bornes Card Game

OFFICIAL INSTRUCTION MANUAL

Brand: Hasbro

Introduction

Mille Bornes is a classic card game where players race to be the first to travel 1000 miles. Navigate through hazards, play remedies, and use safety cards to outmaneuver your opponents. This manual provides comprehensive instructions for setting up and playing the game.

The game includes 115 cards, a set of instructions, and a scoresheet.



Image: The Mille Bornes Card Game box, featuring a classic car and road signs, indicating the game's theme of a road race.

Setup

1. **Players:** Mille Bornes can be played by 2, 3, 4, 5, or 6 players. For 4 or 6 players, it is typically played in teams.
2. **Components:** Ensure you have all 115 cards and the scoresheet. The cards are divided into several types: Distance, Hazard, Remedy, and Safety.
3. **Shuffle and Deal:** Thoroughly shuffle all 115 cards. Deal 6 cards to each player. Place the remaining cards face down to form the Draw Pile.
4. **Discard Pile:** Leave space next to the Draw Pile for a Discard Pile, where players will place cards they play or discard.
5. **Battle and Mileage Piles:** Each player should have space in front of them for two separate piles: a Battle Pile (for Hazard and Remedy cards) and a Mileage Pile (for Distance cards).

Operating: How to Play

The objective of Mille Bornes is to be the first player or team to accumulate exactly 1000 miles in your Mileage Pile.

Card Types

- **Distance Cards:** Used to accumulate miles (25, 50, 75, 100, 200 miles).
- **Hazard Cards:** Used to stop opponents (e.g., Stop, Speed Limit, Flat Tire, Out of Gas, Accident).
- **Remedy Cards:** Used to overcome hazards (e.g., Go, End of Limit, Spare Tire, Gasoline, Repairs).
- **Safety Cards:** Special cards that provide immunity to certain hazards and can be played at any time (e.g., Driving Ace, Puncture Proof, Right of Way, Unlimited Fuel).

Turn Structure

On your turn, you must perform the following actions in order:

1. **Draw One Card:** Take the top card from the Draw Pile. You now have 7 cards in your hand.
2. **Play One Card or Discard:** You must either play one card from your hand or discard one card face up onto the Discard Pile. If you discard, your turn ends.
3. **Maintain Hand Size:** After playing or discarding, you should have 6 cards in your hand.

Playing Cards

- **Starting Your Journey:** To begin accumulating miles, you must first play a "Go" card onto your Battle Pile.
- **Playing Distance Cards:** Once you have a "Go" card in play and no active hazards, you can play Distance cards onto your Mileage Pile. You cannot exceed 1000 miles. You cannot play 200-mile cards if a "Speed Limit" hazard is active.
- **Playing Hazard Cards:** You can play Hazard cards on an opponent's Battle Pile to stop their progress. An opponent must play the corresponding Remedy card to continue.
- **Playing Remedy Cards:** If you have a Hazard card on your Battle Pile, you must play the appropriate Remedy card to remove it. For example, "Flat Tire" requires "Spare Tire". After playing a Remedy, you must also play a "Go" card to resume travel, unless the hazard was "Speed Limit".
- **Playing Safety Cards (Coups Fourrés):** Safety cards can be played immediately from your hand, even out of turn, if an opponent plays a corresponding Hazard card on you. Playing a Safety card this way is called a "Coup Fourré" and earns bonus points. Once played, a Safety card provides permanent immunity to that specific hazard.

End of Game and Scoring

The game ends when a player or team reaches exactly 1000 miles. Points are then tallied based on:

- Total miles accumulated.
- Bonus points for playing all four Safety cards.
- Bonus points for each "Coup Fourré" played.
- Bonus points for being the first to reach 1000 miles.

The player or team with the highest score wins the round. Multiple rounds can be played to a predetermined total score (e.g., 5000 points).

Maintenance

To ensure the longevity of your Mille Bornes card game:

- **Card Care:** Handle cards with clean, dry hands to prevent dirt and oils from accumulating. Avoid bending or creasing the cards.

- **Storage:** Store the cards and scoresheet in their original box or a suitable card storage container. Keep them in a cool, dry place away from direct sunlight and extreme temperatures to prevent warping or fading.
- **Cleaning:** If cards become slightly soiled, gently wipe them with a soft, dry cloth. Do not use water or chemical cleaners.

Troubleshooting

Common questions and clarifications regarding Mille Bornes gameplay:

- **"Why can't I play a Distance card?":** Ensure you have a "Go" card in play on your Battle Pile and no active Hazard cards. If a "Speed Limit" card is active, you cannot play 200-mile cards.
- **"Do I need an exact 1000 miles?":** Yes, to win the round, your Mileage Pile must total exactly 1000 miles. If playing a Distance card would take you over 1000 miles, you cannot play that card.
- **"Can I play a Safety card at any time?":** Yes, Safety cards can be played out of turn immediately after a corresponding Hazard card is played on you. This is a "Coup Fourré".
- **"What if I can't play a card?":** If you cannot or choose not to play a card, you must discard one card from your hand onto the Discard Pile.

Specifications

Product Dimensions	3.62 x 0.79 x 5.59 inches
Item Weight	6.4 ounces
ASIN	B0035A2PKU
Item Model Number	17147
Manufacturer Recommended Age	8 years and up
Release Date	March 10, 2010
Manufacturer	Hasbro

Support

For further assistance, questions, or to report any issues with your Mille Bornes Card Game, please contact Hasbro customer support. Visit the official Hasbro website for contact information and frequently asked questions. You can also visit the [Hasbro Store on Amazon](#) for more information on Hasbro products.

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Example: How do I reset this device or fix this error?

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