

# 1000

# BORNES

— *the classic Road Race game* —

## CONTENTS:

1 Game Board

110 Cards

1 Card Tray

4 Car Pawns

17 Hazard Pawns (Red Pawns):

3 Out of Gas (gas can), 3 Flat Tire (burst wheel), 3 Accident (broken car), 4 Speed Limit (50 mph speed limit sign), 4 Stop (traffic light)

4 Safety Pawns (Green Pawns)

1 Right-of-Way (ladder), 1 Driving Ace (steering wheel), 1 Puncture-Proof (tire), 1 Extra Tank (gas truck)



**If you are already a regular player of Mille Bornes you can simply skip this section and continue to Object of the Game.**

The game plays just like the Mille Bornes card game. Players start with 6 cards in their hand. Each player will draw a new card at the beginning of their turn and discard a card to end their turn. Everything happens on the game board, so instead of keeping the cards in front of the player, all cards are discarded to the discard pile after every play.

The game board/track is divided into 25 mile segments. At the bottom of the game board is a key with spaces highlighted by small red squares to show how many spaces should be moved for 25, 50, 75, 100 and 200 miles.



Each player, in turn, performs one of the actions listed below by playing a card from their hand and placing it in the discard section of the card tray.

## CARDS

- **Go!** (Green Light): Play this card to start the race. A player cannot begin the race without playing a Go! Card first. Place your Car Pawn on the Green Light space on the track. Also, after each Hazard has been cleared, a Go! Card must be played to start racing again.
- **Distance** (25, 50, 75, 100 & 200): These cards allow you to move your car the number of indicated miles/spaces. You may play distance cards once you have acquired a Go! Card allowing you to begin the race or begin again after a delay due to a Hazard. However, if you have a Right-of-Way Safety Pawn, you do not need a Go! Card to begin playing distance cards after a Hazard has been remedied. You may play almost any combination of distance cards to get to 1000 miles. However, you may not use more than two 200 mile cards in a race.
- **Hazard** (Out of Gas, Flat Tire, Accident & Stop): Can delay another player by placing the Hazard Pawn (corresponding to the card) in front of an opponent's vehicle. By playing these pawns, you temporarily prevent your opponent from gaining distance.
- **Speed Limit** (50 MPH Sign): Playing this card allows you to place a Speed Limit Pawn in front of an opponent's car. While it is there, your opponent can only move 25-miles and 50-miles at a time, and the Speed Limit Pawn moves with them.
- **Remedy** (Gasoline, Spare Tire, Repair & End of Limit): Will remove the Hazard placed in front of a player's own car. Gasoline remedies Out of Gas; Spare Tire remedies Flat Tire; Repair remedies Accident.
- **Safety** (Extra Tank, Puncture Proof, Driving Ace & Right-of-Way): Gain several advantages:
  - Overcomes corresponding Hazard Card an opponent has already played against you.
  - Prevents opponents from playing a corresponding Hazard Card on you for the rest of the game.
  - Allows you to draw another card and immediately take another complete turn.

Take the appropriate Safety Pawn and attach it directly to the top of the car. **NOTE: more than one Safety may be applied to a single car.**



## Object of the Game

Be the first player to reach the **1000** mark on the board!

## Set-Up

- Shuffle the cards and deal 6 cards face down to each player. Place the remaining cards face down in one side of the card tray. Players do not show their cards to each other.
- Each player chooses one car and puts it aside. (Once a player plays a Go! Card, they can place their car on the Green Light mark on the track and begin their race.)
- Place the Hazard and Safety Pawns on the game board within easy reach of all players. Players will take them as they have a need for them.

## Game Play

- The youngest player goes first. Players begin their turn by drawing a card from the card tray and without showing it, adds it to the 6 cards already in their hand. Depending on their hand, the player must choose one of the following five actions to take:
- If the player plays a **Go!**, they place their car on the green light at the beginning of the track.
- If they play a **Speed Limit**, they place the Speed Limit Pawn on the path of the opponent they choose. That opponent will not be able to advance more than 50 miles (two spaces) at a time, and the Speed

Limit Pawn travels with the player. If the opponent has not yet had a chance to play, this will limit their speed immediately upon beginning their race.

- If they play a **Safety Card**, they attach the matching Safety Pawn onto their car. Once the pawn is in place, the player immediately gets another turn. They draw another card and play the card of their choice. If they draw another Safety Card, they can play it and draw again.
- If no plays are possible, then they discard one card to the discard pile section of the card tray. Cards in the discard pile are out of play for the remainder of the game. Play proceeds with the player to the left.



In addition to the four actions listed above, the next player has two more options:

- If a previous player has placed their car on the green light space, they can delay that opponent's start by playing a **Hazard Card** and placing the corresponding pawn in their path.
- If a **Speed Limit** has been played against the player, they can remove it by playing an **End of Limit Remedy Card** and removing the Speed Limit Pawn from their path.

Once a player has put their car on their Green Light space, they may advance on the track as they acquire Distance cards. They move their car one or more spaces depending on the Distance card played. Again, reference the key at the bottom of the game board for help in determining the number of spaces to move.

**Note: After each turn, a player must always have six cards in their hand. If not, the player must draw until they have six cards in their hand at the beginning of their next turn.**

### Safety Pawns:

Playing these pawns on a player's car gains them several advantages:

- They **remedy** a corresponding hazard an opponent has played against them. By doing so, the player may resume playing Distance Cards.
- The Safety pawn **prevents** opposing players from playing the matching Hazard on that player for the rest of the race.
- Upon playing the card, the player may immediately **draw** another card and take another complete turn.

### Go!:

When this card is drawn, it can be played to remove a Stop Sign Pawn from the player's path. Also, after remedying a Hazard Pawn with a Remedy Card or Safety Pawn, a player must play a Go! Card on a subsequent turn in order to continue to play Distance cards.



## The Coup-fourré:

If an opponent plays a Hazard Pawn on a player and that player holds the corresponding Safety Card, they immediately call "Coup-fourré" and play the Safety Card.



The Coup-fourré entitles the player to the following benefits:

- Immediately remove the Hazard pawn that was put into their path.
- Place the corresponding Safety Pawn on their car.
- Immediately take their turn, that is to say, they draw another card and play regardless of when in the game the Coup-fourré was called. If there are players between the one who attacked and the Coup-fourré player, they all lose their turn.

## Additional Game Play:

- A player cannot play more than two 200 Distance cards played in one race. (Players place each 200 Distance card in front of them as a reminder).
- If a player is delayed by a **Speed Limit**, they can move forward only by playing 25 or 50 Distance cards. The player cannot play Distance cards in excess of 50.
- You can never play a Distance card that would make you exceed 1000 miles. For example, if the player's car reaches 950, they cannot play 75, 100 and 200 Distance cards, only 25 or 50 may be played.

## Cards and Pawns

HAZARD					
HAZARD PAWN					
SAFETY					
SAFETY PAWN					

## Winning the Game

There are two ways the game may end:

- When one player makes it all the way to the end of the track by completing a trip of exactly 1000 miles OR
- When there are no more cards in the draw pile. In this case, players must attempt to play out the remaining cards in their hands. Once all playable cards have been played, the race is over and the player furthest along wins!

## Tricks and Tips

- At the beginning of the game, players should try to play a Go! Card rather than playing Hazard Cards against other players.
- If a player has a Safety Card (Extra Tank, Puncture-Proof, Driving Ace or Right-of-Way) the player may wish to hold on to it in hopes of a Coup-fourré. However, it is more important to play the Right-of-Way Safety Card as soon as possible. Once played it will help prevent two types of Hazard Cards (and you can hit the road without a Go! Card.)
- Do not hold onto useless cards. Useless cards are like:
  - A 200 Distance card when the player has already played two 200 Distance cards that hand.
  - An Out of Gas Hazard Card while the targeted opposing player has the Extra Tank clipped to their car.
  - Cards that would make the player exceed the 1000 mile space on the board. Example: the player who hit the 950 space should discard 75, 100 and 200 Distance cards.
  - Safety or Remedy Cards where all the corresponding Hazards have already been played. Players should try to remember what cards have been played!
- Remember to take a turn immediately after playing a Safety Card.
- A player can place a Hazard Pawn on the same path of an opponent that already has a Speed Limit Pawn on it. Not only is that player slowed, they are also stopped!
- Conversely, a player can put a Speed Limit on the path of an opponent that is already stopped by a Hazard.
- If a player has both a Speed Limit and a Hazard, that player may resolve either in whatever order they chose.



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