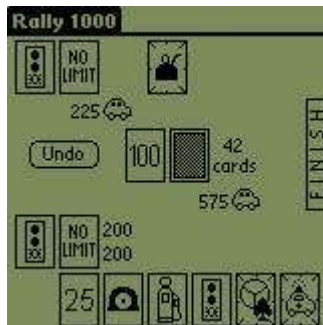Q. Hey! The Pilot plays two (or three or four) safeties and another card in a turn! Isn't that cheating? Why can't I do that?

A. I wish I had a nickel for every time I answered this question. (But I really do enjoy gettng the email!) The Pilot is not cheating. You can play multiple safeties before a non-safety card. Here is an actual game I played:


Here it is my turn. Pilot has just gone. I have two safeties which I am going to play. Note the discard says "100" and the Pilot's mileage is 225.
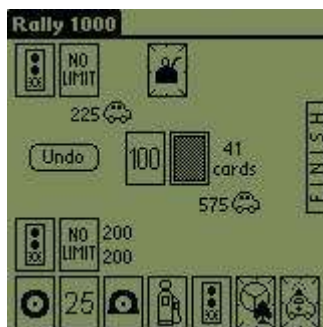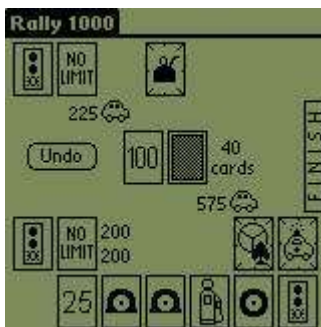

Now I drew a card (Spare Tire). Nothing changes because no one has played a card. Nothing up my sleeve!
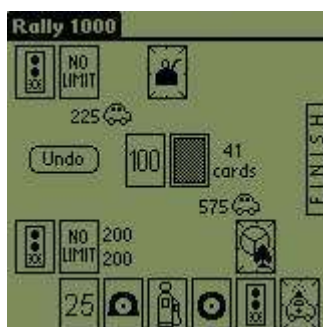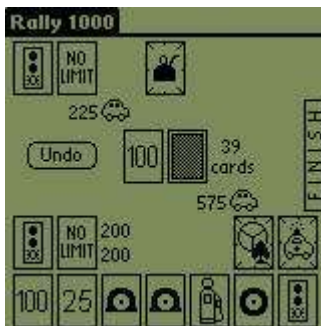

Now I just played a safety (Driving Ace). Hey look -- the Pilot's mileage is still 225 and the discard is still "100." Pilot has not taken a turn. It must still be my turn.
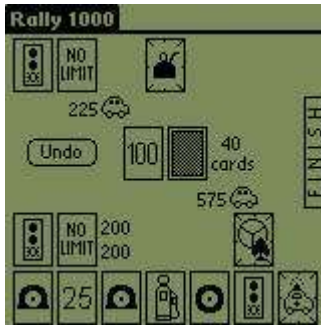
I drew a card (Flat Tire) to replace my safety. No activity on the Pilot's side; it still must be my turn.

I played another safety (Right of Way). Still no change with Mr. Pilot. Wow, must still be my turn!

I drew another card (100) to replace my safety. You guessed it -- still my turn.
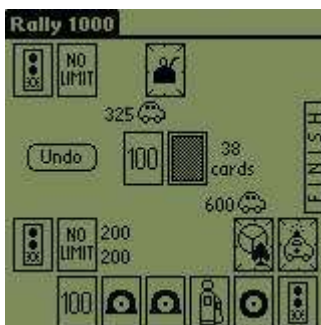
Finally I played my "25." My mileage jumps to 600. Look, Pilot's mileage jumped to 325. My turn has ended and he took a turn. I guess I can play multiple safeties in a turn. Whew!

What's confusing when Pilot does this is that it all happens so quickly and it's hard to see that it is drawing cards between the safety plays. Trust me, it is not doing anything illegal or anything you can't do.

Q. I'm always getting the snot beat out of my by the Pilot! Does the Pilot "cheat?"

A. The Pilot plays with different strategies depending on the difficulty level. However none of them use an advantage you wouldn't have if playing the game with real cards, e.g. looking at your hand, stacking the deck, changing cards in his hand, etc. The reason the Brutal level is so challenging is because the Pilot has a perfect memory of all cards in its hand and exposed by playing and discarding, and it knows the distribution of cards in the deck. With this knowledge, it plans perfectly which cards to discard or play. For example, there are two Flat Tire cards. If both have been discarded, it will discard a Spare Tire because it will never be needed. This leaves room for more useful cards. In Medium difficulty, the memorizing of cards is turned off and it plays the best card with just what it sees in its hand and the situation. In Easy difficulty, it plays random (but always legal) cards. It might even discard a Gas when it is out of gas!

Q. The rules aren't the same as in the M*lle B*rnes rule book I found in the attic. I think you don't have to play a Go after fixing a Hazard with a Safety card.

A. The Safety on a Hazard rule was changed in version 4.0 after impassioned pleas from various people. Now that I have changed it, some people insist the old rule was correct, so I can't win on this issue. Keep in mind this game isn't *really* M*lle B*rnes. (The card distribution is also different.) The game is enjoyable despite this and other rules differences.

Q. I'm wearing a hole in my screen over the Discard Pile. How can I avoid this?

A. Use the page up / page down button to draw cards instead.

Q. I need to discard a card, but it always plays it for me instead! How can I make it discard my card?

A. To force discarding a card, tap on the Discard Pile first, then the card. (RTFM)

Q. Is there a windows version of this game?

A. Try out [Mile Bones](#) by Andre Needham. It's an oldie but a goodie. I don't know if he is still maintaining it or accepting money for shareware.

Q. Are you going to upgrade the computer logic? It shouldn't play a 25 when it's got 650 blah blah…

A. The game is pretty tough and quite entertaining, in my humble opinion. So I doubt I will work on the computer's logic any more.

Q. What are good strategies to play better?

A. I can play the Pilot about 50/50 on Brutal difficulty. The main thing I try to do is to avoid playing hazards late in the game when a Coup Fourre is likely. Of course, remember the obvious stuff -- always be alert for scoring a Coup Fourre, don't always play 200s if a Safe Trip looks likely, and don't forget to extend a game if you can. If you practice, you can try tracking the card distribution. The key thing to remember is that there are only two of each hazard (but 4 Stops and 3 Speed Limits). Once they have been discarded or played, you can get rid of their remedy cards.

Q. Can I pretty please have the source code??? I promise I'll give it right back.

A. No. I am a selfish bastard. Seriously, if you really want to help the world of PalmOS gaming, write another freeware game for us all to enjoy. There aren't enough out there! However, I *am* open to any ideas on how to improve the various bitmaps. If you are artistically talented and know how to draw some of the cards prettier, please send your designs my way. Remember the cards are only 20 x 27 pixels!

Updated 16 September 2001.