

Memorandum

To: Mrs. Kristi Warren, English 273 Instructor
From: Chloe Harden
Date: 11/21/19
Subject: Analysis of the instructions for Mille Bornes card game

Introduction

The name of the card game is Mille Bornes. The URL for the game is linked here: <https://www.hasbro.com/common/documents/bfec240cd56fe1124b04662b03dfea8d/13B8F7BA19B9F36910E44B3AF4B71688.pdf> I chose this set of instructions because the instructions had a bright display that motivated me to read it, whereas instructions are usually dull looking. Also, I've never heard of this card game before so I thought it would be interesting to learn about a new game.

Audience

The game itself is for anyone above the age of 8 years old but the instructions seem too complicated for a kid to be able to read it and comprehend it. These instructions seem to be written for an adult to read and explain to anyone that is unable to understand it on their own.

Organization

These instructions are broken into two different ways, there is one set of instructions for a 2-3 player game and then there is a different set of instructions for a 4-6 player game. It is clear that the amount of players really matters for this game and the players would need to take note of that in the beginning of the game. I think it is interesting that the instructions have one section that tells you how to play and another section that tells you how to win. These instructions are effective because it really breaks everything down, it tells you what each card means, what to do when it's your turn and what to do if you're the first player.

Style and Diction

The writing style for this set of instructions is clear and direct, the word choice is normal, basic English that is easy to understand for anyone with at least a 5th grade reading level. I did notice that they used bold words to emphasize some of their main points which is good for younger readers that are looking to get the summary of how to play the game. I didn't notice any surface mistakes in the instructions. As long as you follow the instructions step by step, the game is easy to understand.

Graphics

The game is illustrated through colorful drawings of what the cards look like and there is a drawing on the first page of what the games box probably looks like. There aren't any tables or charts, they really just depended on displaying what each card looks like to explain how the game should go. There were a few written instructions that probably would've been easier to understand if they would've illustrated it.

Document Design

They used two different font styles and styles for headings and descriptions. They supplied each set of instructions with its own text box, the same text color was used for every part of the instructions and dividing lines were used to separate each part. Colorful boxes were also used to highlight certain sections.

Suggestions for improvement

1. The first thing I would improve is the word choice, I would make it easier to comprehend for the younger readers. If they are old enough to play the game then they should be old enough to comprehend the instructions without extra help
2. I would include more illustrations in order to make some of the steps more clear because a lot of people are visual learners and it would be easier to understand if they had a picture to go with it.
3. The instructions seemed a little spread out, the same thing was discussed in two different areas. For example, they explained how to win in the beginning and in the end. I would keep every piece of information in the same category section to make it easier to follow.