

CAR WARS[®]

The Classic Game of Highway Combat



STEVE JACKSON GAMES

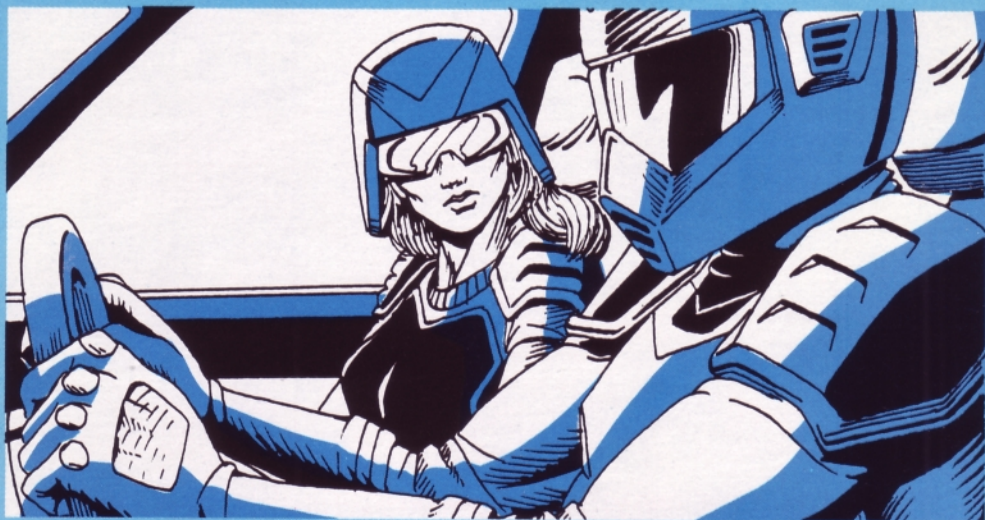
DRIVE OFFENSIVELY!

He triggered the rear guns once more. A direct hit! The blue car skidded as the driver lost control — then flipped and caught fire.

That would teach HIM not to tailgate . . .

Car Wars is a game of the freeways of the future — where the right of way goes to the biggest guns. Players choose their vehicles — complete with weapons, armor, power plants, suspension, and even body style. Then they take them out on the road . . . to come home as “aces,” or to crash and burn. If a driver survives, his abilities improve, and he can earn money to buy bigger and better cars. Advanced rules let players design their own customized cars, trucks and cycles.

Playing time 30 minutes and up, for players 10 and older. Any number can play . . . games with 2 to 8 players are best.



Game components include:

103 full-color game counters and separate Turning Key.

64-page rulebook, plus extra tables and record sheets.

2-sided game map, with autoduel arena and raceway.

Ziplock bag for counter storage.

CAR WARS: winner of the Origins Award for Best Science Fiction Game of the Year. Repeated appearances on the *Games 100* list. Named one of 1982's 10 Best Games by *Omni Magazine*.

Over 1.5 million *Car Wars* games and adventures in print!



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STEVE JACKSON GAMES

CAR WARS®

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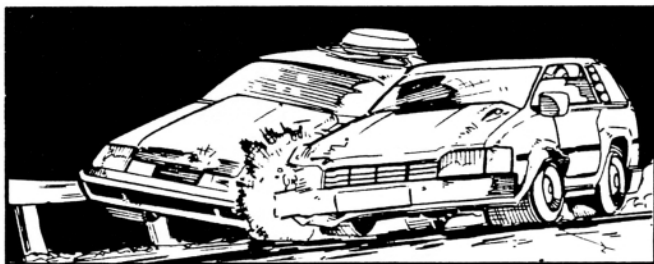
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Introduction

Since *Car Wars* was first released in 1981, it's become one of the most popular adventure games ever written. This box is intended to be a basic rule set . . . to let you get into the world of *Car Wars* quickly.

The rules in this set are 100% upward-compatible with the second edition of the *Car Wars Compendium*. In other words . . . if you want more rules and more detail, you can get the *Compendium*, and you won't have to "unlearn" anything.

Chronology

Car Wars is set 50 years in the future. The "now" of the *Car Wars* world moves ahead as the real world does. It was 2031 when the game was first published. As these words are written, it is mid-2040. It's a rough world . . . and "Drive Offensively" is its motto.

2000: Federal government moves to nationalize dwindling supplies of oil and natural gas production. Legislatures in Texas, Oklahoma and Louisiana react by seceding, and nationalize these resources themselves. Pitched battles with federal forces follow, resulting in the destruction of several oilfield sites on both sides of the newly-established border.

2003: U.S. forces stopped in the hills of central Texas, ending bloody "Gulf or Bust" campaign. Rebel forces begin to re-take lost territory.

2004: Texarkana Accords are signed, ending the Second Civil War. Oklahoma, Texas and Louisiana become three separate sovereign nations, referred to as the Free Oil States.

2012: Grain blight breaks out in Nebraska, spreading rapidly to neighboring areas. A simultaneous blight takes root in the Ukraine. Accusations fly, charging deliberate biological war, followed by nuclear warheads. To everyone's surprise, satellite defenses stop most of the missiles. Meanwhile, the world's stock of grains, excluding barley and sesame, has been dev-

asted. Severe food shortages spring up across the globe. The U.S. is in better short-term shape than most, since the blight apparently has no effect on foods with preservatives in them.

2016: The Food Riots. "Fortress" towns develop. National government fails to keep order throughout much of the U.S.

2018: Gangs rule most of the U.S. outside of the fortress towns. Country real estate becomes worthless; algae farms make up lost food production.

2020: Many large cities totally abandoned. National government regains authority but enforcement decentralized. Economy weak but stable, with food rationed and unemployment at 37%.

2022: Supreme Court decision decriminalizes manslaughter in arena games. "Death sports" become popular. Television becomes nation's number-two industry, just after food production.

2023: "Crazy Joe" Harshman wins Fresno destruction derby by mounting a surplus .50-caliber machine gun in his Chevy. Term "autoduelling" first used by sportswriters.

2024: Armadillo Autoduel Arena opens on site of former shopping mall in Austin, Texas.

2025: Autoduelling becomes most popular TV sport, edging out combat football and private wars. Eight more autoduel arenas open in North America. The American Autoduel Association (AADA) is formed.

2026: Utah autoduellists form vigilante group to counter Badlands cycle gangs. AADA holds first sanctioned "National Championship" in Austin, Texas. AADA also begins issuing area advisories and helping duellists organize against cycle gangs and other hazards, upsetting local police forces.

2027: Police admit inability to deal with duellist-armed vehicles in highway use. Informal duels increase in numbers.

2028: Many localities legalize vehicular weaponry of a "defensive nature" — very loosely defined. Duelling outside city limits

now legal in 14 states and tolerated in most others.

2029: A variety of weapons becomes available as "factory options" on all U.S. makes of cars and several imports.

2030: Statistics show "smash-and-grab" cycle and car gangs much reduced. Rural real estate begins to rise in value. Law-enforcement officials credit vehicular weaponry of private citizens, but most point out that "The gangs that are left are now better armed than we are . . .". Autoduelling now legal in 39 states, as well as the Free Oil States.

2033: *Autoduel Quarterly*, "The Journal of the American Autoduel Association," is first published. Autoduelling now legal in all 47 states in the U.S., as well as Texas, Oklahoma, Louisiana, most Canadian provinces, the Republic of Quebec, Australia and Mexico.

2036: Gas-powered racing and duelling events begin to grow in popularity.

2037: Armed and armored boats become popular among coast-dwellers. Piracy rises dramatically but drops again by the end of the year as more and more boats have "defensive" modifications added.

2038: AADA recognizes boats and other watercraft events.

2040: In response to the increasing number of "sport" flyers armed with duel weaponry, the AADA sponsors several "aeroduel" events on a trial basis.

System Support

With over 200,000 copies of *Car Wars* sold since its 1981 release, and over a million and a half *Car Wars* products of all kinds now in print, the game has a huge base of players. Steve Jackson Games provides several different kinds of support for the world of *Car Wars*, and we are always interested in your suggestions.

Nearly 50 different *Car Wars* supplements have been published, including both "straight" rules material and the *AADA Road Atlas and Survival Guide* roleplaying series. While some supplements are out of print, many are still available. Check at your local hobby store.

Autoduel Quarterly

Autoduel Quarterly is the official *Car Wars* magazine. It appears four times a year, with new rules and variants, scenarios, background information, fiction, and other *Car Wars* material. If you can't get it at your hobby store, write Steve Jackson Games for subscription information. Our address is Box 18957, Austin, Texas 78760-8957.

The Illuminati BBS

For computer users, SJ Games runs a multi-line bulletin board with an active *Car Wars* discussion area. The number is 512-447-4449; you can log in at 300, 1200, or 2400 baud, 24 hours a day. This is another good place to get news about new releases.

Errata Support

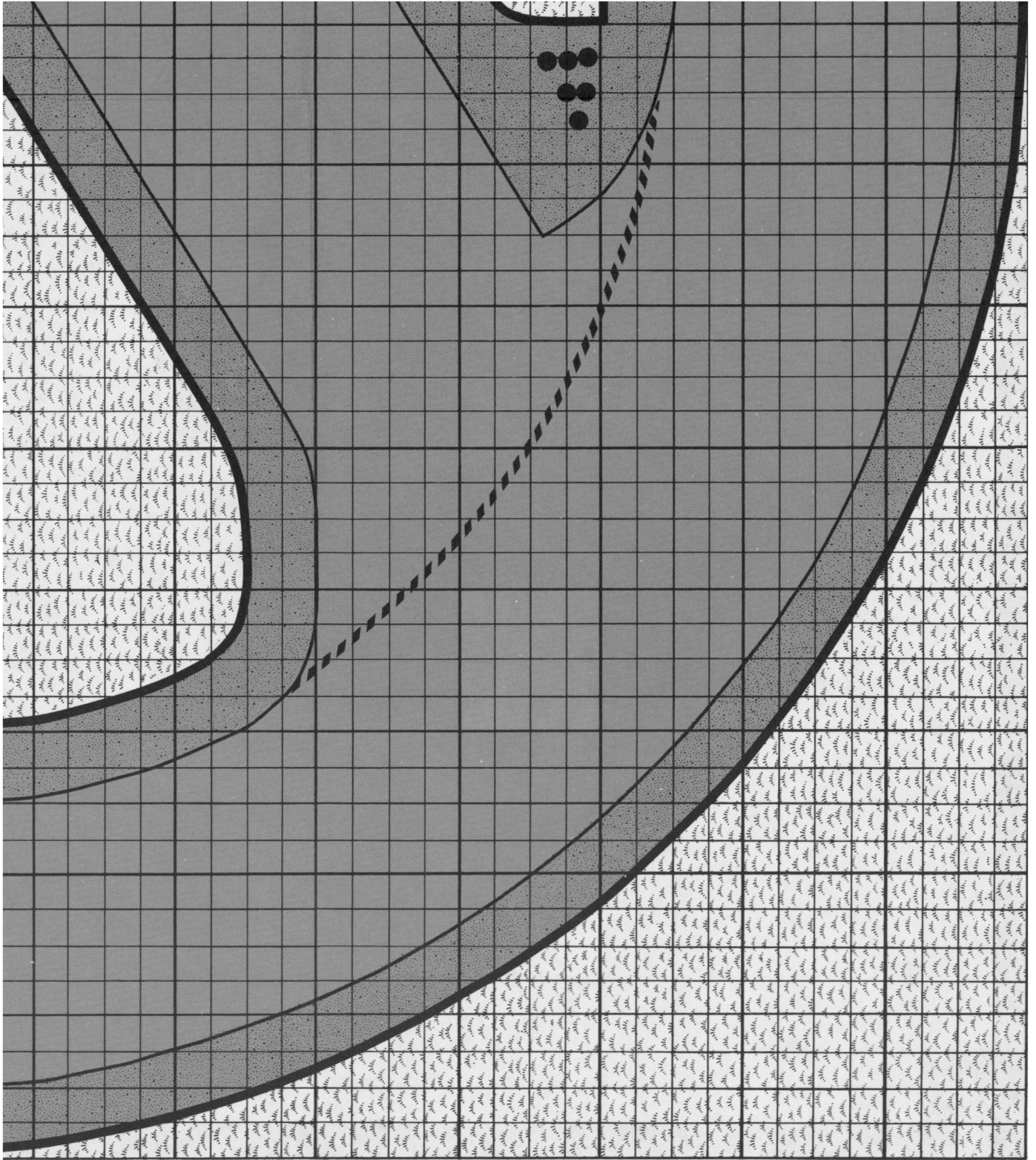
Errata sheets for *Car Wars* products are available free from Steve Jackson Games; please enclose a long stamped self-addressed envelope with your request. If you locate new errata, please let us know!



The AADA

The American Autoduel Association is an international network of official *Car Wars* clubs. Check *Autoduel Quarterly* for a list of existing chapters you can join, and information on starting one of your own. The AADA has two yearly World Championship events: duelling, with the finals at Origins, and racing, with the finals at Gen-Con. Any AADA member can enter.

There are other benefits open only to AADA chapters, so write us for more information.



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