

CAR WARS[®]

DELUXE EDITION



STEVE JACKSON GAMES

On the highways of the future, the right of way goes to . . . the biggest guns!

He triggered the rocket-launcher again. 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 combat on the freeways. Choose your vehicle — complete with weapons, armor, power plant, suspension, and even body style. Then take it out on the road. You'll come home an "ace" — or you'll crash and burn. If you survive, your abilities will improve, and you can accumulate money to buy bigger and better cars. Advanced rules let you design your own cars, cycles, three-wheelers, vans, trucks, 18-wheel tractor-trailer rigs, and helicopters!

CAR WARS



One of 1982's
Ten Best Games
—OMNI Magazine



Year's Best
Science Fiction
Game
—ORIGINS 1982



Chosen for the 1983
"Games 100"
by the editors
of Games Magazine

Car Wars — Deluxe Edition includes a comprehensive 64-page rulebook with complete directions for building, arming, and driving your own vehicles; full combat rules, including a special introductory "quick-start" version (new in this edition); and all the skills you need to create your own "autoduellist" character. Here are all the rules from the original **Car Wars** minigame and the first two supplements, newly edited and reorganized, plus sections on off-road travel, speeding, car trailers, and more!

Car Wars — Deluxe Edition also gives you 300 full-color counters, a giant 32" x 42" map of the fortress town of Midville, a 21" x 32" map of a typical fortified truck stop of 2035, new deluxe road sections (straight and curved) with additional counters, two "turning keys" that make maneuvering easy, and a 4" x 7" ziplock bag for counter storage.



Game Design by Chad Irby and Steve Jackson. Deluxe Edition development by Scott Haring.

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