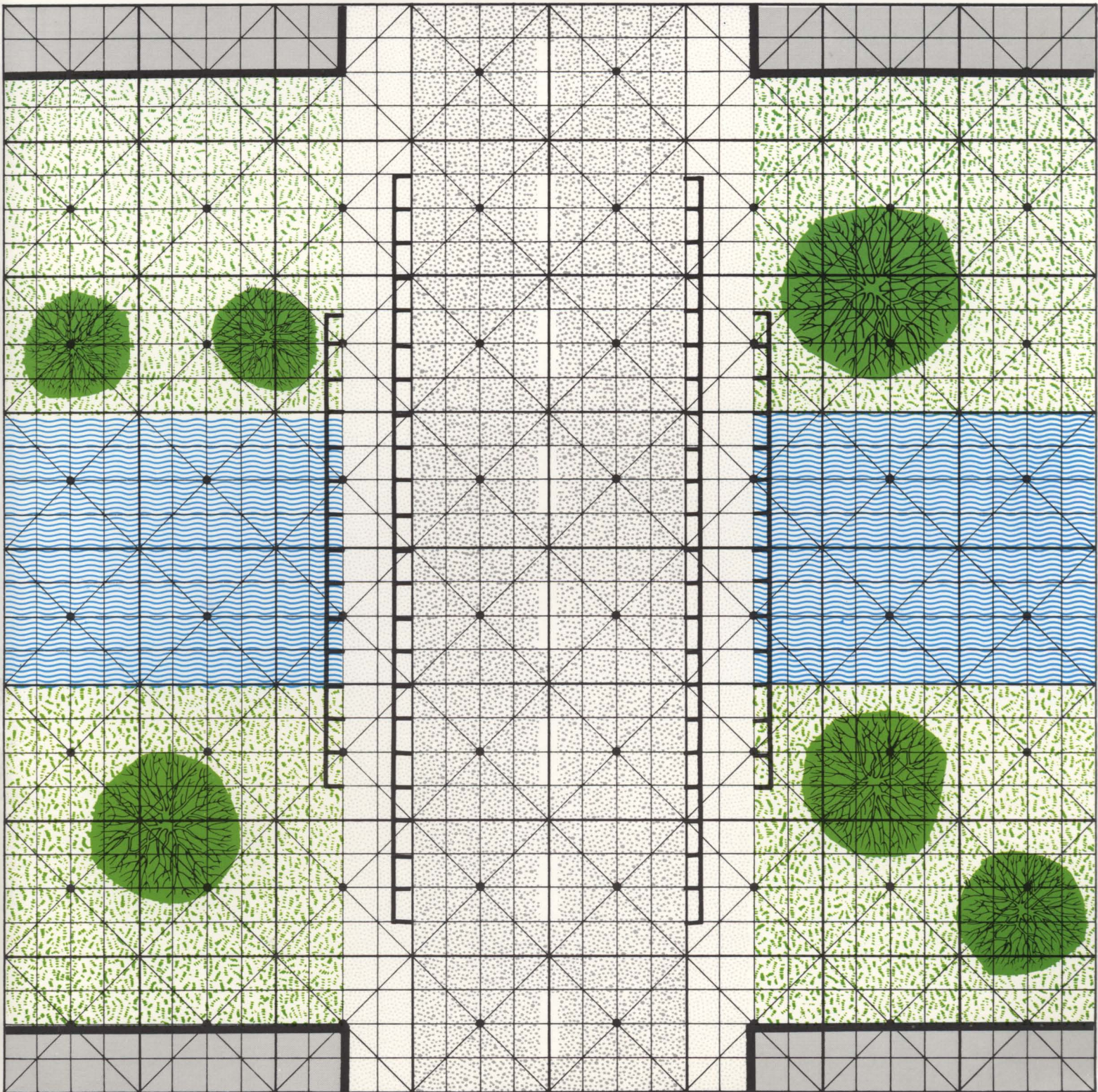
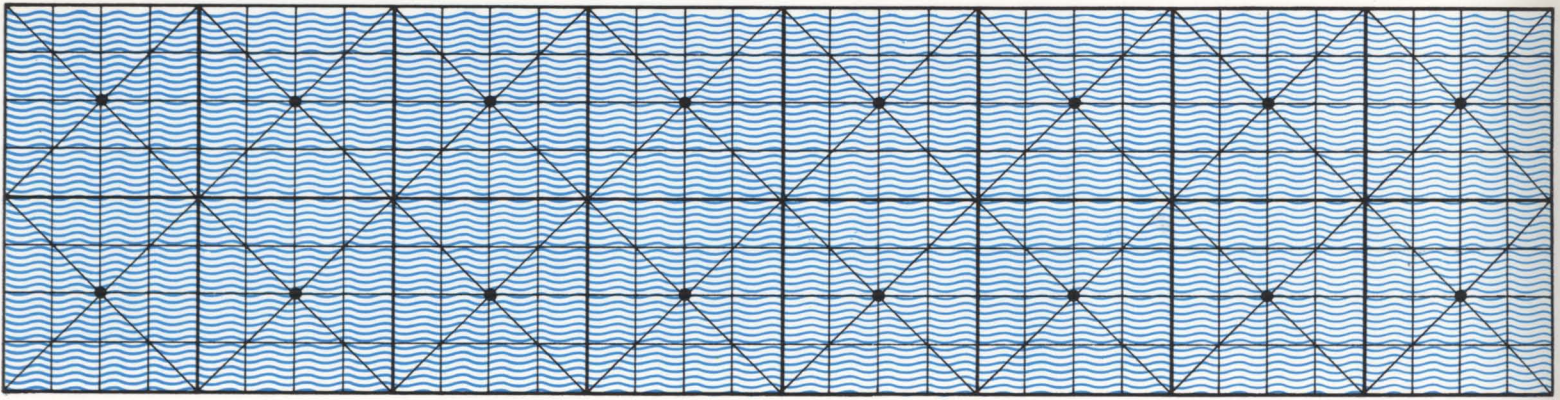
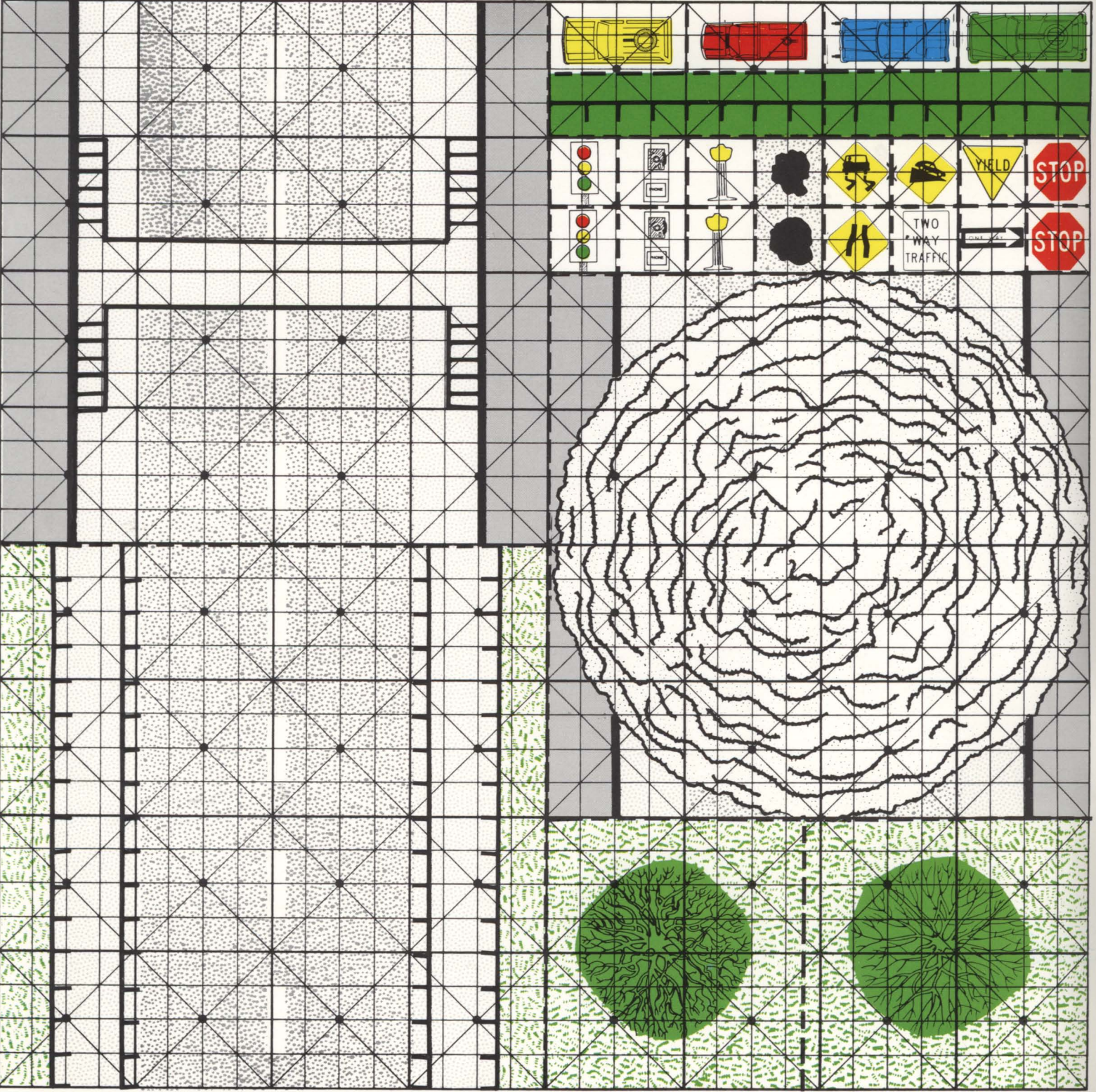


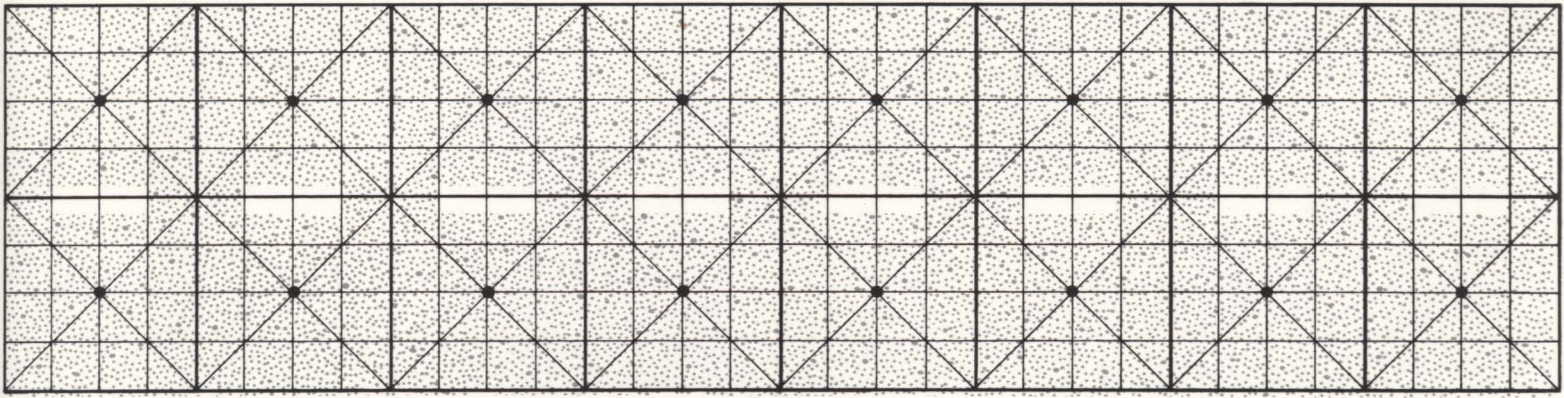
THE ROAD



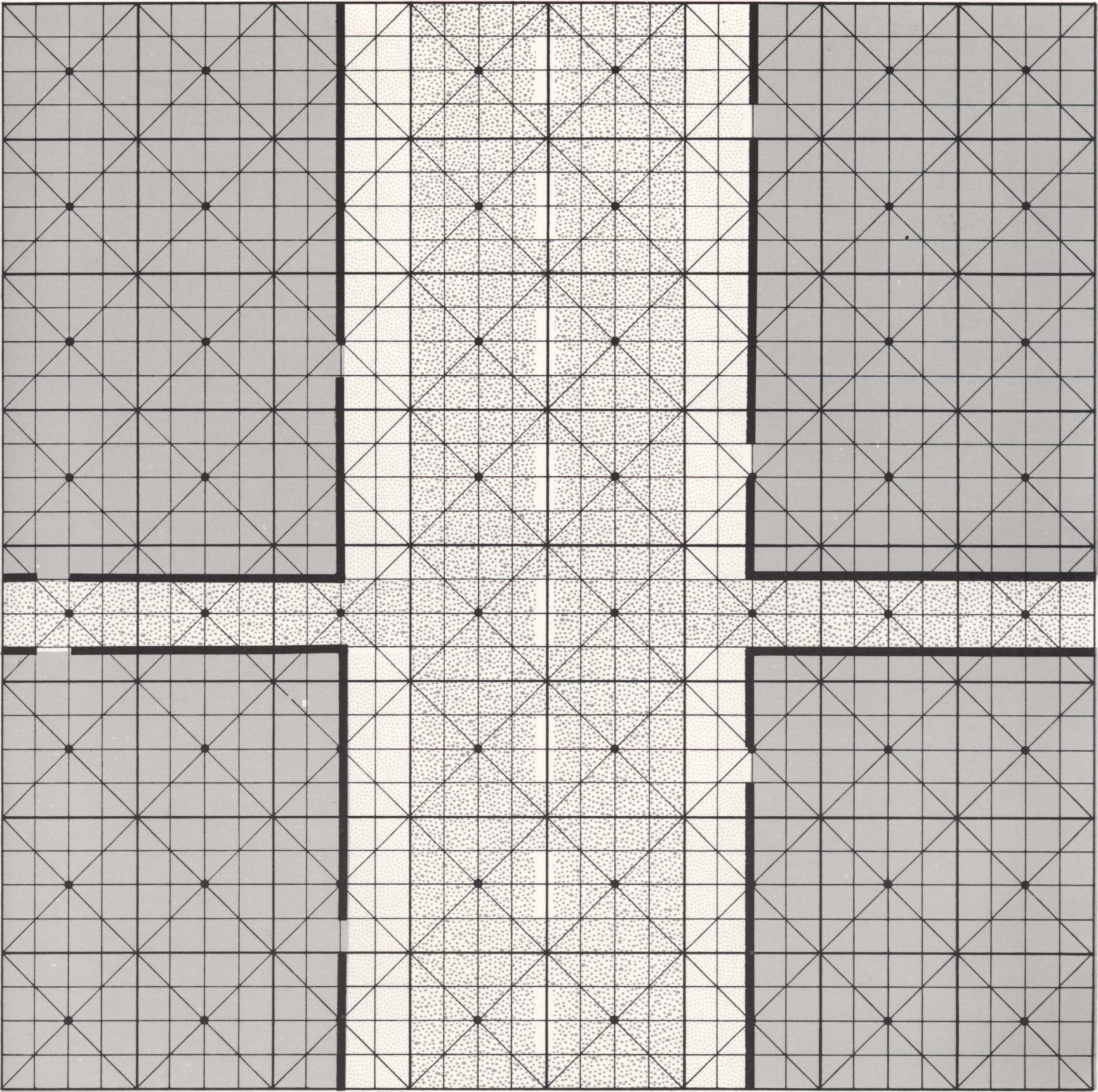


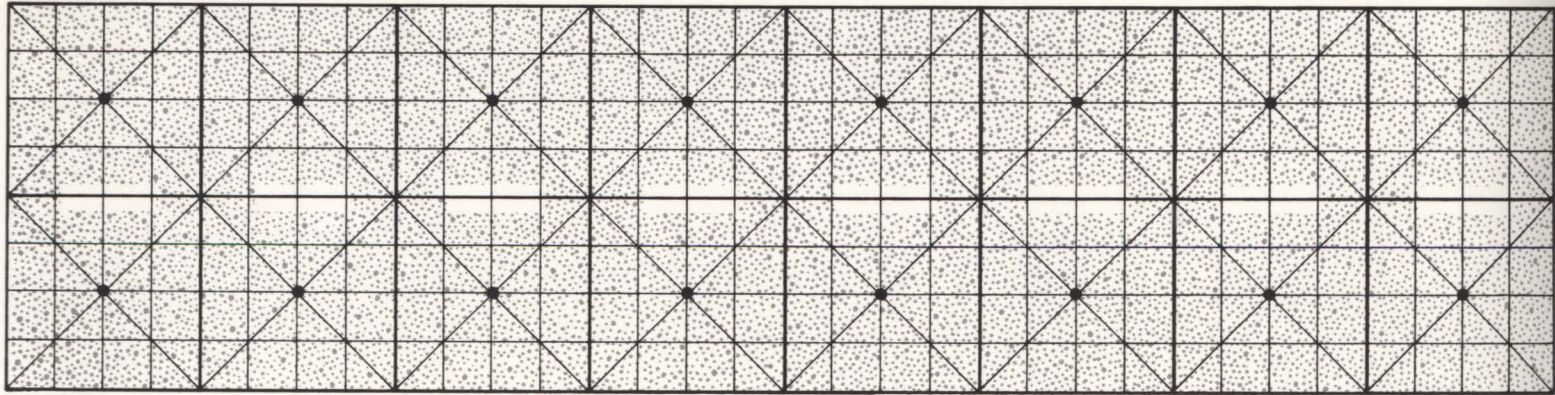
Above is an extension to the river shown on the first page. Below are numerous items, including 3 short road sections, cars, street items and trees.



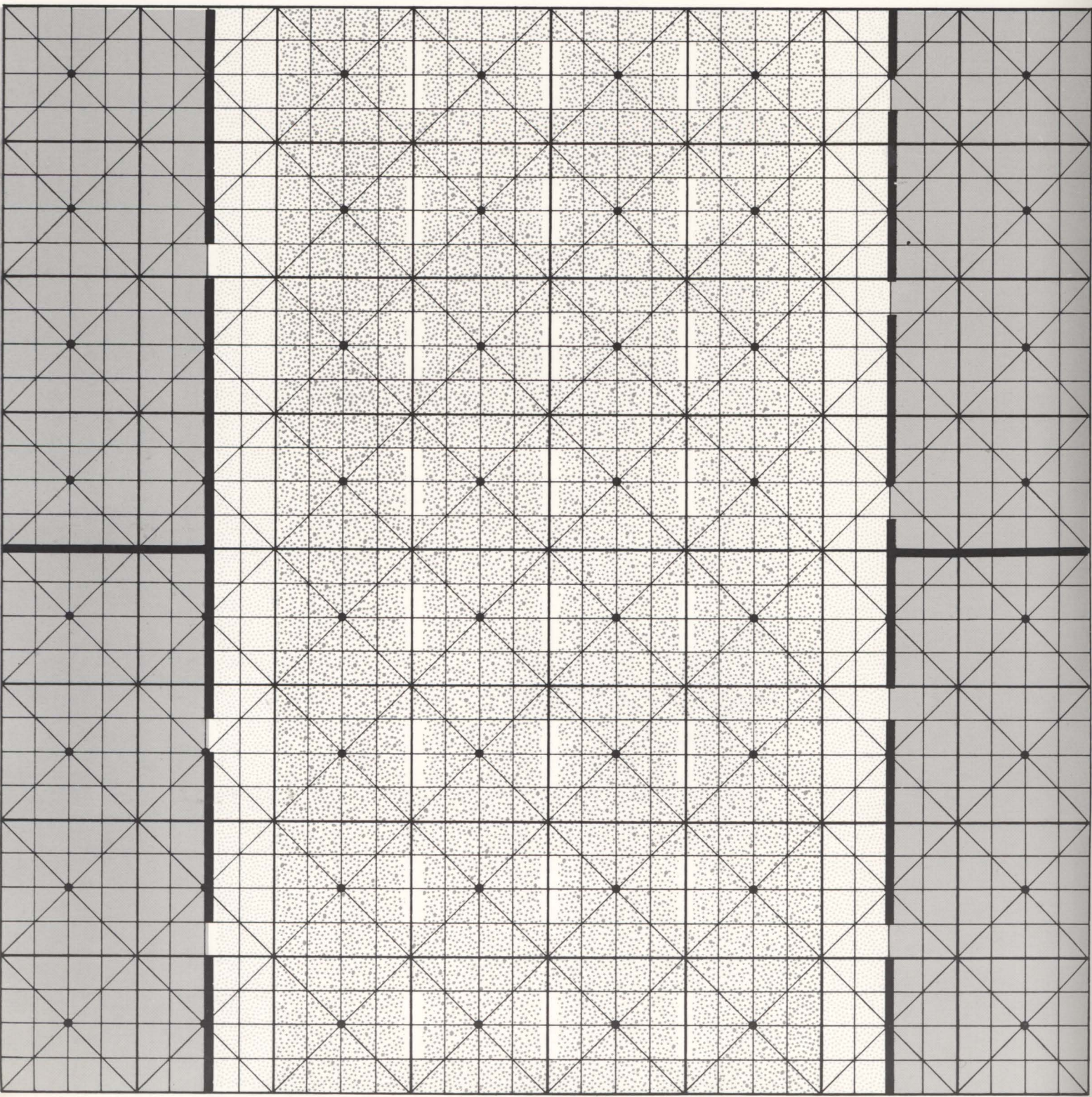


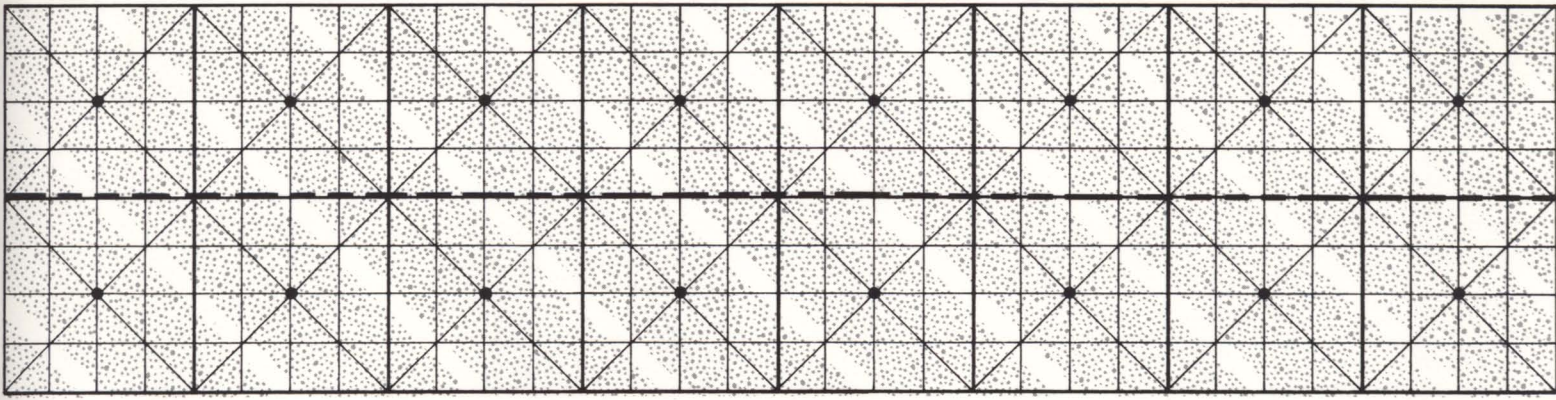
Above is a 2 lane road to extend between 8 x 8 panels. Use with a 2 lane road for a 4 lane extension. Below is a 2 lane road between buildings with an alley.



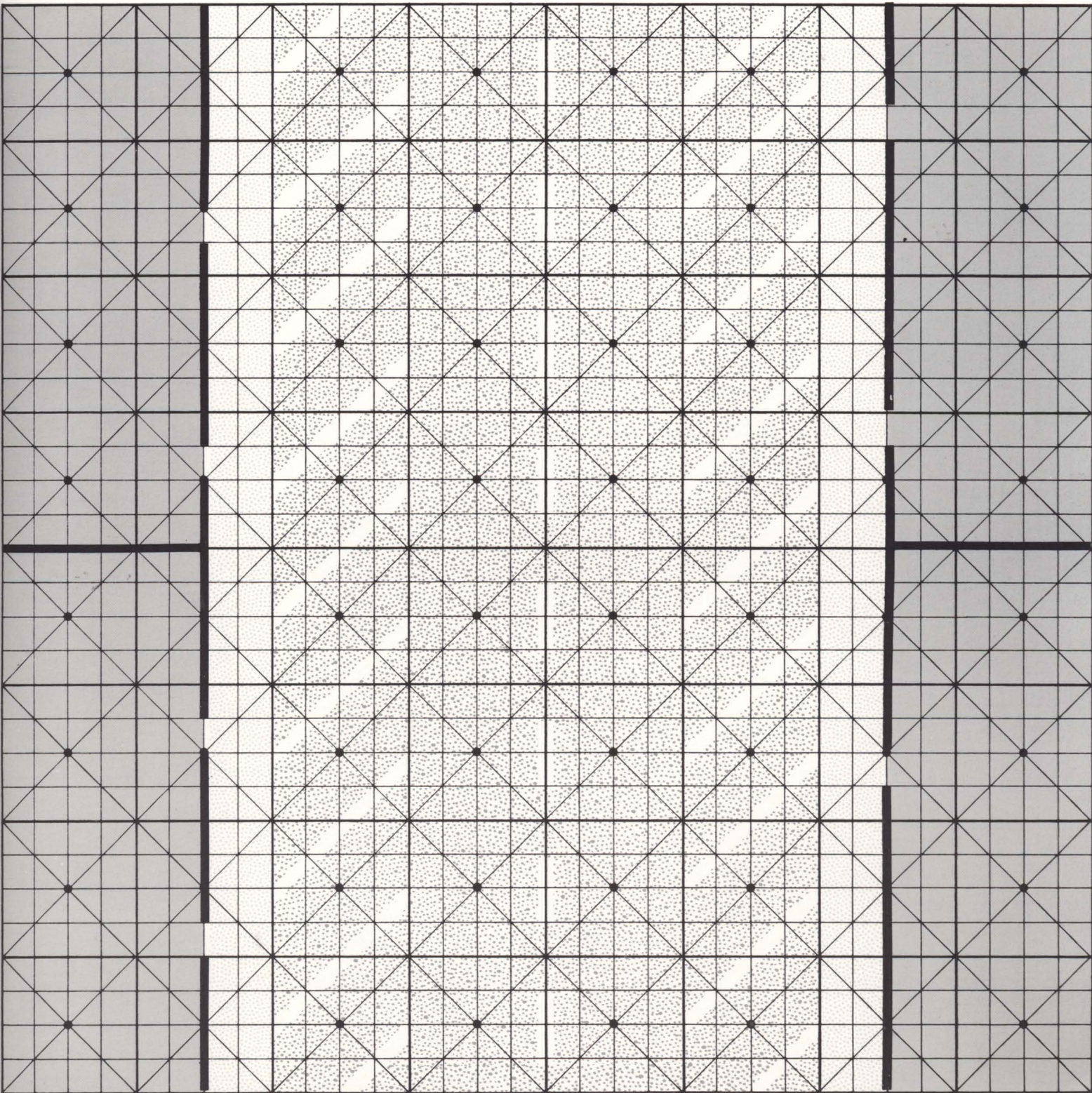


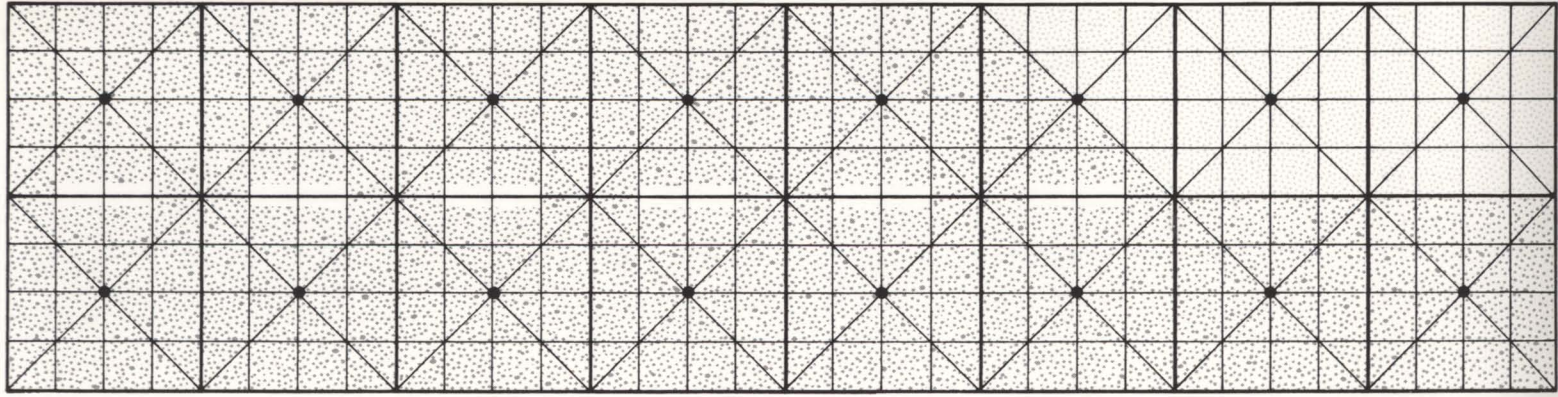
Above is a 2 lane road to extend between 8 x 8 panels. Use with a 2 lane road panel to make a 4 lane extension. Below is a 4 lane road between buildings.



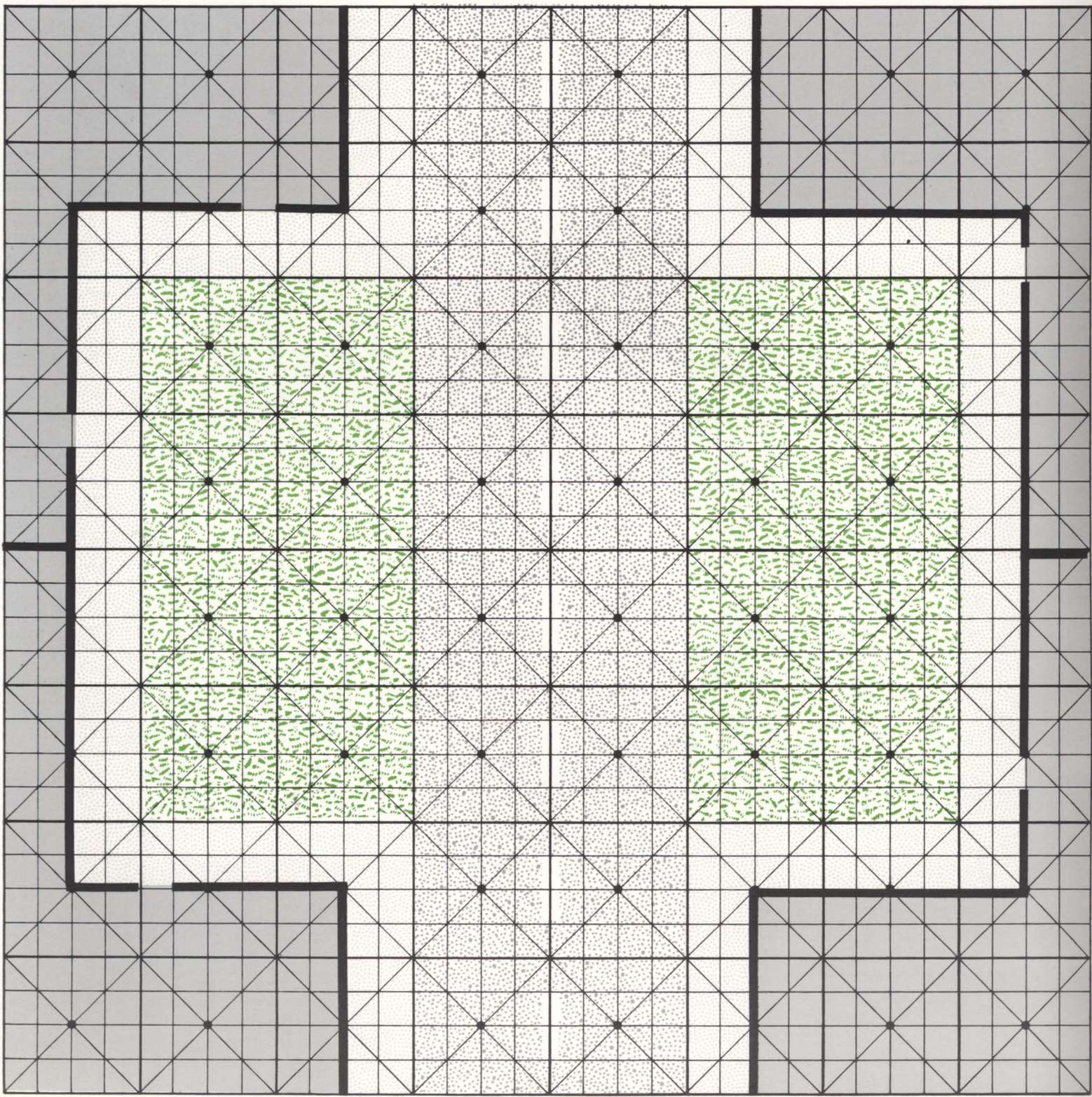


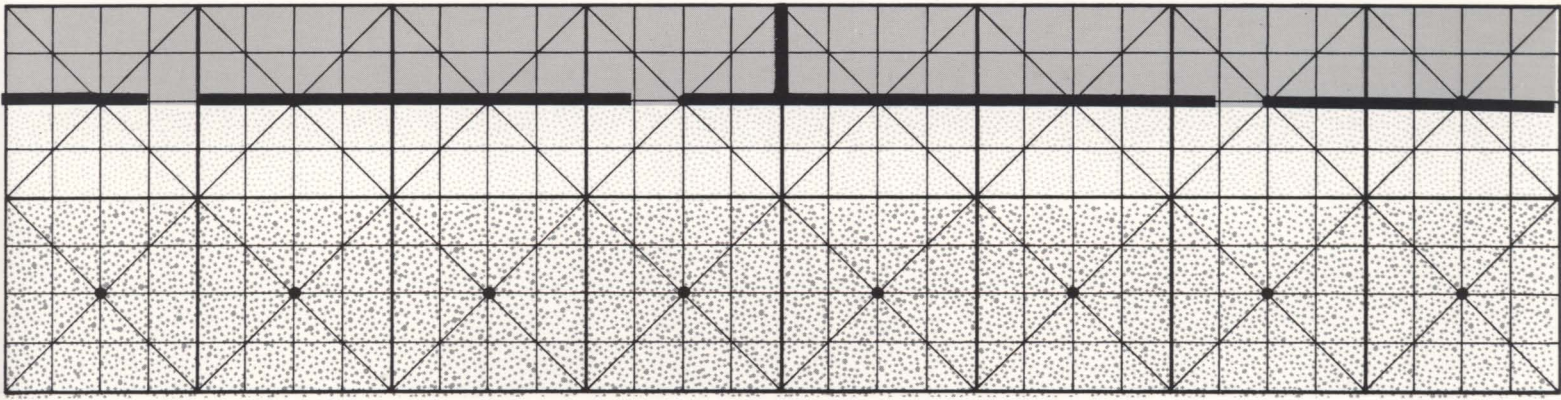
Above are 2 road sections to turn a traffic lane into a parking lane; cut this 2 x 8 strip in half to get 2 sections. Below is a 2 lane road with parking lanes.



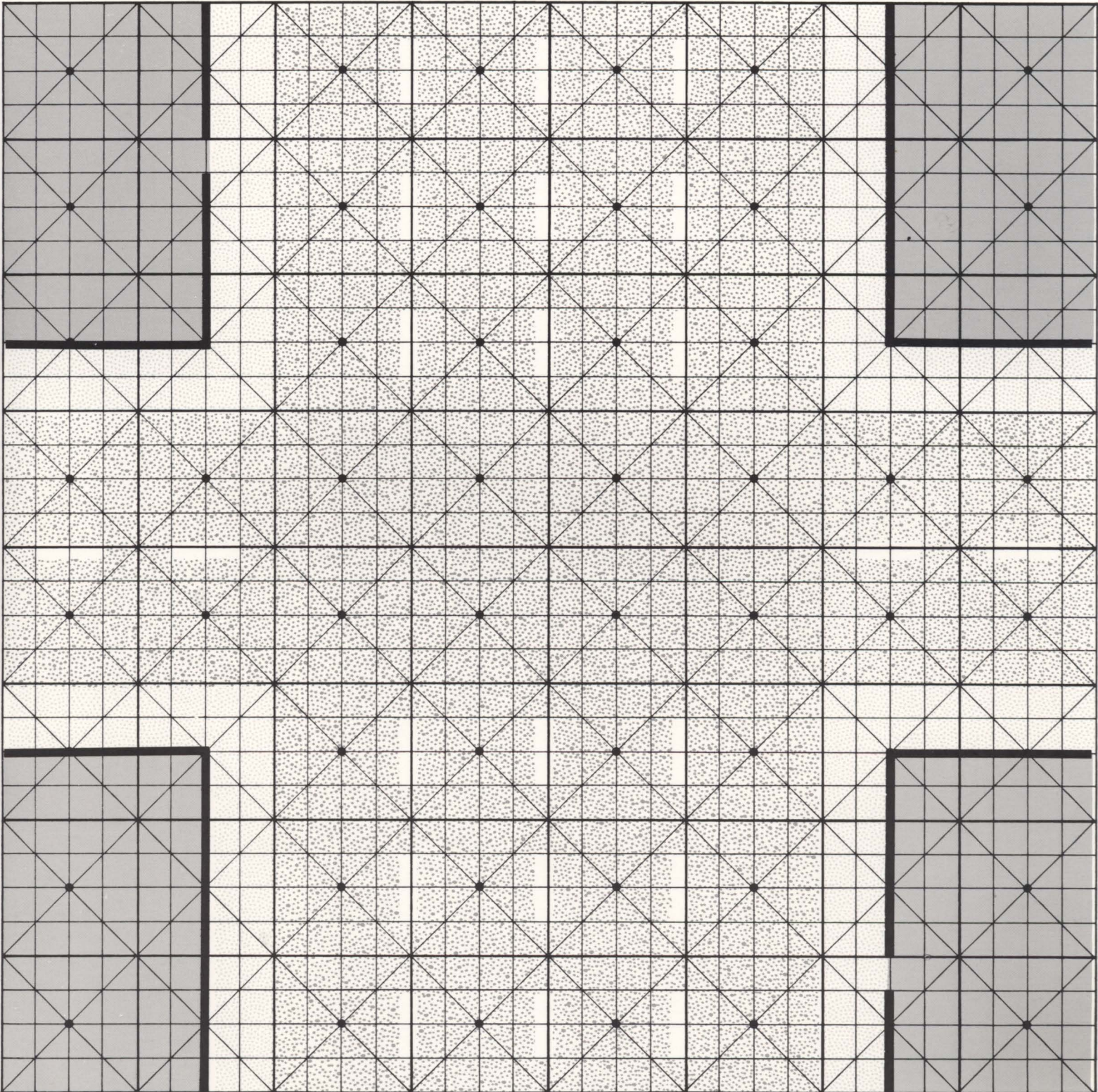


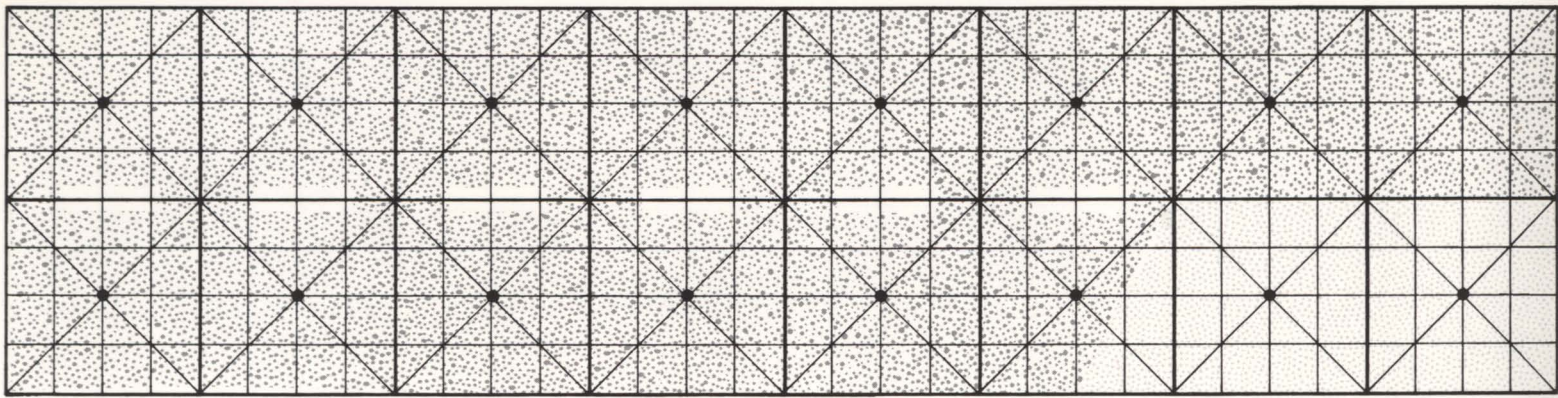
Above is a road section which may be used to add or subtract lanes from an existing street. Below is a 2 lane street between buildings and grassy areas.



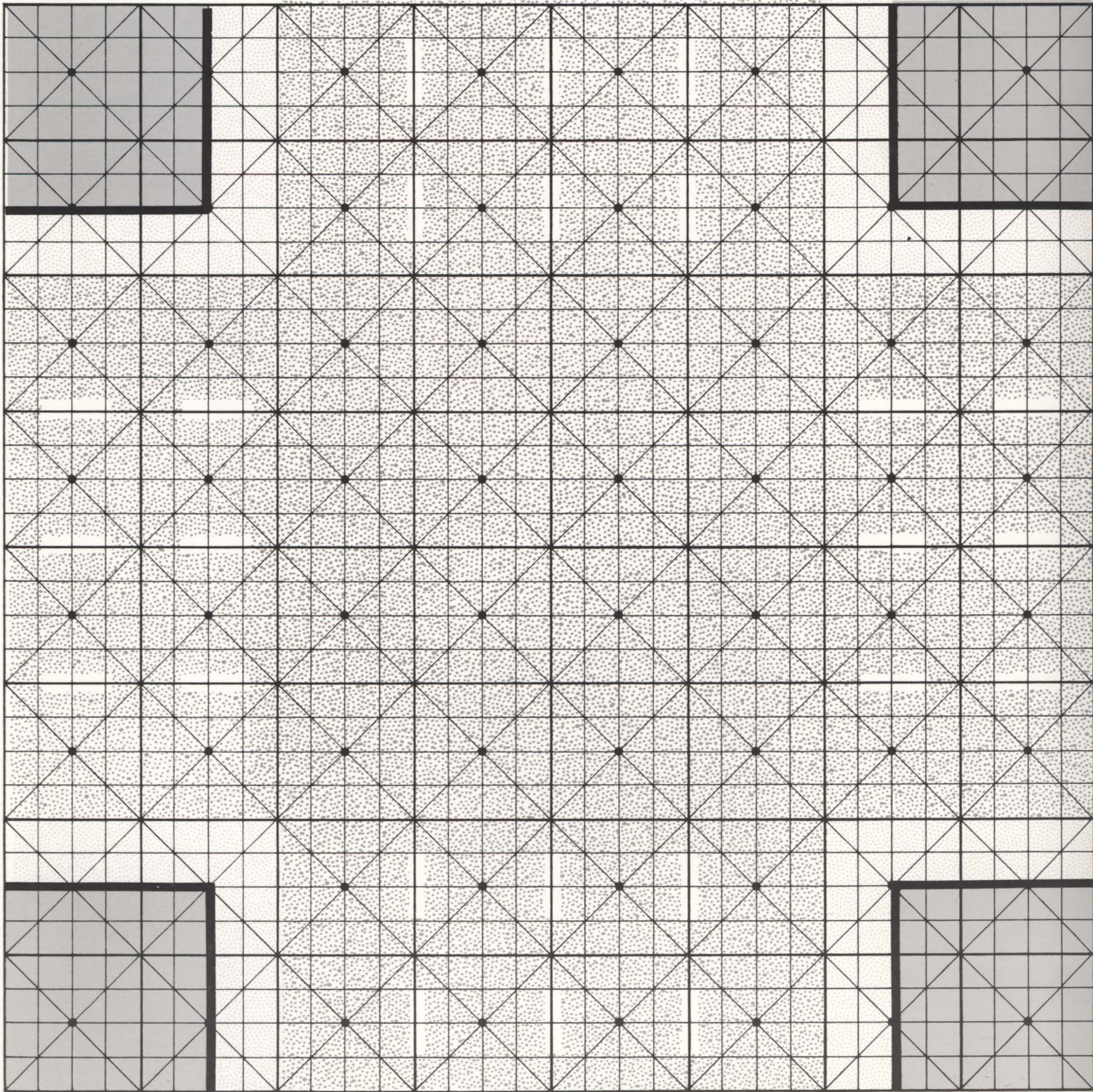


Above is a street lane and building sidewalk: Lay over the 4th lane of an intersection to make it a 3 lane intersection. Below is a 4 way intersection.





Above is a road section which may be used to add or subtract lanes from an existing street. Below is an intersection between 2 four lane streets.



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THE ROAD

In your hands is the fourth product in the AutoVentures line: "The Road." You know from looking at it that it is a package of durable cut-apart road sections for use with your favorite auto-combat game. Here are some specifics:

THE GRID - The black movement grid superimposed over the sheets is usable with any auto-combat game. **BATTLECARS** players should use the point-movement system as usual. **CAR WARS** players should use the quarter-inch grids. **HIGHWAY 2000** players should use the one-inch grids.

ROAD - The road pattern permits normal and unobstructed movement for vehicles in all three games.

SIDEWALK - Vehicles in **BATTLECARS** may not go onto the sidewalk; there is not a complete point there for their movement. **CAR WARS** vehicles may and should use normal **CAR WARS** difficulty modifiers. Some **HIGHWAY 2000** vehicles (Cycle, VW, Compact, Mid-Size, Sports-Car) treat the sidewalk as though it were a complete lane; the other **HIGHWAY 2000** vehicles may not lane-change onto the sidewalk.

GRASS - Rules for traveling on grass are included in both **CAR WARS** and **BATTLECARS**. **HIGHWAY 2000** vehicles must pay one extra movement point for every two squares moved on grass (rounded down from the half; thus, moving three squares on grass costs four movement points).

BUILDINGS - **BATTLECARS** pedestrians may only enter buildings through the openings shown. A pedestrian has a speed of 1 inside buildings. **CAR WARS** pedestrians move just as **CAR WARS** pedestrians normally do, but move at half the speed they normally move within buildings (no interior walls are shown here; these internal walls account for the additional speed reduction). All buildings in "THE ROAD" are 6 DP and may not be driven into beyond a distance of 1" because of the amount of junk contained in them; a car that drives that far into a building will simply stop (crash at the speed being traveled) and have to back out again. **HIGHWAY 2000** does not use pedestrians.

CURVED SECTIONS - **BATTLECARS** and **CAR WARS** vehicles will have no problem with the curved sections; as usual, they may ignore the "lay of the road" and just move according to their respective grids. Curved sections should not be used with **HIGHWAY 2000**, which has no provision for movement other than lane-changing and forward movement.

THE RIVER PANEL - In **BATTLECARS**, you may drive across the grass and into the river; doing so requires the usual modifiers for grass, and putting your car on any river point is considered to be moving across Oil. (It's only a shallow creek.) The railing may not be driven through. In **CAR WARS**, the grass also has its usual modifiers and the river is treated like oil. The railing are DP 8 and take half-damage from any attack except crashing into them, if the second railing is crashed through, the vehicle crashes onto the lower level of ground (or river) below as if crashing into something at the speed it was formerly

traveling. Pedestrians in or immediately beside the river may only be targeted from the river or the grass, and pedestrians may move (on the normal grid) under the bridge and so may only be targeted from the river. **HIGHWAY 2000** vehicles must spend 3 movement points per water square they travel through and may not lane-change through the railings.

THE CRATER - The crater is difficult, but not impossible, to pass. Any vehicle going faster than 30 MPH or 3 Squares/Turn crashes into the opposite bank as soon as it reaches the halfway point of the crater and stops, taking damage as per any crash at the speed it was traveling. In **BATTLECARS**, navigating the crater requires a Safe Speed of 1. In **CAR WARS**, it's a D5 hazard and subtracts 10 mph per turn the vehicle is in the crater. In **HIGHWAY 2000**, it requires 5 MP per square traversed in the crater and subtracts 1 MP from the vehicle's current speed per turn the vehicle remains in the crater.

TREES - Rules for the effects of trees are included in **BATTLECARS** and **CAR WARS**. A **HIGHWAY 2000** vehicle which moves onto the square of a tree takes damage as though it has been bumped by a Van.

TRAFFIC SIGNALS, PHONE BOOTHS AND OTHER STREET STUFF - In **BATTLECARS**, consider the effect of such stuff inconsequential with the exception of Railing counters, which are just like wrecks for crashing purposes. In **CAR WARS**, use the usual handling modifiers for running into these things. In **HIGHWAY 2000**, consider the effect of such things inconsequential.

CREDITS -

Product Design - Aaron Allston

Product Development - David W. Crump

Graphics - R. Vance Buck, Rick L. Buck, Allen D. Eldridge

Playtesting - Thomas Redding, Stephen Walker, Brian Kumpan, David W. Crump, Marcus Hayes.

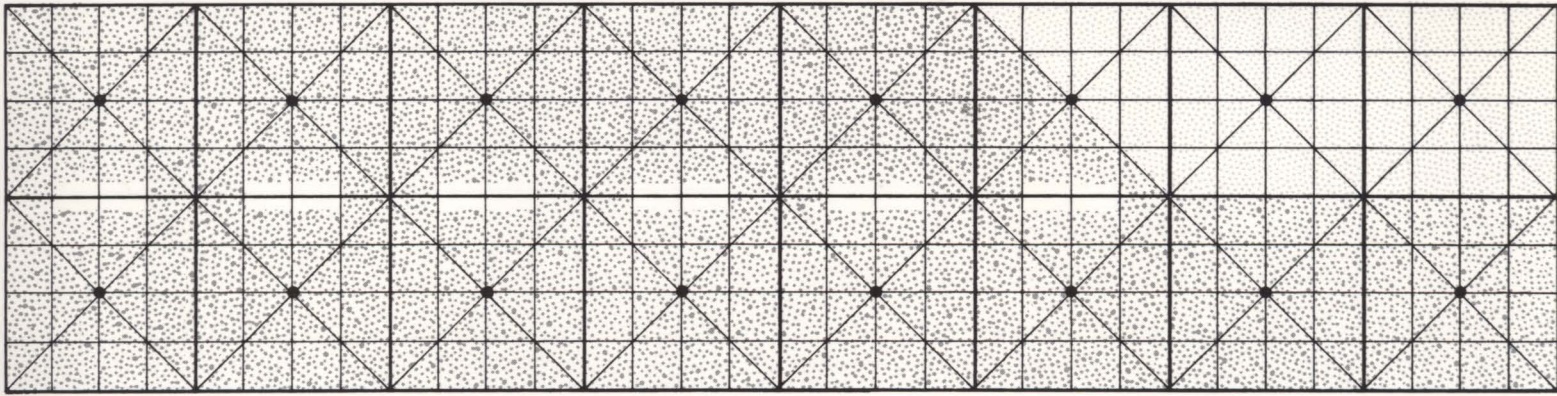
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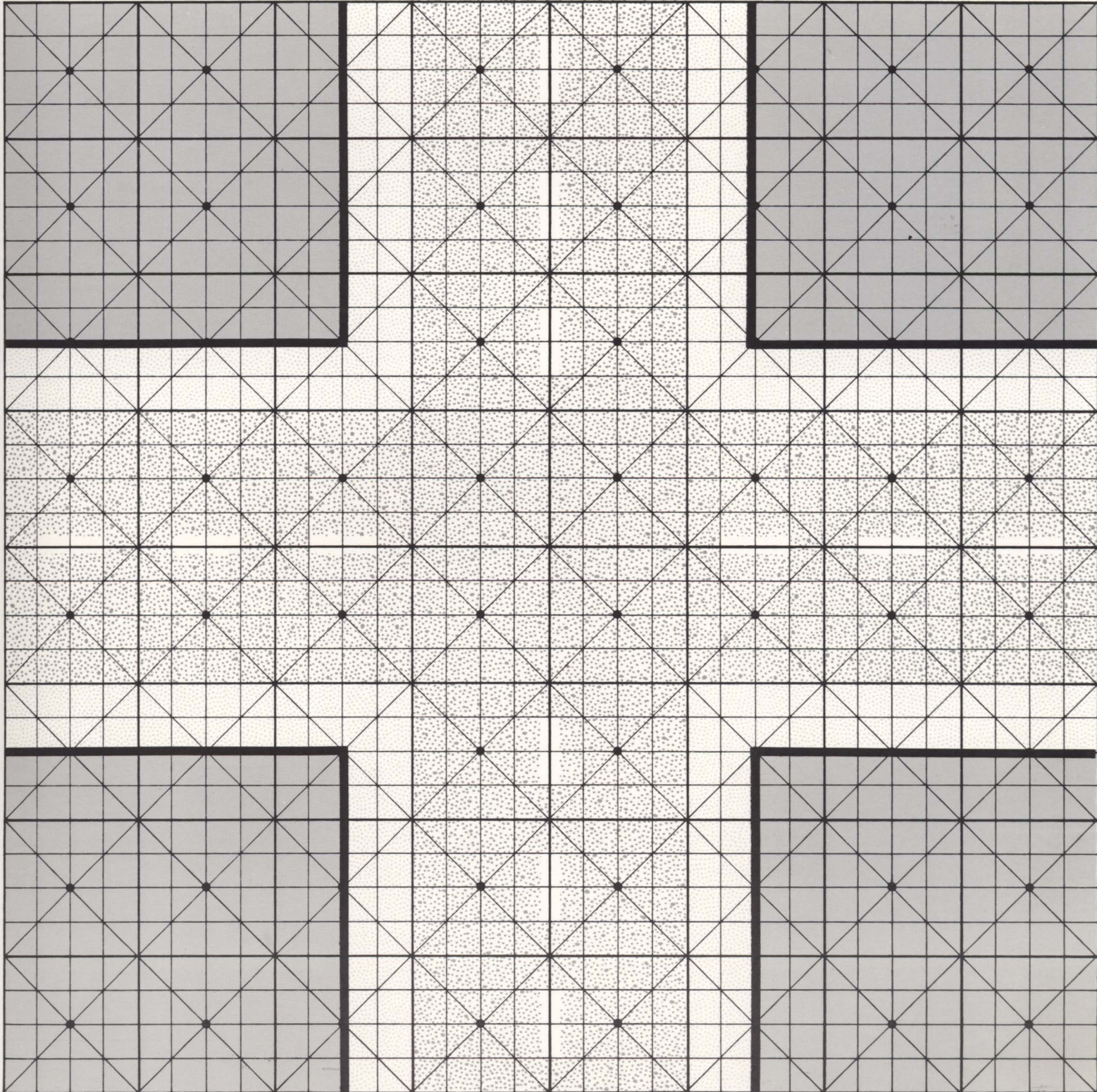
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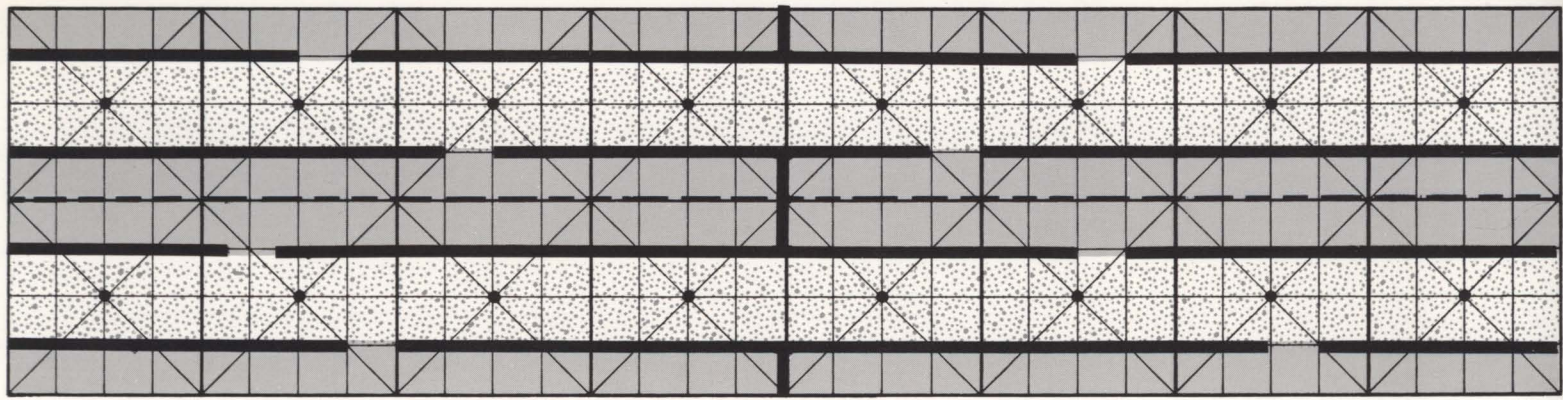
We will cheerfully answer any questions concerning the rules of our games. Please phrase your questions in such a way that they can be answered "yes" or "no" or perhaps with a few words. All game questions must include a self-addressed stamped envelope to receive an answer. We are unable to answer by telephone questions concerning game rules.

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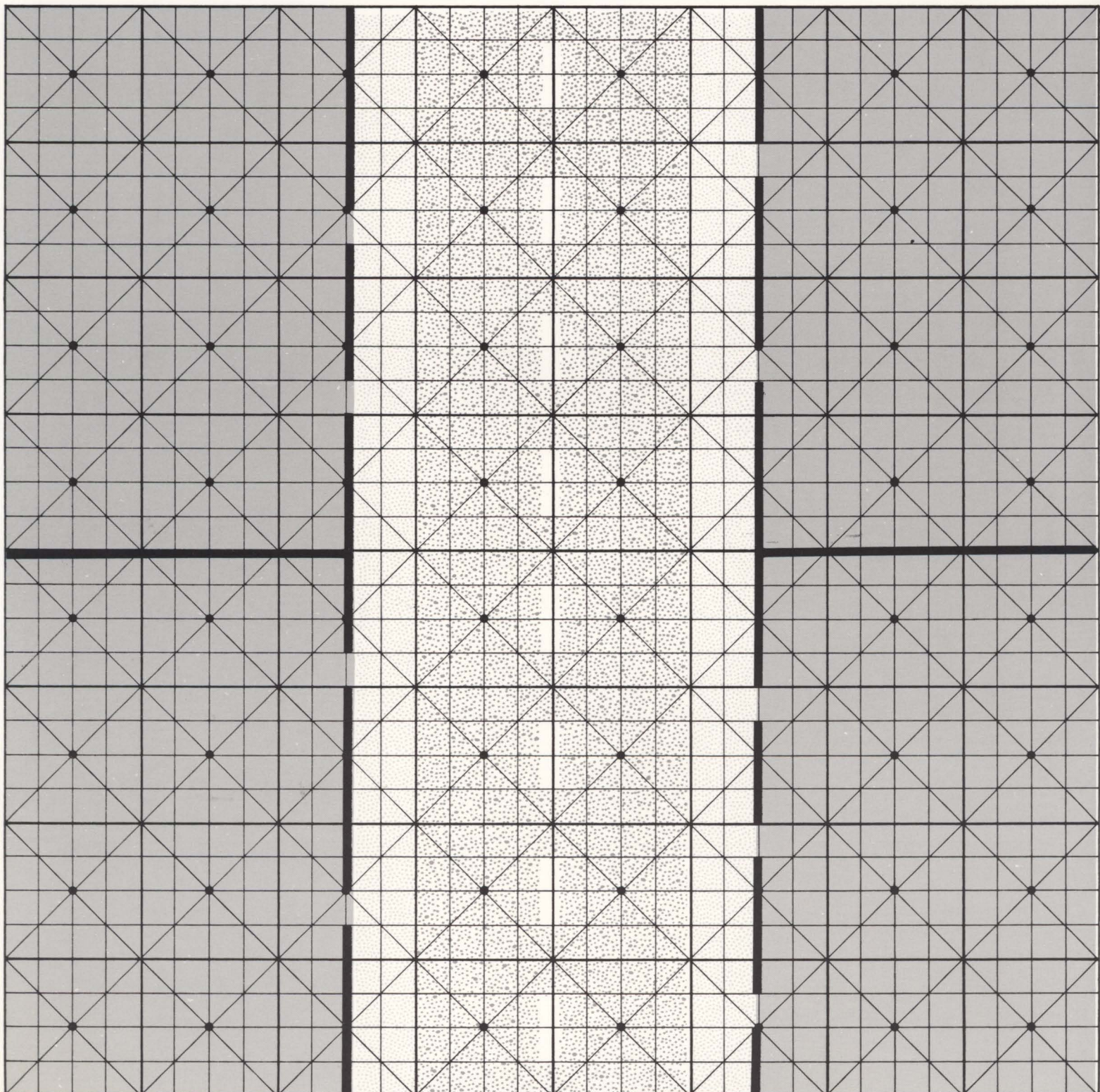


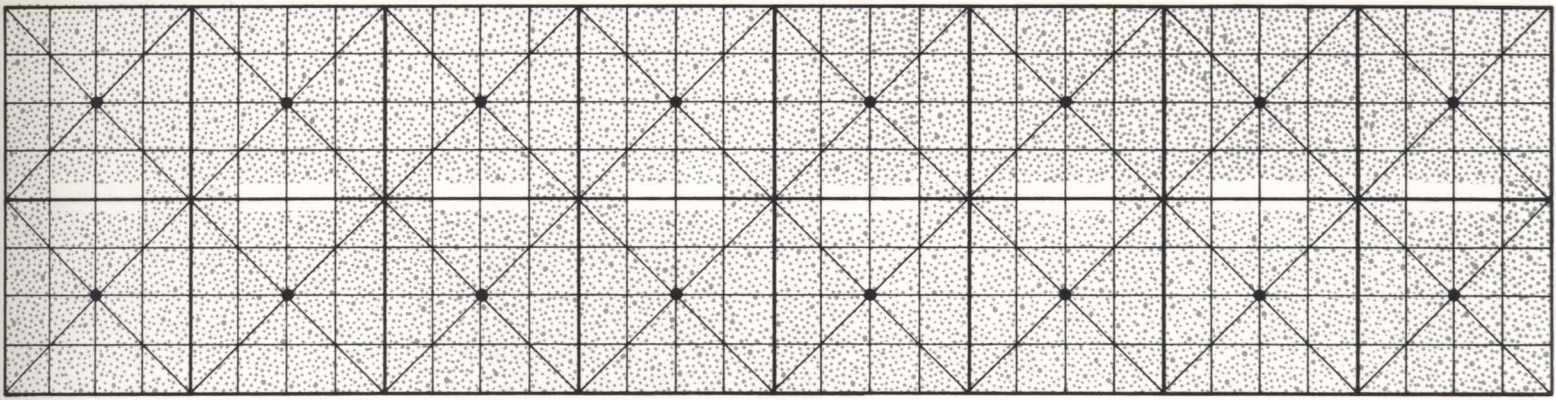
Above is a road section which may be used to add or subtract lanes from an existing street. Below is an intersection between 2 two lane streets.



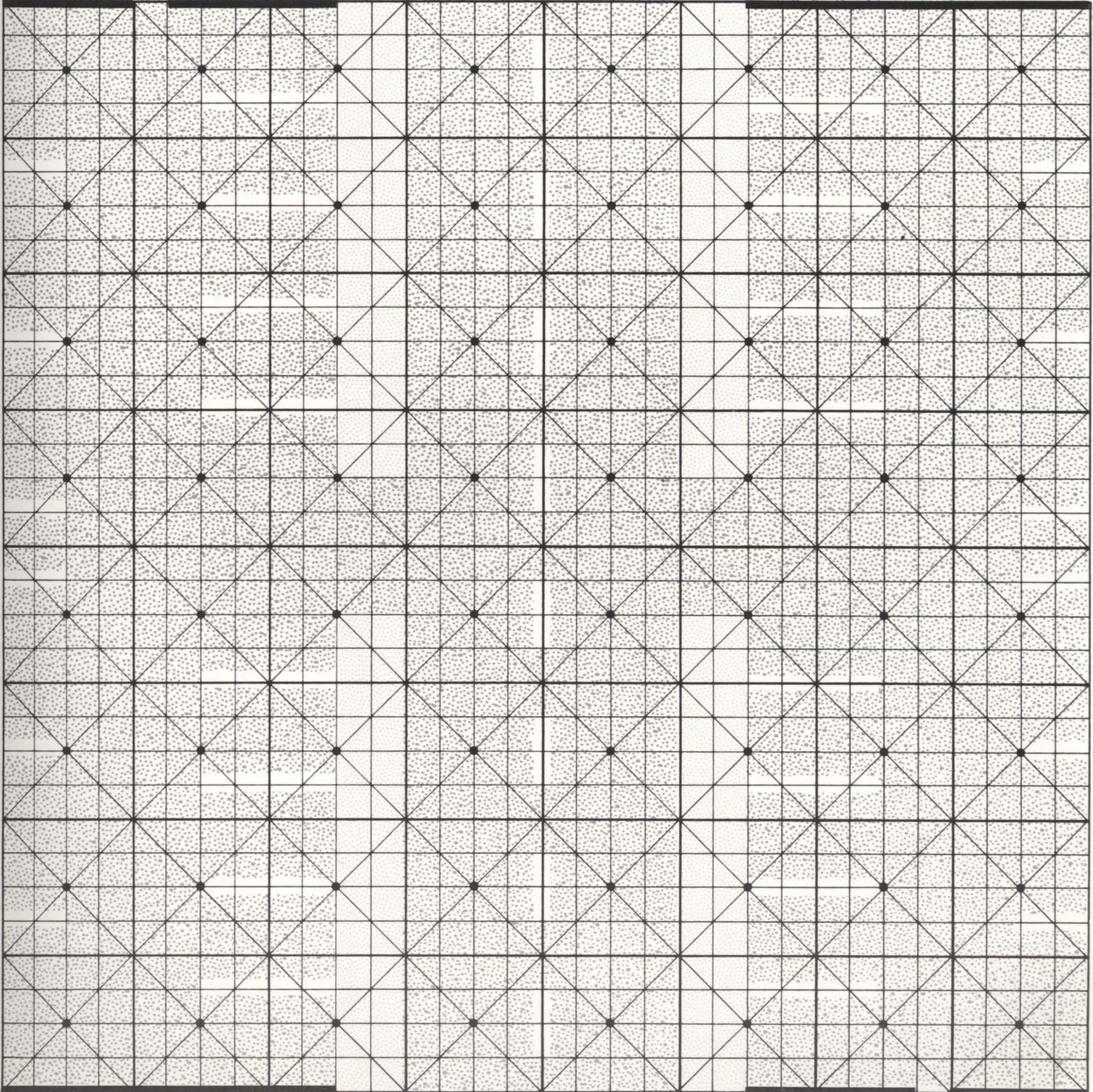


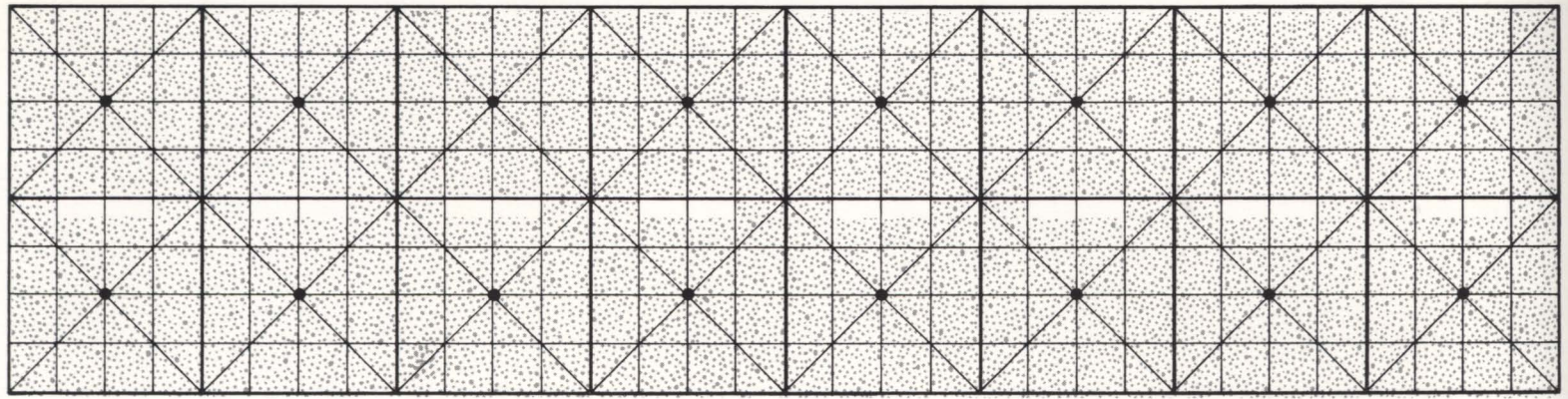
Above are 2 alleyways to break any block of buildings in half. Cut the 2 X 8 strip in half to get 2 alleys. Below is a 2 lane street between building fronts.



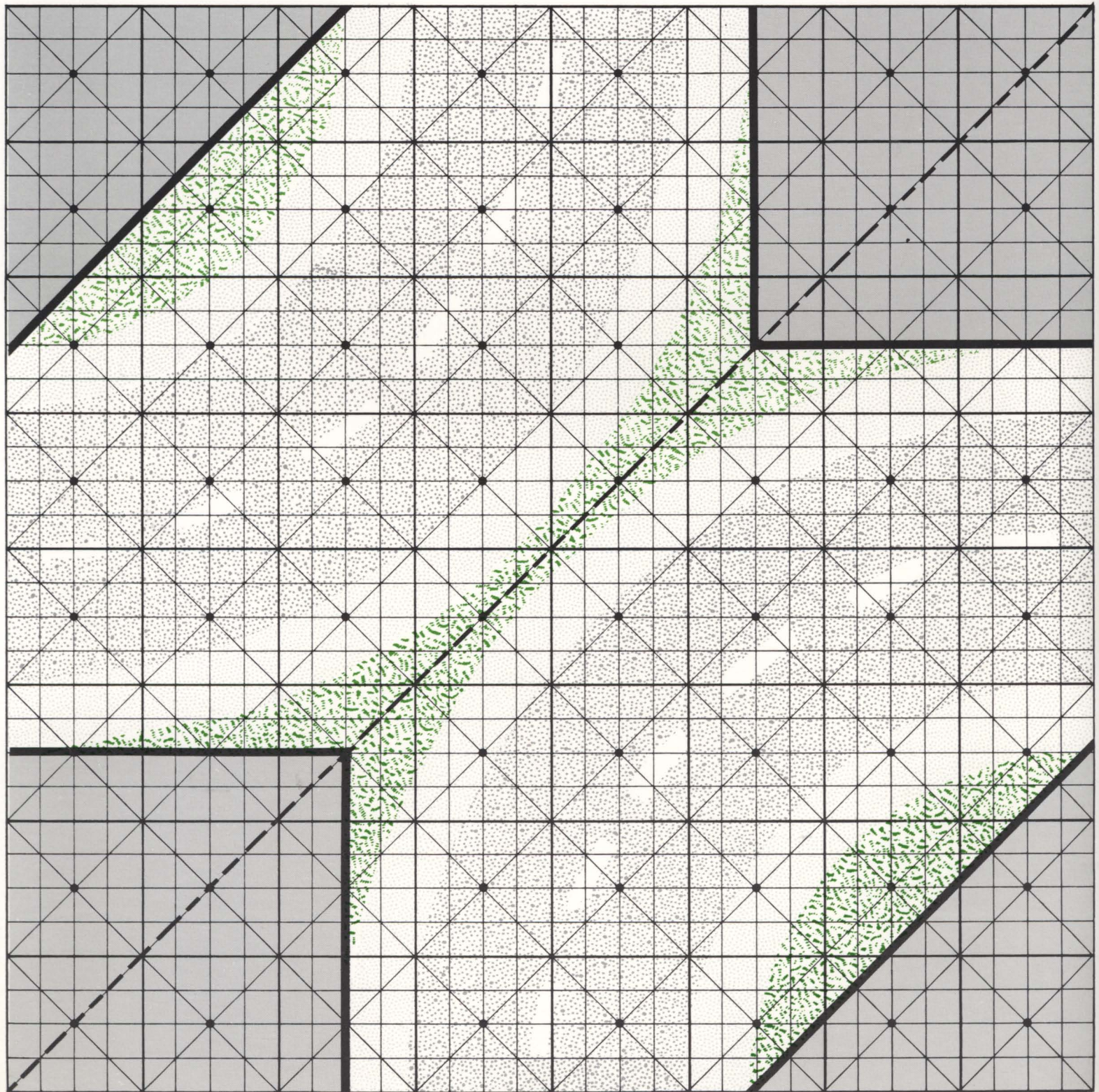


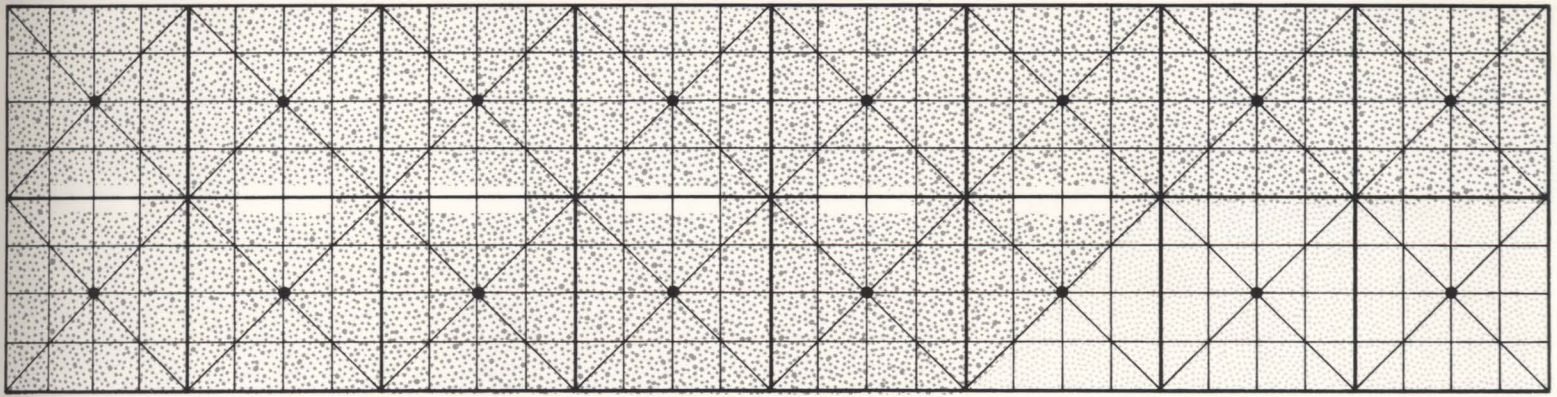
Above is a 2 lane road to extend between 8 x 8 panels. Use with a 2 lane road panel for a 4 lane extension. Below is a 2 lane road between 2 parking lots.



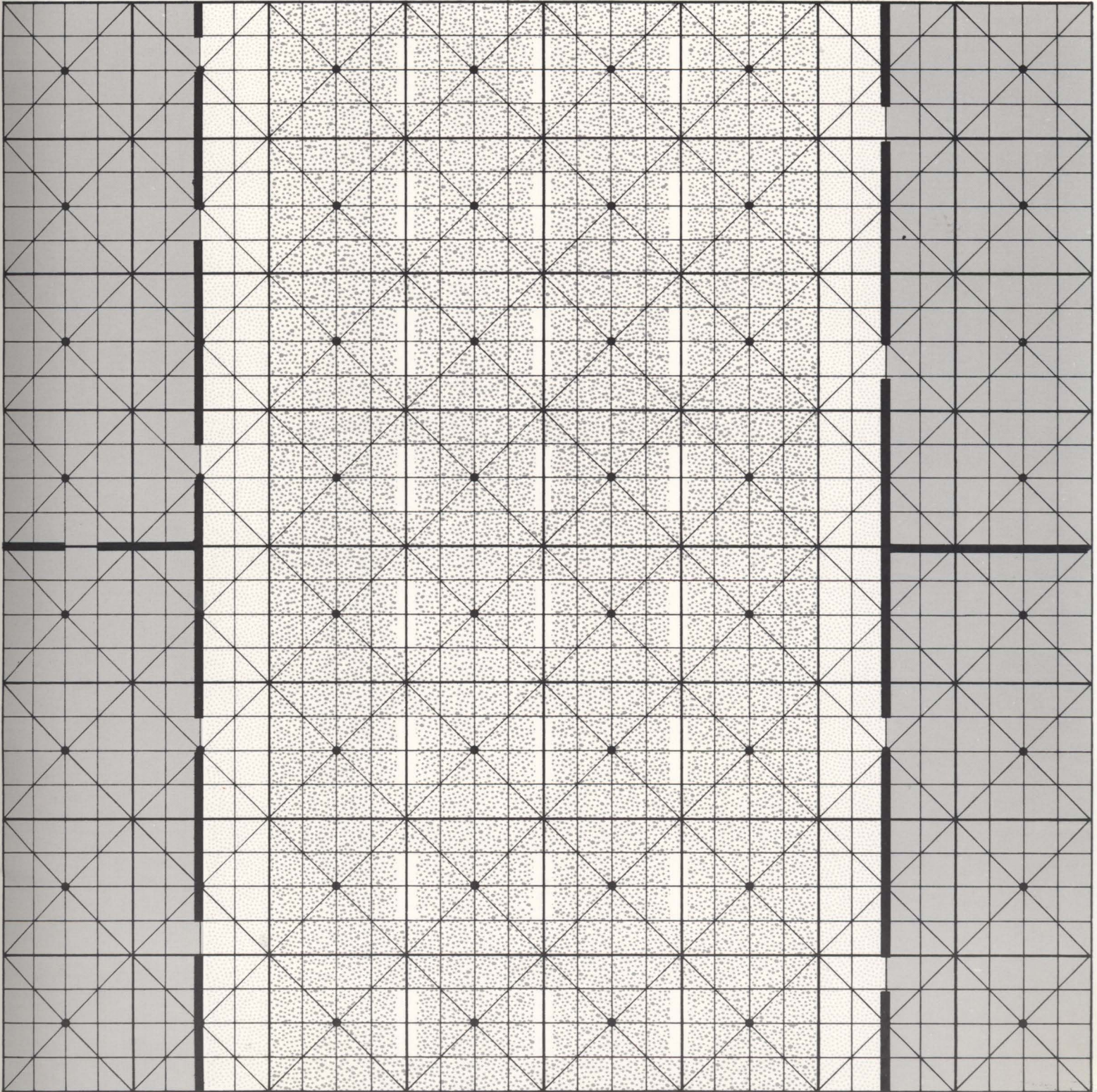


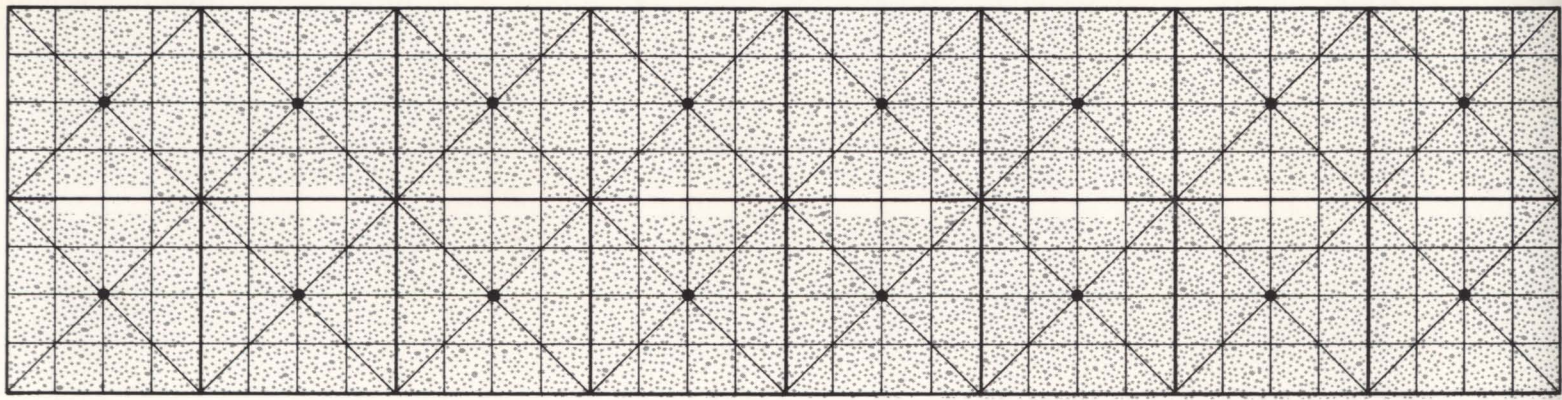
Above is a 2 lane road to extend between 6 x 8 panels. Use with a 2 lane road panel for a 4 lane extension. Below are 2 curved sections (cut diagonally)



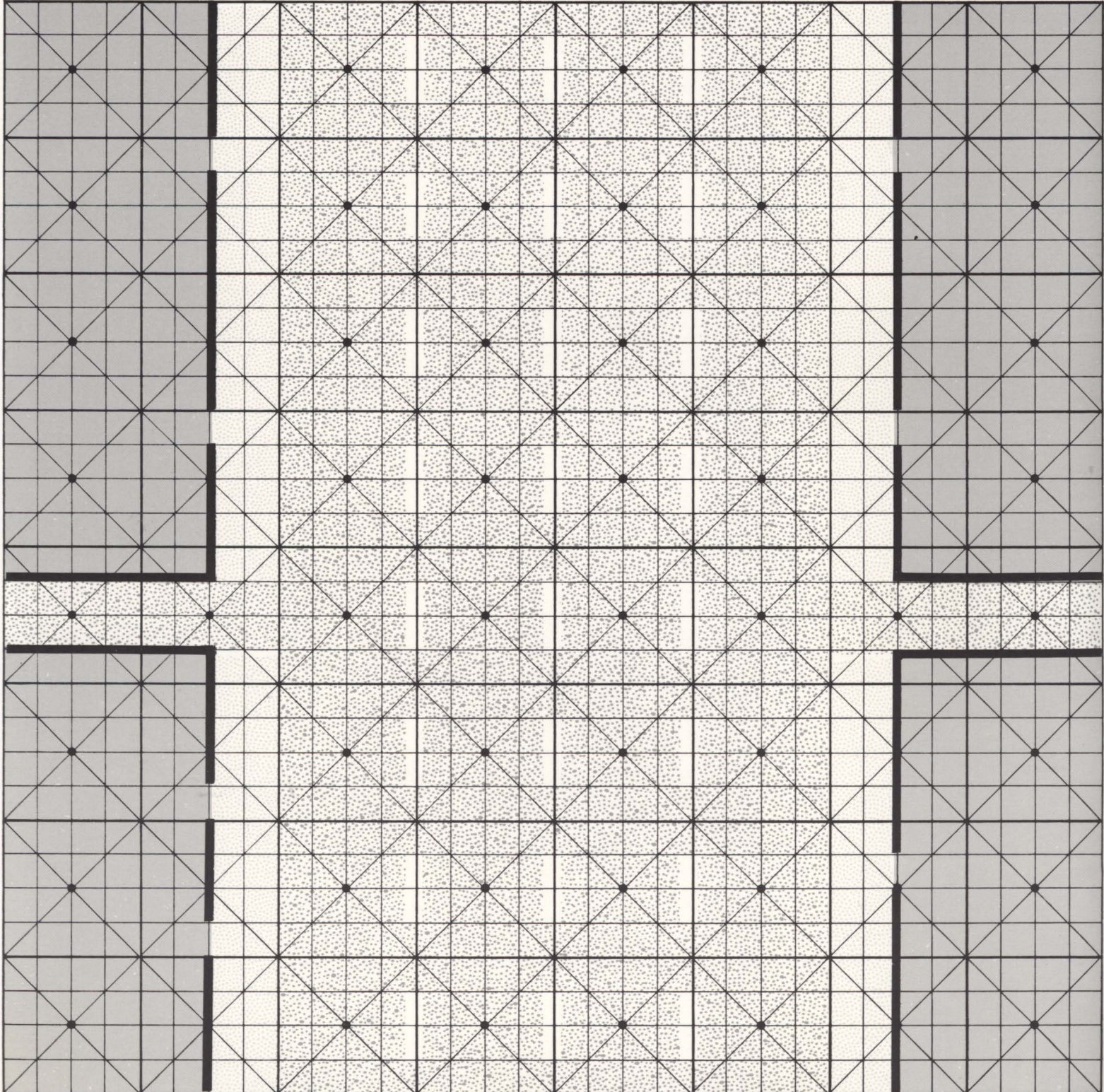


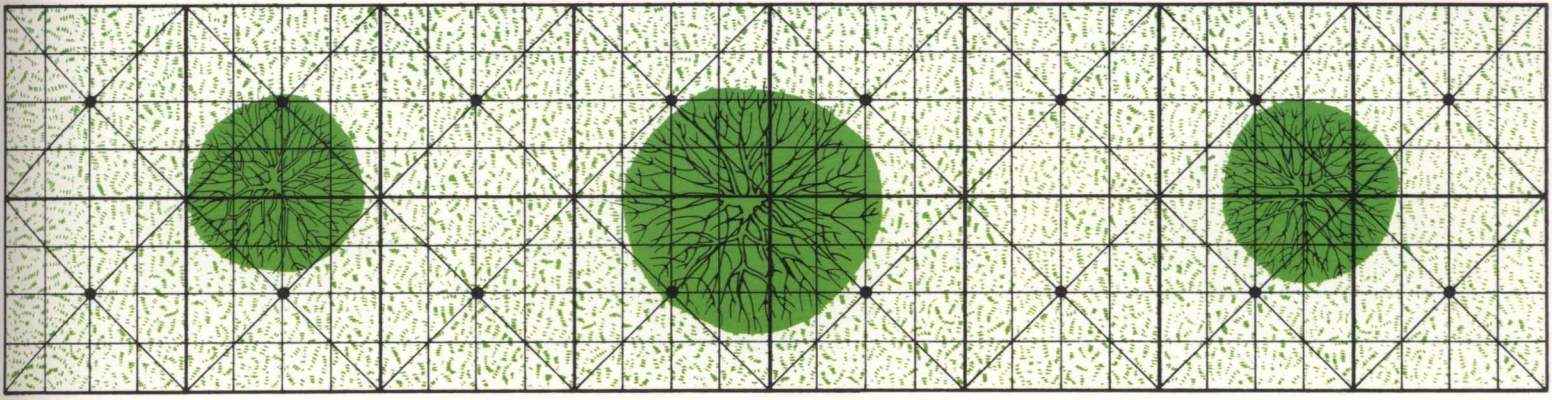
Above is a road section which may be used to add or subtract lanes from an existing street. Below is a 4 lane street between buildings.



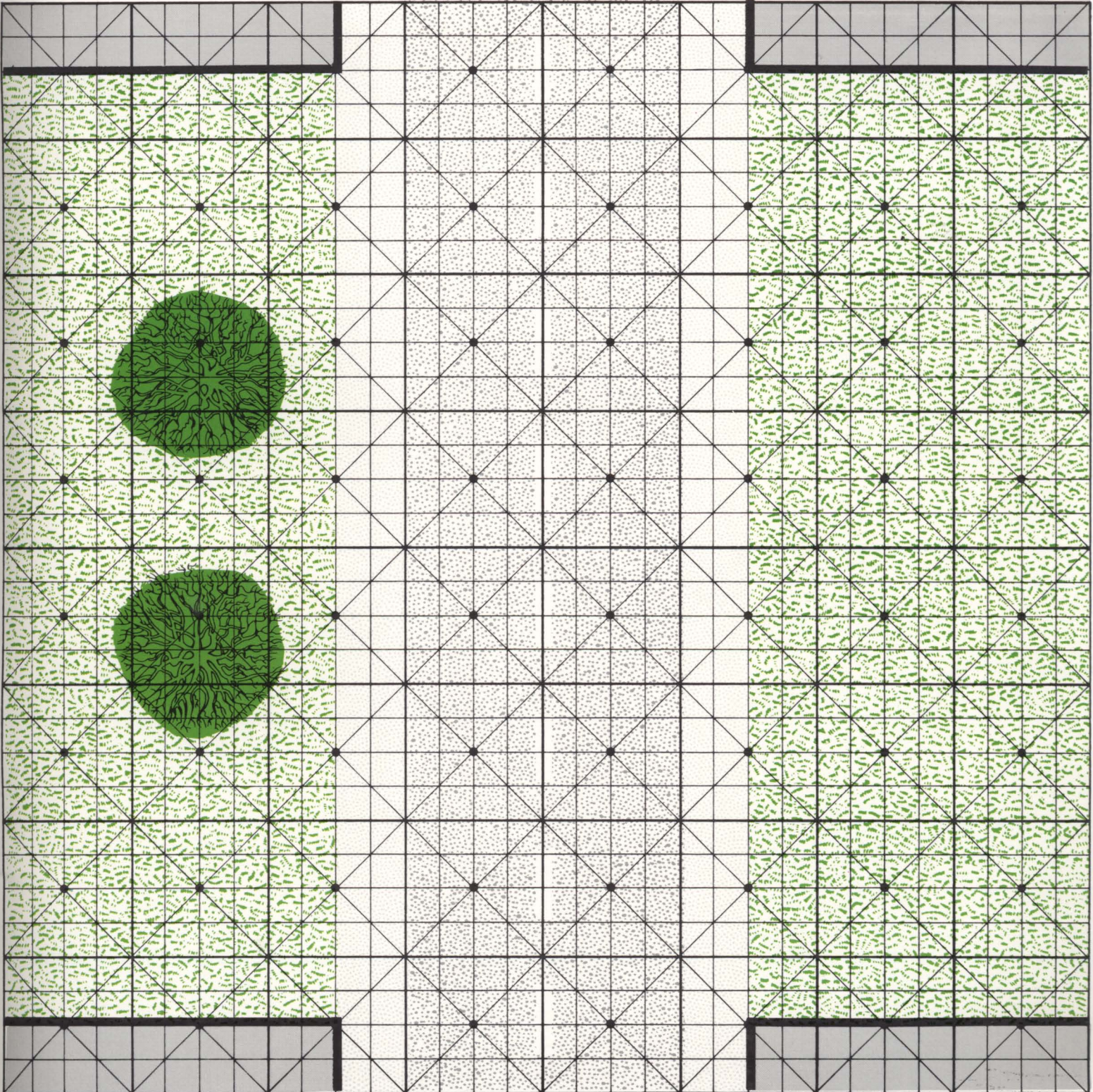


Above is a 2 lane road; use it to extend between 8 X 8 panels. Below is a 4 lane road between buildings with an alley.





Above is a section of grass which may be used to change any building section into grassland. Below is a 2 lane road between grassland sections.



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