

CAR WARS®

DELUXE ROAD SECTIONS SET 3: STRAIGHTS

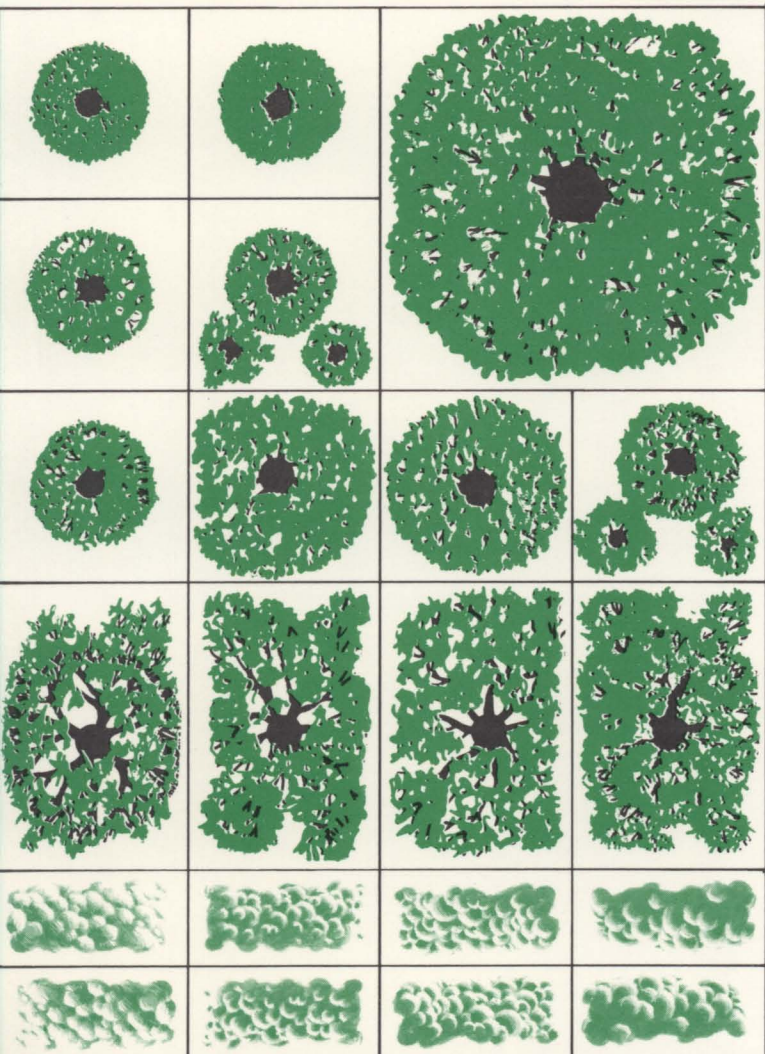
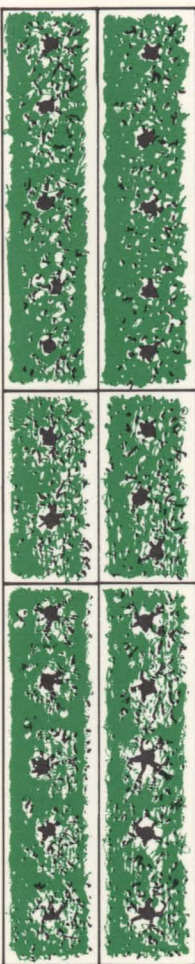
This package contains 9 straight road sections to expand your *Car Wars* track layout (see other side for layouts). Also included are 27 color counters showing trees, bushes, hedges, and green paint clouds (which can also be used as tear gas).

Also available are the *Starter Set* (a mix of curved and straight sections) and *Intersections* — to let you build your road layout to any size you like.

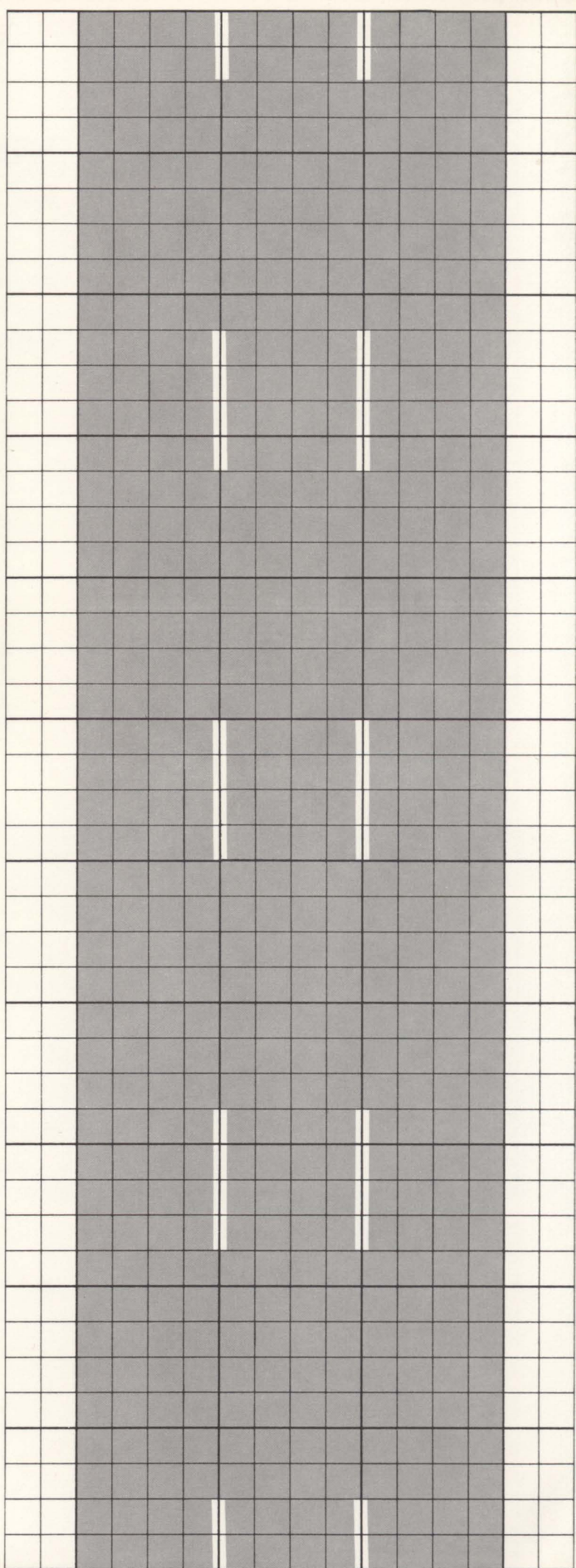
Suggestions for use: The straight sections can be cut apart and used as single sections of 3-lane highway. However, the four "double" sheets in the package may also be left together and used as "autobahn" sections . . . 3 lanes each way, separated by a 1" median. If you do this, you will find that the curves in the Starter Set can also be used for the autobahn! One "tight" curve fits *inside* one "regular" curve to produce a 6-lane curve. The 1" x 3" gray pieces from either of the other sets can then be placed over the shoulder occasionally as crossovers.

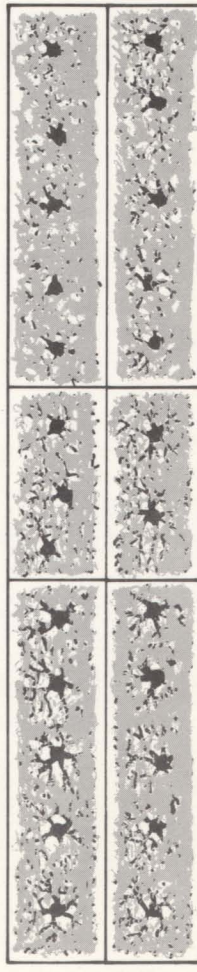
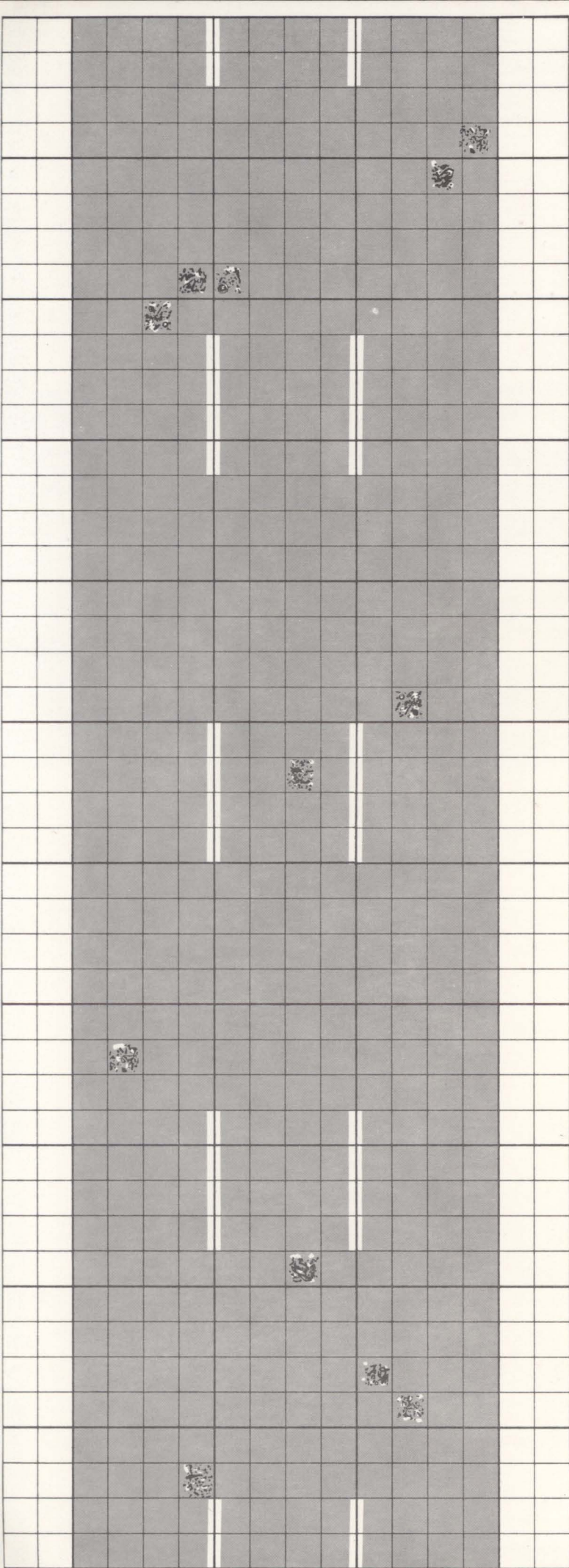
Set these sections flat on the table for a temporary layout, or fasten them together with Scotch brand *removable* tape (which will peel off without damage if used properly).

You can also build pylons (from cardboard, toothpicks, etc.) to elevate some sections and build a 3-D "overpass"!



The tree counters can be cut on the lines — or you can cut out around the trees themselves. Rubber cement is good for holding a tree in place. **7119**





MAP KEY

Short Straight

Straight

Tight Curve

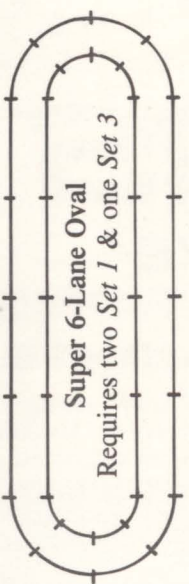
Regular Curve

Turnout

Crossroads

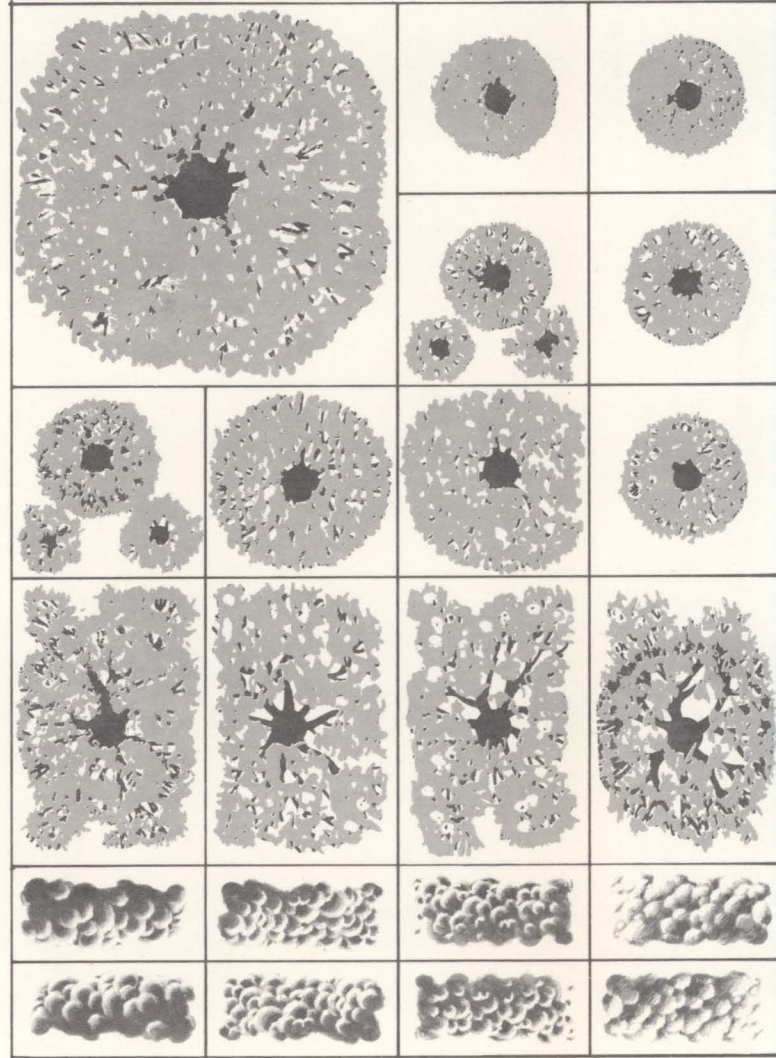
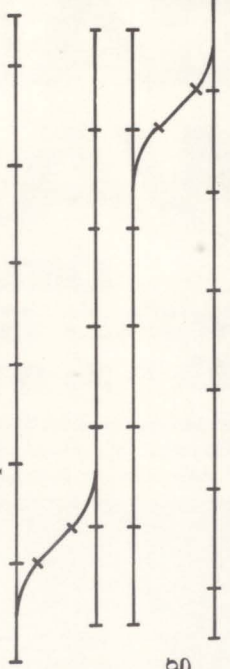
Overlapping road sections

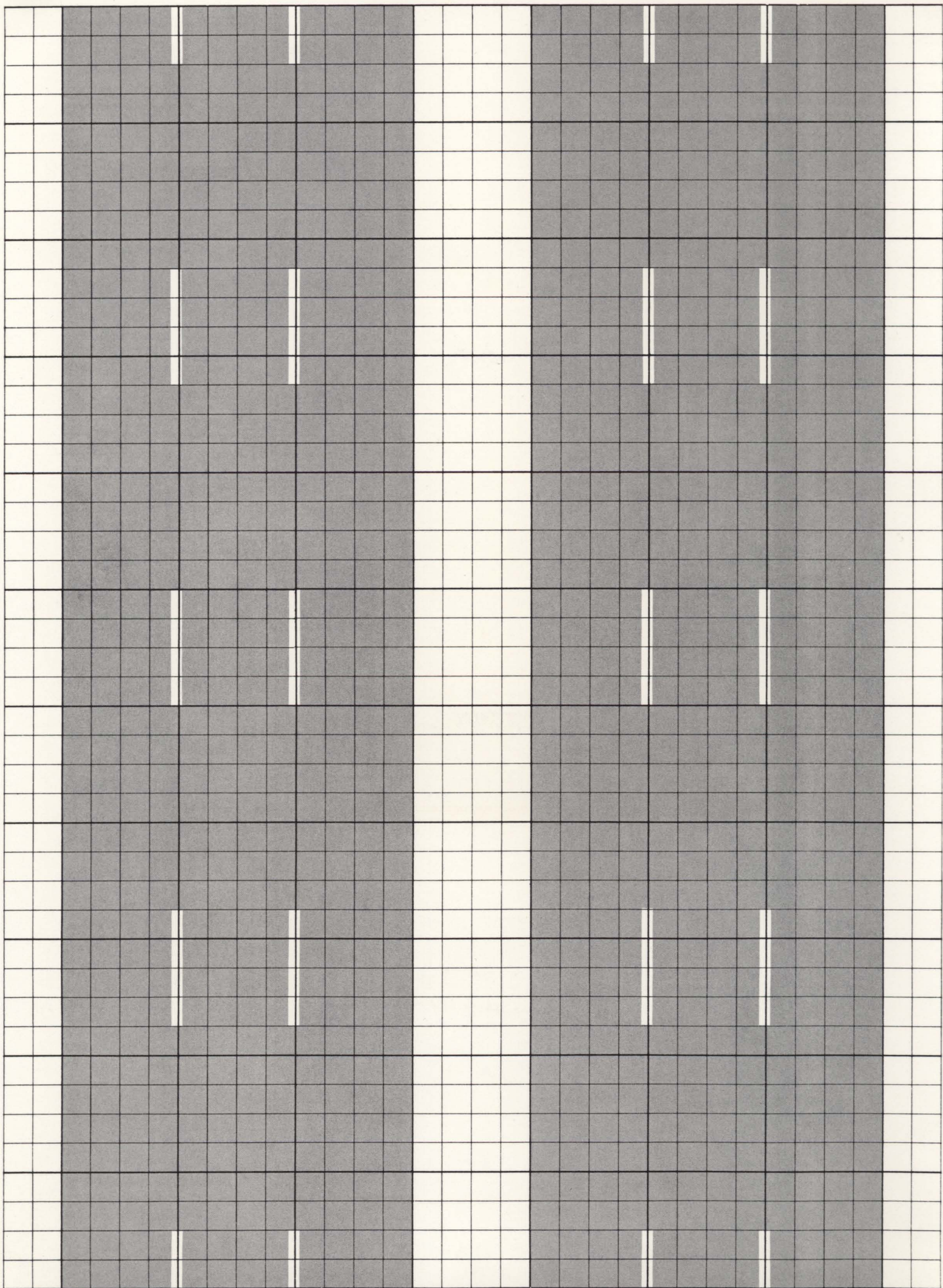
SUGGESTED LAYOUTS

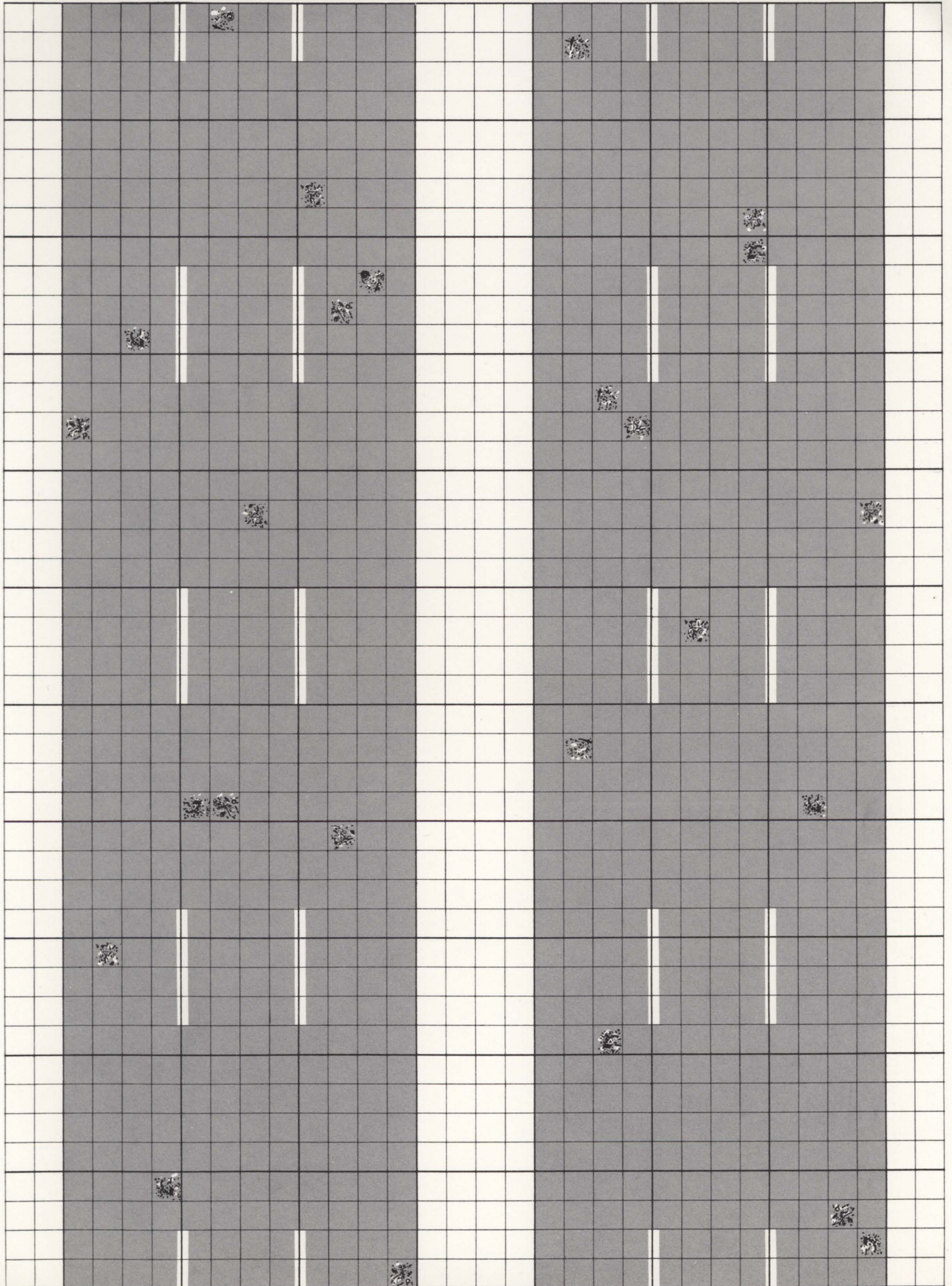


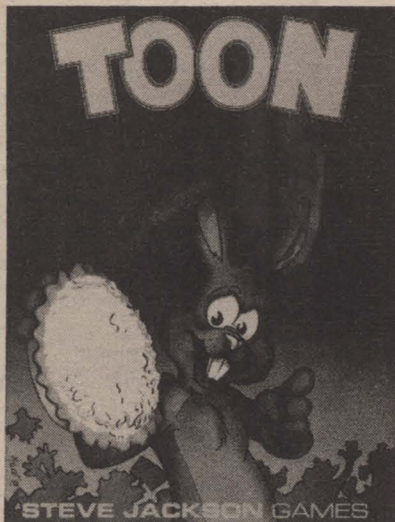
6-Lane Freeway with Service Road

Requires one Set 2 & two Set 3







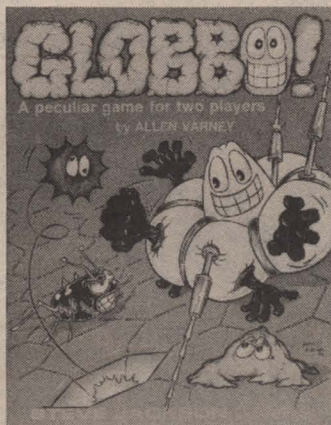


TOON is the cartoon roleplaying game. Remember the Saturday morning cartoons — the good old-fashioned kind you *still* like to watch? Now you can do more than watch. You can *play*. In **TOON** you become a cartoon character — mouse, moose, rabbit, rat, caveman, crocodile . . . *anything you want*. Then, guided by the gamemaster (oops — the Animator), you run, shout, set traps, carouse, fight, fast-talk, and throw lots of firecrackers in a world where nobody gets killed but *anybody* can get a cream pie right in the kisser! It's simple to learn and the action never stops, so get in **TOON!**

TOON is an 8½" x 11" booklet complete with rules and ready-to-play adventures. Designed by Greg Costikyan; developed by Warren Spector. For 2 to 5 players. Complexity 5, solitaire playability 0. Playing time 30 to 90 minutes.

TOON Strikes Again gives **TOON** players four new adventures — two Short Subjects and two Feature Films — that take players from Transylvania to the South Pacific to Outer Space. And there's a bonus — nutty new characters destined for cartoon stardom. Need a **TOON**-up? Get **TOON Strikes Again!**

Globber is a weird game set on the planet Ticketa-Koo, where alien children are so incredibly rotten, the parents have to dispose of the little beasts by subjecting them to battle with their murderous android babysitter, **GLOBBO!** Globbo grows and flows like an amoeba, hitting on the kids with Red Slaps and Blue Zaps. The hideous biting kids explode and recombine, multiplying all the time. It's the fastest and strangest action you've ever seen outside a video arcade, and it's all *very* peculiar . . .



Game components include 16-page 8½" x 11" illustrated rulebook, 140 full-color playing pieces, 16" x 21" map, and ziplock bag. Designed by Allen Varney. For 2 players. Complexity 4, solitaire playability 6. Playing time 30 to 60 minutes.

ILLUMINATI®

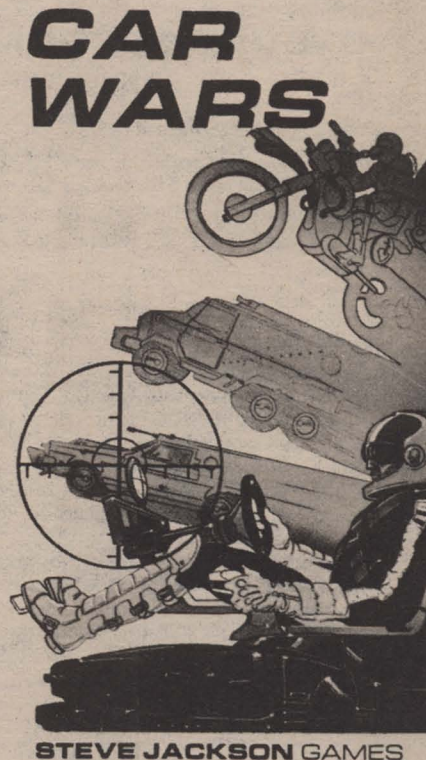
"One of the year's ten best games" — OMNI Magazine

Winner, Charles Roberts Award for Best Science Fiction Boardgame

— ORIGINS '82

Game components include plastic Pocket Box, 24-page rulebook, 105 full-color game counters (cars, vans, cycles, pedestrians, debris, oil, smoke, wrecks, etc.) Painted by Denis Loubet, ziplock bag, four 12" road sections (two with debris-littered road on the back, two with pre-game planning aids on the back), stock car "shopping list," and separate data sheets for weapons and maneuvers.

Game design by Chad Irby and Steve Jackson. Any number of players. Complexity: 5. Solitaire playability: 7. Playing time 30 minutes and up.



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. A highly realistic grid system controls movement. Scenario rules make this a roleplaying game: If a player character survives, his abilities improve, and he can accumulate money to purchase bigger and better cars. Advanced rules let players design their own cars (and trucks and cycles) from the ground up.



CRASH CITY is a **Car Wars** roleplaying supplement that puts three to six players in Midville, Ohio. There's never a dull moment in Midville. Between the local autoduellists, the trigger-happy pedestrian group called the MONDOS, and the heavily-armed police, life can get pretty exciting. As if that weren't enough, the local cycle gang — Black Jesse's Crusaders — would like nothing better than to burn the town to the ground.

Game components include 160 full-color counters painted by Denis Loubet (police cars, the Ambunaught, cyclists, pedestrians, chain, police, MONDOS, and more), two 21" x 32" map sections, 24-page rulebook, ziplock bag for counter storage, and plastic Pocket Box.

ILLUMINATI®

Illuminati is like no game you've ever seen. It's a game of world conquest — not by guns or missiles, but by stealth and guile. Each player controls a cabal of the Illuminati — the "secret masters" scheming to dominate the world. As they take over group after group, the Illuminati expand their wealth and power . . . until the world is theirs.

Game components include plastic Pocket Box, 54 group cards, 244 money chits, 24-page rulebook, ziplock bags for cards and money.

Designed by Steve Jackson. For 2 to 6 players. Complexity 5, solitaire playability 0. Playing time 1½ to 3 hours.



The conspiracy continues with the *Illuminati* Expansion Sets! Set 1 gives you 27 new cards, letting you deal with the Pentagon, the Phone Phreaks, the Flat Earthers, and the Video Games . . . set up a Swiss Bank Account, or unleash a Senate Investigating Committee on your foes . . . and face the dreaded new Illuminati group, the Society of Assassins!

Expansion Set 2 offers the Trekkies! Preppies! *The Orbital Mind Control Lasers!* And more — including two blank cards for your own contributions to the conspiracy and an "I've Been Illuminated" button.

Expansion Set 3 offers Brainwashing, Propaganda, new ways to play, and — for the truly Illuminated — a gameboard that lets you change world opinion for your own devious ends!

Note: You will need the original *Illuminati* game to use these expansion sets.



"Junction Base to Crazy Eddie. You read me?"

"Ten-four, Junction. Got a little dust-up here."

"You in trouble, Eddie?"

"Nothing we can't handle. Half-dozen cycles, a couple of cars. Steamrolled one, smoked three more. Bunch of amateurs."

"Okay, see you when you get in."

Truck Stop, a roleplaying supplement for *Car Wars*, includes rules for 18-wheelers, big rig counters, and a map of a fortified truck stop in the America of 2033.

Components include 37 full-color counters painted by Denis Loubet, ziplock bag for counter storage, 24-page rulebook, 21" x 32" map, and plastic Pocket Box.



The AADA Vehicle Guide gives *Car Wars* players a "monster manual" of 129 complete vehicle designs, each fully described, illustrated, and analyzed for strong and weak points. Nearly every vehicle has options listed, so the *Guide* actually gives you 262 cars in all sizes from subcompacts to tractor-trailers — plus helicopters! And only in *The AADA Vehicle Guide* will you find complete rules for off-road travel and combat, plus design and duelling rules for a whole new class of *Car Wars* vehicles . . . the killer *three-wheelers!*

The 25" x 8½" *Car Wars Reference Screen* gives you all the charts, tables, and diagrams you need for your *Car Wars* adventures, a super-detailed collision system, and it shields your vehicle designs or scenario plans from prying eyes. And it contains a bonus insert: a set of large-sized record sheets, for cars, trucks, cycles, helicopters, and pedestrians!

Convoy is a programmed *Car Wars* adventure for one to six players — you can play it alone, or as a refereed adventure. Can you get from Lexington, Kentucky to Memphis, Tennessee in 13 hours? It sounds easy — but someone doesn't want you to make it! The 64-page 5½" x 8½" book has a full-color cover and many illustrations. Designed by Steve Jackson and David Ladyman.

Game components include 160 full-color counters painted by Denis Loubet (police cars, the Ambunaught, cyclists, pedestrians, chain, police, MONDOs, and more), two 21" x 32" map sections, 24-page rulebook, ziplock bag for counter storage, and plastic Pocket Box.

STEVE JACKSON GAMES

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The command post is well guarded. Tanks, armed hovercraft, missile cannon, infantrymen in powered armor . . . all with one mission: to guard that vital spot. And your job is to go in and destroy it. Alone.

But when those defenders see you, they'll wish they were somewhere else. Because you're not a man. You're a thinking machine . . . the deadliest device on any battlefield.

You're the OGRE.

Game components include plastic Pocket Box, 112 backprinted counters, ziplock bag for counter storage, full-color map painted by Denis Loubet, 16-page rulebook, extra *Ogre* record sheets, two CRT and reference sheets.

In AD 2085, warfare is faster and deadlier than ever. Hovercraft, tanks, and powered infantry slug it out with tactical nuclear devices. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the *Ogre*.

The basic version of *Ogre* gives one player a force of infantry and armor, and a command post he must defend. The other player has only ONE unit — but it's an *Ogre*. It's an even match.

Advanced games allow solitaire or multi-player action — with *Ogres* on BOTH sides. Optional rules include concealed units, mines, and self-destruct.

Designed by Steve Jackson. For one or two players (advanced games allow more players). Complexity 4, solitaire playability 8. Playing time 30 to 45 minutes.

G.E.V., bestselling sequel to *Ogre*, adds more detail to this fast-moving simulation of armored combat in 2085. *G.E.V.* stands by itself — but it's totally compatible with *Ogre*. Stacking and terrain rules, new unit types, the Mark IV *Ogre*, and more. Scenarios include *Raid*, *Breakthrough*, *Ceasefire Collapse*, and *The Train*. And

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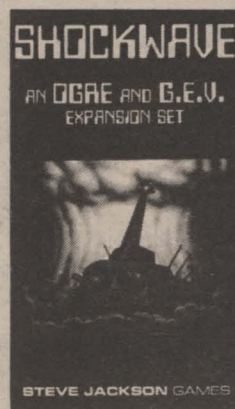
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Game components include plastic Pocket Box, 112 backprinted counters, ziplock bag for counter storage, full-color map painted by Denis Loubet, 20-page rulebook, and two reference sheets. Designed by Steve Jackson. For 1 or 2 players. Complexity 5, solitaire playability 8. Playing time 60 to 90 minutes.

Shockwave is an expansion set for your *Ogre* and *G.E.V.* games. New units include a devastating Cruise Missile (and a Laser Tower to shoot it down); three new types of *G.E.V.*; large buildings and strongpoints; marine battlesuits; and the Superheavy Tank! Twelve scenarios, 224 double-sided counters, and a full-color map that fits on any side of the *G.E.V.* map for plenty of play options. Designed by Steve Jackson.

Battlesuit puts you in a powered-armor fighting suit for man-to-man combat in the world of *Ogre*. Each unit represents a single soldier; extra-large counters are provided for four different types of suits, damaged suits, and three types of drones. There are six scenarios, ranging from a "training" combat to full-scale battles, and a new tactical system of mapping and movement that keeps both players on the alert for "reaction fire." But if a unit doesn't take its reaction fire soon enough, it may not get the chance — it'll be dead!

Game components include 275 extra-large double-sided unit counters, 24-page rulebook, 21" x 32" game map, ziplock bag for counter storage, and the plastic Pocket Box. Designed by Steve Jackson. For 1 or 2 players. Complexity 5, solitaire playability 7. Playing time 30 minutes to 2 hours.



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offensively . . .

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THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION

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The Magazine of Adventure Gaming



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Interviews with Prof. M.A.R. Barker (designer of *Swords & Glory* and the fantasy world of Tekumel) and Greg Costikyan (designer of *TOON*, *Bug-Eyed Monsters*, *Creature That Ate Sheboygan*, etc.)

and "The Monty Python *Illuminati*"!

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