

a **CAR WARS**® adventure pack

MUSKOGEE

HAVANA

Family Fun at the Fatal Fairground



By Creede Lambard

STEVE JACKSON GAMES

They're Not Just Clowning Around!

“Pistol” Pete Hendricks welcomes you to the Muskogee Fairground and Family Emporium, eastern Oklahoma’s premier tourist attraction! There’s something for everyone here:

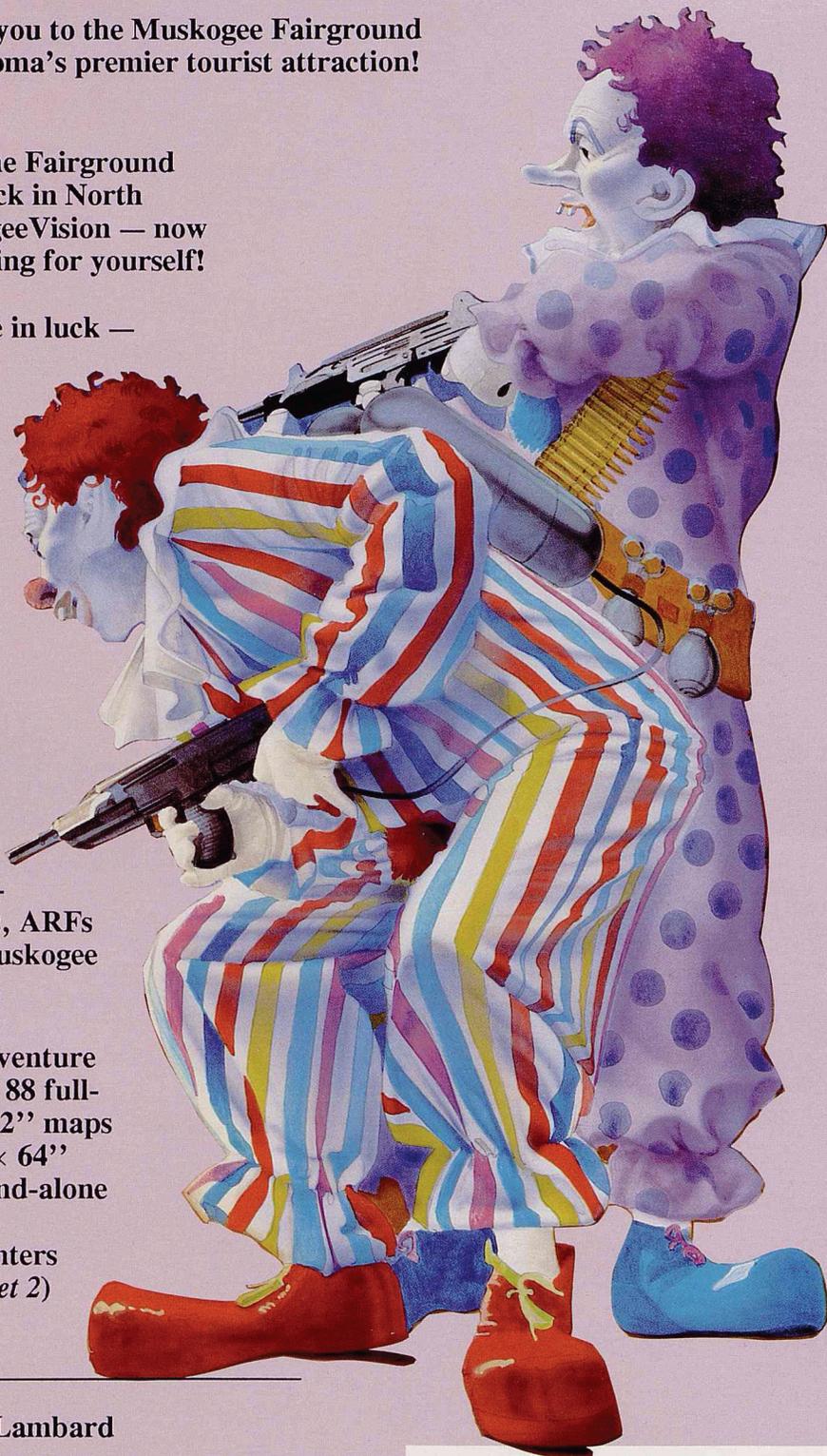
Racing and duelling fans come to the Fairground Racetrack, the largest independent track in North America. You’ve seen them on MuskogeeVision — now experience the power of gas-engine racing for yourself!

You’re into obstacle racing? You’re in luck — the Fairground has the world’s first *themed* ob-race, “Great Moments in Oklahoma History.”

Want a place to bring the family? The Family Emporium has everything from twin Ferris wheels and a carousel to the Big Green Monster roller coaster to the Virtual Arena™, where autoduellists can face hazards beyond anything the *real* world can offer. “Pistol” Pete’s restaurants are the best in the state, and the dance floor is open every night.

Of course, you may also find bandits, thieves, screaming mothers-in-law, homicidal hitchhikers, cycle gangs, ARFs and killer clowns . . . but we *did* say Muskogee had something for *everyone*.

Muskogee Mayhem is a *Car Wars* adventure pack, consisting of a 24-page rulebook, 88 full-color vehicle counters and *four* 21” × 32” maps which fit together to form a giant 42” × 64” racetrack/duelling arena. It is *not* a stand-alone game — you will need either *Car Wars Compendium* and some pedestrian counters (we recommend *Car Wars Expansion Set 2*) or *Deluxe Car Wars* to play.



Written by Creede Lambard

Based on material by Scott D. Haring
and David N. Searle

Cover by Bill Schmidt

Interior Art by John and Jason Waltrip

Featuring the hit *Car Wars* scenario that gets
everyone into the act . . . *Family Wars!*

STEVE JACKSON GAMES



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MUSKOGEE MAYHEM

An Adventure Pack for Car Wars

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Dedicated to Allen, Jack, Chris, Bruce, Frank, Stomper and the rest of the gang.

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Introduction

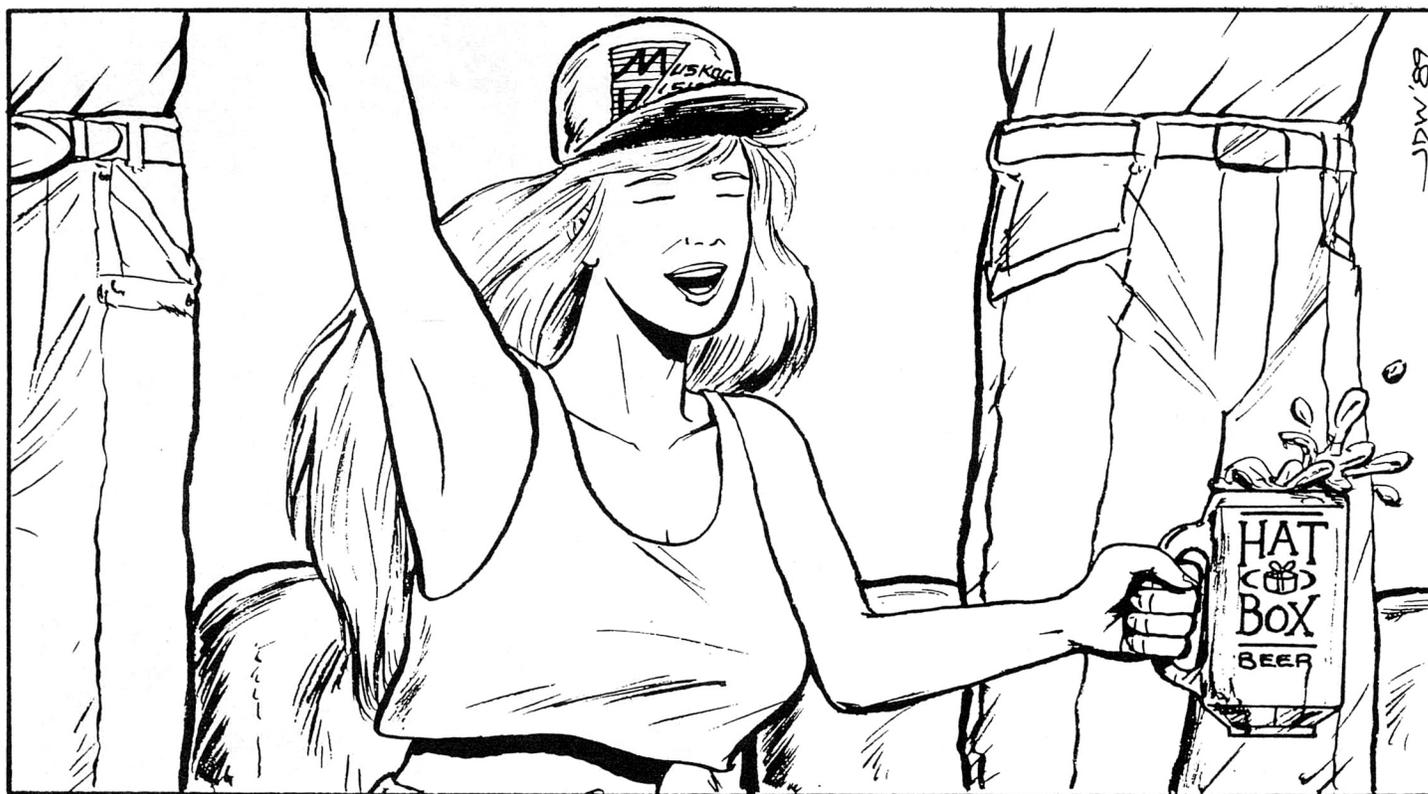
“Welcome to the Muskogee Fairground and Family Emporium, where fun is our middle name. Glad to have you here! I’m Darrell McGuire, your trackside announcer. It’s going to be another warm one, with temperatures in the 80s and no rain in the forecast. That means it’s going to be a fast track for the \$10,000 Sooner Challenge this afternoon, sponsored by Hendricks Entertainment and Hat Box Beer. Taste tests show that people prefer Hat Box 2-to-1 over the next leading brand. That’s because only Hat Box has their secret recipe; it’s made from the best hops, and you’ll love that great malt and barley taste. Yes, pick up a cold, fresh Hat Box at the concession stand!

“While we’re waiting for the first event of the day, a challenge match between Mean Eddie Mon-

taigne and Louie ‘The Lip’ Morgan, we’d like to say hello to some celebrities here with us today. Give a big hand to . . .”

Up until 2035, the American Autoduel Association did not recognize gas-powered duelling vehicles as legitimate participants in the sport, and racetracks and arenas that put on gas-powered events risked losing their AADA official status. The AADA has since changed its tune, and gas-powered duelling is catching on all over North America. Still, the facilities that are most successful at running these events are the ones that have the most experience.

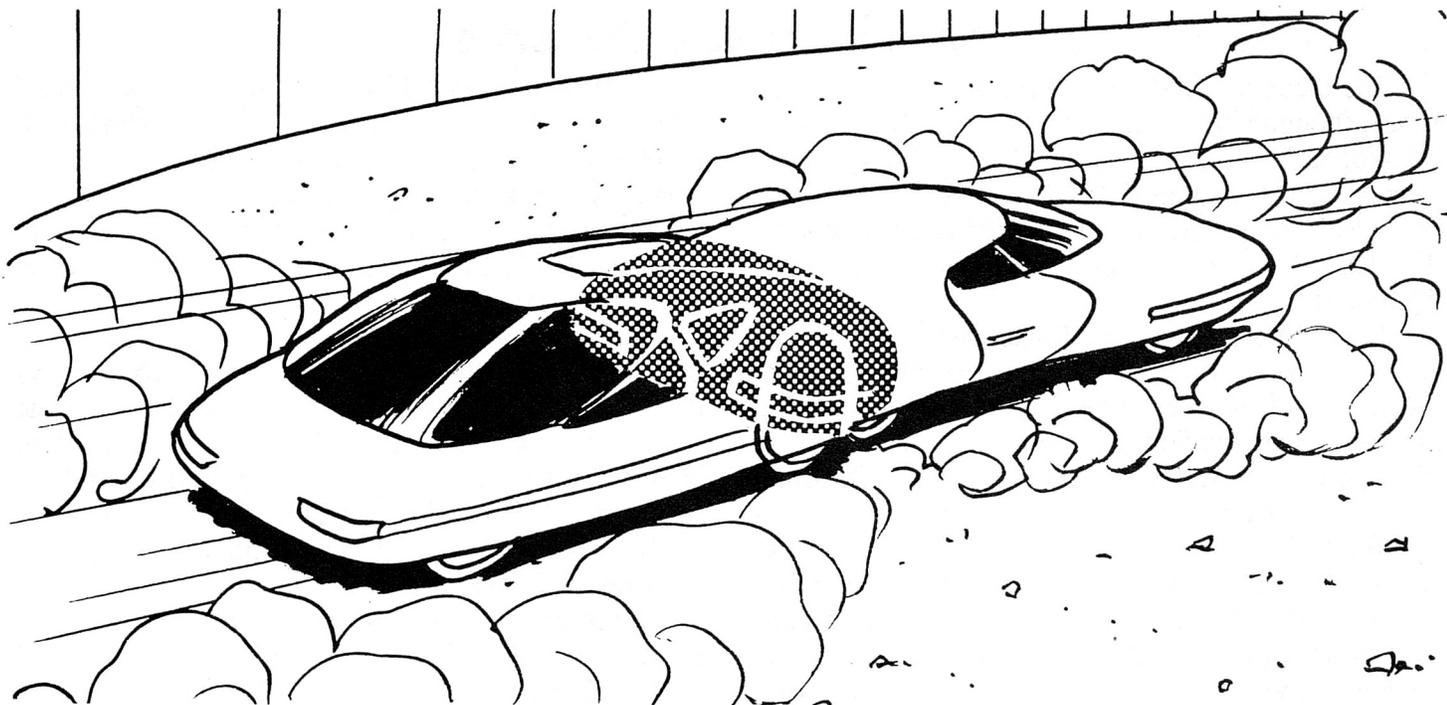
Foremost among these is the Muskogee Fairground and Family Emporium, located in the town of Muskogee in the Free Oil State of Oklahoma.



About Pete Hendricks and the Fairground

“Pistol” Pete Hendricks is a maverick. During the Secession Wars, Hendricks refused to obey a superior officer’s order. He led a charge that gained a vital objective — and saved the lives of some 400 men in the process. He was court-martialed, found guilty of disobeying orders, and “reprimanded” by being given his own command. Hendricks served with distinction and was decorated twice.

After the war, many areas of the new Republic were bankrupt, looking for ways to cut their costs and earn some money. Hendricks purchased the Muskogee County Fairground, renaming it the “Muskogee Fairground and Family Emporium.” Relying on his business sense instead of his reputation as a war hero, Hendricks turned the badly-maintained fairground around, marketing it as an inexpen-



The Family Emporium

Located on 119 acres to the south of the racetrack, the Family Emporium is a combination amusement park/arcade. Some of the attractions are as old as amusement parks themselves (a few reportedly date back more than 110 years, though in a business where hyperbole and exaggeration are the norm, it's hard to tell if this is true), but Hendricks does his best to keep up with the state of the art in entertainment.

A few of the rides and other amusements currently located in the park include:

1. *The Ferris Wheel*. Long a popular favorite with low-level thrill-seekers, the Emporium's twin 110-foot Ferris wheels originally stood in a park in St. Louis. Hendricks purchased them in 2021 and had them reinstalled at the Emporium.

2. *The Sprockets*. A variation on a common amusement-park theme, the Sprockets are a set of seven interlocked twelve-armed wheels which tilt and whirl dizzyingly. The ride's attraction is the perceived possibility that two of the riders' gondolas might crash into each other; of course, the ride is carefully designed to prevent a collision from ever taking place.

3. *The Big Green Monster*. Built during the roller-coaster craze of the 1990s, The Big Green Monster is a two-mile-long wild ride with three drops (the highest being over 200 feet), a quadruple helix and a splash pool. While some of the records the Monster set have been broken from time to time, it remains on the American Roller-Coaster Fandom

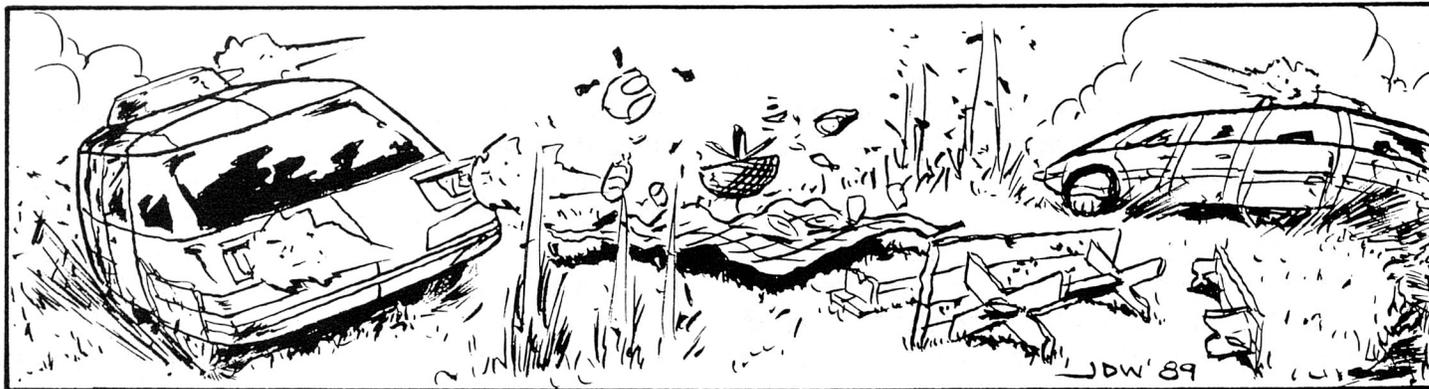
Association's list of the top ten rides in North America.

4. *The Midway*. The Ape Man, The Girl Without A Head, the Sword Swallower — all of the old classic attractions are here, done in a tongue-in-cheek manner. There are also fortune-tellers, games of skill (both rigged and honest), clowns and all sorts of non-nutritious food.

5. *The dance floor*. At night when the weather's good (and depending on the mood of the crowd and the band, sometimes when it isn't), there's live music and dancing at the Emporium Terrace. Most of the music is the latest dance stuff, but twice a week the Terrace serves up older stuff — anything from oldies of twenty years ago to 1980s New Wave to 1960s acid rock to 1940s Big Band to ragtime.

6. *The Food Court*. While Hendricks knows that soda and cotton candy are big money-makers, his commitment to a family environment impels him to maintain legitimate restaurants as well. These restaurants cover the gamut, from fast food to standard algae-based restaurant fare to (when available) real beef. The better restaurants serve the additional purpose of luring in locals who would not normally come to the Emporium.

7. *The Arcade*. This is one of the Emporium's biggest moneymakers. It has everything from pinball machines to low-tech video games, the earliest interactive video games of the 1990s to current state-of-the-art multi-player world sims. This is also the home of The Virtual Arena.



Family Wars

“Larry McGuire,” the large, burly man with the pot belly and T-shirt that said, Guns don’t kill people — I kill people said as he stretched out his hand. “Accounting.”

I grabbed his hand. Good, firm, painful grip — just what I’d expected. “Nice to meet you,” I said. “Joel Finney. Catering.”

“Likewise, I’m sure,” McGuire said as he sat down. “This your first picnic with the company?”

“Uh, yes,” I replied, glancing over at my daughter. “Janie, don’t pick that up. You don’t know if it’s loaded.” I walked over to where my daughter was eyeing someone else’s .45 handgun. “How can you tell?”

“Easy,” McGuire said. He took a swig of his beer, then replied, “You’re the only one here who’s not armed to the teeth.”

I picked up Janie and carried her over to where the rest of the family was peaceably eating their sandwiches. As I sat her down, I noticed that McGuire was carrying several grenades as well as a .44 Magnum. I felt naked, wearing only a light .22.

“Why the need?” I swallowed, “This is just a friendly picnic, isn’t it?”

“It always starts that way,” he said, “but just look at the horseshoe pit.” I did, and saw four unhappy, well-armed men shoving each other around shouting at the top of their lungs. Over at the ice-filled trash cans, two eight-year-olds were each tugging at what was apparently the last bottle of soda pop. Their mothers were screaming at both of them and at each other.

“I see what you mean,” I said as I motioned Martha and the kids to the car. Esther, my mother-in-law was already there waiting for us — so much for luck. I started the car with every intention of getting the hell out of there — but the guy barreling down on me thought I was part of the action . . .

The rules to *Family Wars* are simple; each player *must* drive a station wagon, and *must* have two kids

(see below), wife and a mother-in-law in the car. Other family members are optional, but only crew members specified below may be taken.

Players may spend \$20,000 each to design their station wagons. This amount includes hand weapons such as grenades and SMGs as well. The driver (dear old Dad) may spend 70 skill points on any skills he wishes. These points may not be shared with any other occupant of the car; all unused points are lost.

Name	DP	Space	Weight
Special			

Kids:	2	1/2	75
See below.			

Mother-in-law			
Esther:	4	1	200
Driver, Gunner; see below.			

Uncle Clem:	3	1	150
Has one random skill at +2. Won’t tell until it’s needed.			

Wife:	3	1	110
Can shut up 1 family member on a 1 to 3 on 1d per turn.			

Cousin Alfred:	4	2	240
Handgunner +1, has a rifle. Will not scream.			

Brother Bob:	3	2	150
Will not scream, Martial Arts +2			

Hitchhiker:	3	2	150
Will freak out and shoot at a family member on a roll of 1 on one die (roll each turn). Has +1 skill in everything.			

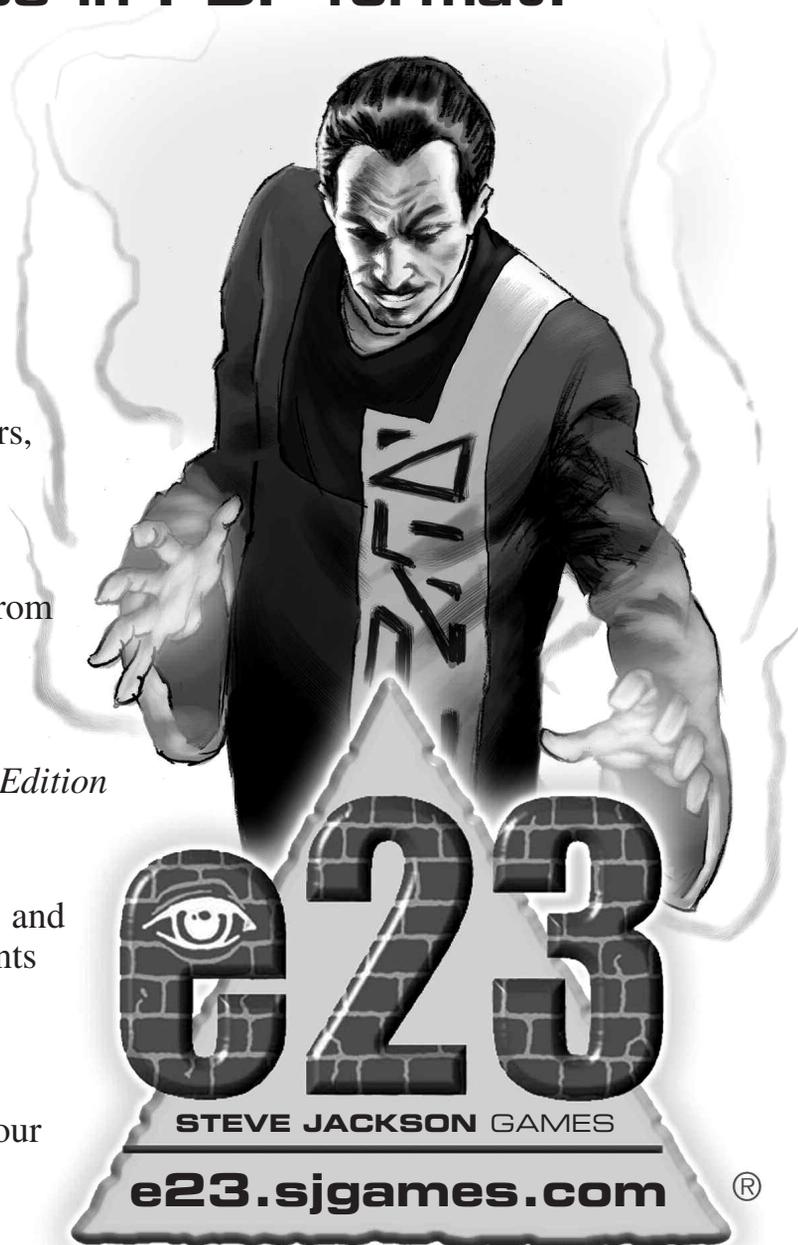
Each occupant of the car must have a passenger seat. The only exception is the kids, who may be placed in the station wagon’s cargo area.

Set up the map, but *ignore* all of the features on it — this is being played out on a picnic ground. (For more interest and excitement, make up counters to represent trees, abandoned picnic baskets (D1 hazards), large ant mounds (D1 hazards) and the like.) Once each player has designed his car and deter-

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