

# GASLANDS

## READY, GET SET, GO!

[Gaslands](#) is the tabletop game of post-apocalyptic vehicular mayhem, played with toy cars.

**Ready, Get Set, Go!** is a simplified version of *Gaslands*, designed for 2-8 younger players. It keeps the physicality of the *Gaslands* movement templates, and the fun of the skid dice, but dispenses with most of the ways for players to be mean to each other and pretty much all of the record-keeping. When you play **Ready, Get Set, Go!** ignore all the normal rules of *Gaslands*, and just play these rules.

### Get Ready!

To play, each player will need one toy car, and you will need three race gates, some scenery, two skid dice, a couple of hazard tokens or bottle caps, and a set of *Gaslands* movement templates to share. You can download the movement templates for free [here](#).

### Get Set!

Set up one race gate as a **starting line**, one as a **finish line**, and one more in between them as the **middle gate**. A **race gate** is just two small objects with a gap between them about equal to the LONG template. You can download a set of race gates for free [here](#) or make your own from other toys, or salt & pepper shakers. We recommend you also litter some other toy cars around the track (maybe flipped over onto their roofs) as obstacles to make the race track more tricky.

Starting with the youngest player, take turns to place your cars in a line on the **starting line**, all pointing towards the middle gate.

### Go!

Starting with the youngest player, players **take turns to move their cars**. The first player to drive their car through the middle gate and then across the finish line is **the winner!**

## Moving your Car

To move your car, look at the movement templates and choose one. Put it in front of your car, neatly lined up with the front edge of the car and pointing forwards. Next, roll two skid dice and choose one of them to keep (you just ignore the other one):



**SHIFT**

**SHIFT: You are driving awesomely!** Drive your car down the template, and leave it so the back edge of the car is neatly lined up with the far end of the template.



**SPIN**

**SPIN: You do a cool spin!** Drive your car down the template, and leave it so the back edge of the car is neatly lined up with the far end of the template. Then, you can spin your car on the spot to point in any direction you like.



**SLIDE**

**SLIDE: You do a crazy slide!** Before you move your car, pick up the **Slide template** and plug the triangle part into the matching notch on your movement template. Drive your car down the template, onto the Slide template, and leave it so that one of the side edges of your car is neatly lined up with the far end of the Slide template.



**HAZARD: Something has gone wrong!** Drive your car down the template, and leave it so the back edge of the car is neatly lined up with the far end of the template. Then, put a **Hazard Token** next to your car. That hazard token is going to cause you trouble next turn!

## Crashing into Stuff

It's quite likely you'll crash into something. That's okay, if moving down your template means that you crash into another car or some scenery, just **stop** your car when you bump into it.

If you bump into another car, you get to put a **Hazard Token** next to the car you bumped into, (if they don't already have one). If you accidentally bump into some scenery or a race gate, you have to put a Hazard Token next to **your own** car (if you don't already have one)! If you start your turn touching another car or some scenery, you can ignore that for this turn and move through it as if it wasn't there.

## Hazard Tokens

When it is your turn to move, if you have a hazard token next to your car, you have to choose another player: they get to choose your movement template instead of you! You **have** to use that template, but you get to put it down as you like and then roll your two skid dice as normal. Once they have chosen a template, and you have moved with it, you remove your Hazard token.