

DO NOT  
FEED

GENETIC  
ABOMINATION  
Come! Marvel at our crimes against Na

RACE GUIDE

# BIG DAY OUT

VOLCANO ISLAND • WONDER ZOO

JOYRIDE

# WELCOME TO JOYRIDE BIG DAY OUT

This expansion includes two brand new maps to race on, lava flows, destructible barriers and the mighty Hippaboon, a beast who will roam the board damaging any cars that get too close!

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Special thanks to Rua Molloy for naming Volcano Island and his insistence that it should erupt.

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## JOYRIDE: BIG DAY OUT INCLUDES



Volcano Island



Wonder Zoo

### ADDITIONAL COMPONENTS

#### Hippaboon

- A** Wooden Beast
- B** Control Token

#### 10 Double-Sided Obstacles

- C** 10 Lava Tiles
- D** 6 Fragile Barriers
- E** 4 Barriers.



## TRACKS

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# MAPS

## VOLCANO ISLAND

Welcome to beautiful Volcano Island, where the sand is hot but the lava is hotter. The central volcano must be approached from the sides, but the broken plane wing allows for a shorter route down. If the volcano erupts the board will fill with lava, creating opportunities for some very risky shortcuts.



## WONDER ZOO

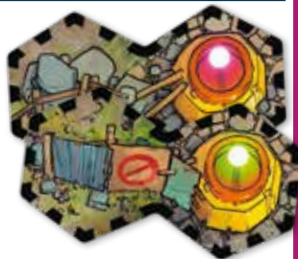
Hopes were high for the Wonder Zoo. Ticket sales had been low, but the owners were confident that their new mutant hybrids would really turn things around. Alas, the creatures were too horrifying, and the place has been abandoned for years. Let's just hope what is left behind isn't too territorial...

The Wonder Zoo has three main straights across the length of the board allowing racers to really ratchet up through the gears. Some tracks on this map feature fragile barriers, which can be destroyed to create shortcuts, while others feature the terrifying Hippaboon!



### SPECIAL OBSTACLE: FRAGILE BARRIERS

Obstacles with a dashed black border are Fragile Barriers. If you collide with a Fragile Barrier you do not **Smash**. Instead, **Pile-Up** and remove the obstacle from the board. If a Fragile Barrier is adjacent to an explosion, or takes damage from any other source, it is removed from the board.



Once the obstacle is removed the spaces underneath become passable but remember that a **Pile-Up** will end your turn. Make sure the shortcuts you are creating are helping you more than they're helping the other racers!

### SPECIAL OBSTACLE: LAVA TILE

Lava tiles are special obstacles that cars can drive over. Each tile contains two Lava spaces. When placed on the board the Lava spaces replace the spaces underneath the tile.



**Every time you enter a Lava space you take damage.** This applies whether you move into the space or are pushed. Moving the back of your car into a space the front your car is moving out of (or vice-versa) **does not** count as entering that space. A dropped item placed on a Lava space will immediately take damage and be destroyed.

### SPECIAL BARRIER: JUMP

Barriers with this type of arrow are Jumps. Cars and fired items can move through Jumps in the direction the arrows are pointing, but they count as barriers from any other direction.



After moving through a Jump your car moves over other cars, barriers and items without interacting with them - count the full distance of the move and place your car in that spot. If that spot is occupied by another car or a barrier, move your car backwards along the path it travelled until it reaches two empty spaces, then **Pile-Up** if you hit a car or **Smash** if you hit a barrier. This effect does not apply to fired items, which will travel normally until they hit a car or another barrier.

If a car is halfway off a jump at the end of any movement, keep the end that crossed the Jump in place, and rotate the other end the shortest distance over the jump as though it had been **Side-Swiped**. If this causes a **Pile-Up** repeat the rotation at the **Start** of that car's turn.

## VOLCANO ERUPTION

Some tracks on Volcano Island will specify that the volcano is erupting. If so, every time a player crosses a checkpoint or completes a lap, they must place one Lava tile on the board at the end of that move. Tile placement must follow these rules:

At least one edge of the new tile must be adjacent to the barriers around the volcano crater or to another Lava tile.

Tiles **cannot** be placed on a space containing a car, a checkpoint token, another Lavatile or on the volcano crater itself.

Tiles **can** be placed over barriers, or on other sections of the board that are not normally accessible.

If you run out of Lava tiles, the flow stops. All lava tiles placed on the board remain there until the end of the game.

### Lava Flow and Barriers

When placing Lava tiles, inaccessible areas of the board (an area surrounded by barriers with no internal white lines) should be considered as a group of separate spaces, each surrounded by barriers. If a Lava tile partially covers one of these areas treat the edges of the tile that border the remainder of that area as barriers and treat all other edges as white-bordered spaces.

**Jump barriers are considered part of the space the arrows are pointing out of.** Covering a space on the plane wing with a Lava tile removes the Jump barriers on the edge of that space, but covering a space on the beach does not.

### LAVA REMOVING BARRIERS

A car can move onto or off of a Lava tile from any of the spaces with a tick, but the areas with an X are barriers.



### LAVA AT THE JUMP

Jump barriers are part of the space the arrows are pointing out of. Lava tiles in the position below would remove the Jump barriers from the space with the tick, allowing a car to move into that space from the below, but the other barriers would remain.



## THE HIPPABOON

The Hippaboon is a mutant beast that will jump around the board at the end of every round damaging anything nearby. It can also be forced to move by damaging the platform it is standing on. This booklet includes several tracks that use the Hippaboon on the Wonder Zoo map (and one on Volcano Island), but the beast can be added to tracks of your own design on any map.

### Platforms

During play the Hippaboon avoids open spaces on the ground, moving from platform to platform instead. Any contiguous area walled-off by barriers that is not connected to the edge of the board counts as a single platform. If a barrier obstacle or checkpoint token is adjacent to a fixed barrier area on the board it counts as a single platform (unless any part of it connects to the edge of the board).

### NEARBY PLATFORMS

If the Hippaboon was on the platform circled in red it could jump to any of the nearby platforms circled in blue. Any other platforms are too far away.



### CONNECTED PLATFORM

The fixed barriers on the board are connected by barrier obstacles to form one large platform. A Hippaboon on this platform will attack every highlighted space.





## USING THE HIPABOON

If a track uses the Hippaboon, the track guide will specify which platform it begins on. The player highest in initiative takes the control token at the start of the first round.

### Hippaboon Turns

The Hippaboon takes its turn at the end of every round, after the last player turn but before initiative is rearranged. The Hippaboon always attacks first, then may move, before the control token is passed to the next player.

### Attack

Any car or item in a space adjacent to the Hippaboon's platform takes damage.

### Move

The player with the control token decides whether the Hippaboon jumps to a nearby platform or stays where it already is. Any platform that is no more than 6 spaces away from a section of the current platform counts as nearby.

### Pass Control

The player with the control token passes it to the player to their left.

### Forced Move

If the Hippaboon's platform is hit by a fired item, is adjacent to an explosion, or is part of a **Pile-Up** or **Smash** during a player's turn, that player must immediately move the Hippaboon to a nearby platform of their choice. The control token remains with the player who currently has it.



## USING THE HIPABOON WITH OTHER EFFECTS

If using the Hippaboon alongside Fragile Barriers (as in **The Wonder Zoo Classic** on page 10) or volcanic eruptions (on your own tracks), use the following rules:

### Fragile Barriers

Fragile Barriers are still barrier obstacles, so they can form part (or all) of a platform for the Hippaboon. Its attacks do not damage Fragile Barriers.

If a Fragile Barrier that is part of a larger platform is removed, that platform shrinks or is split into one or more separate platforms. If the Hippaboon is on the platform when that happens, make a forced move. If the removal resulted in one platform getting split into multiple platforms, the player forcing the move may choose any of the new platforms as the Hippaboon's new location.

### Volcano Eruptions

If a platform the Hippaboon is on is fully or partially covered by a Lava tile, make a forced move. If that Lava tile placement resulted in one platform getting split into multiple platforms, the player forcing the move may choose any of the new platforms as the Hippaboon's new location.

### No Nearby Platforms

If all nearby platforms have been removed or covered by Lava tiles, the Hippaboon cannot move. It remains on its current platform and attacks at the end of every round. If that platform is completely covered in Lava, or is removed for any reason, remove the Hippaboon from the game.

# FRAGILE FREEWAY

WELL-KNOWN  
RACERS

LOCATION

PLAYERS

LAPS

DIFFICULTY

**WONDER ZOO**

2 3 4 T

2

**MISCHIEVOUS**

A straightforward introduction to the Wonder Zoo. Those barriers we've put up will be fine, right?

## TOKENS REQUIRED



## EXPLOSIVE ITEMS

We recommend using as many explosive items as possible on this track. There are five items that feature an explosion: the delivery drone, mine, rocket, air strike and nitro. Use whatever you've got and consider limiting the number of item types to five to increase the frequency of the ones you do have.

## FRAGILE BARRIERS

Fragile barriers are removed from the board if they are involved in a collision or if they take damage from any source (see page 3 for more details).



# ABOMINATION ALLEY

WELLINGTON  
RACERS

LOCATION

PLAYERS

LAPS

DIFFICULTY

**WONDER ZOO**

2 3 4 T

2

**LOW**

The Hippaboon doesn't take kindly to intruding on its territory! This looping course provides plenty of opportunities for alternate routes to avoid its wrath, but the huge platform on the final stretch will always pose a threat.

## TOKENS REQUIRED



## BEAST ON THE LOOSE!



The Hippaboon starts on the platform containing this icon. After setup give its control to the player highest in initiative (see page 5 for more details).



# FORECLOSED ENCLOSURE

WELLINGTON  
RACERS

LOCATION

PLAYERS

LAPS

DIFFICULTY

**WONDER ZOO**

2 3 4 T

3

**MEDIUM**

The Hippaboon is not locked in with you: you're locked in with it! Hugging tight to a corner will make for an optimal racing line, but will also leave you vulnerable to attack. Keep an eye on which platforms are near the beast, and plan accordingly.

## TOKENS REQUIRED



### BEAST ON THE LOOSE!



The Hippaboon starts on the platform containing this icon. After setup give its control to the player highest in initiative (see page 5 for more details).





# DUEL OF THE CRATES

WELLINGTON  
RACERS

LOCATION

PLAYERS

LAPS

DIFFICULTY

**WONDER ZOO**

2 3 4 T

2

**MEDIUM**

Optimal lines on this track will require some removal work on your part. Try to minimise cases where other cars can take advantage of your efforts.

## TOKENS REQUIRED



## FRAGILE BARRIERS

Fragile barriers are removed from the board if they are involved in a collision or if they take damage from any source (see page 3 for more details).



# WONDER ZOO CLASSIC

WELLINGTON  
RACERS

LOCATION

PLAYERS

LAPS

DIFFICULTY

**WONDER ZOO**

2 3 4 **T**

**2**

**MEDIUM**

The beast is on the hunt, and drivers are on the menu. Keep your wits about you, this is the race of the season! Fragile barriers form part of a single platform until they are smashed (see page 5 for more details).

## TOKENS REQUIRED



## BEAST ON THE LOOSE!



The Hippaboon starts on the platform containing this icon. After setup give its control to the player highest in initiative (see page 5 for more details).

## FRAGILE BARRIERS

Fragile barriers are removed from the board if they are involved in a collision or if they take damage from any source (see page 3 for more details).





# OIL SPILL SPECIAL

**LOCATION**

**PLAYERS**

**LAPS**

**DIFFICULTY**

**VOLCANO ISLAND** 2 3 4 T

**2**

**LOW**

It's a real shame so much oil has washed up on the shore of this pristine beach. Wouldn't it be a bigger shame not to use it? Accelerate hard on the way to and from the starting line, just make sure you've lined yourself up correctly...

This track should make for a fast-paced 2-lap race, but could be extended to 3-laps if you want a longer game. We suggest trying it as-is first, then modifying if you wish.

## TOKENS REQUIRED



## STARTING OIL SLICKS

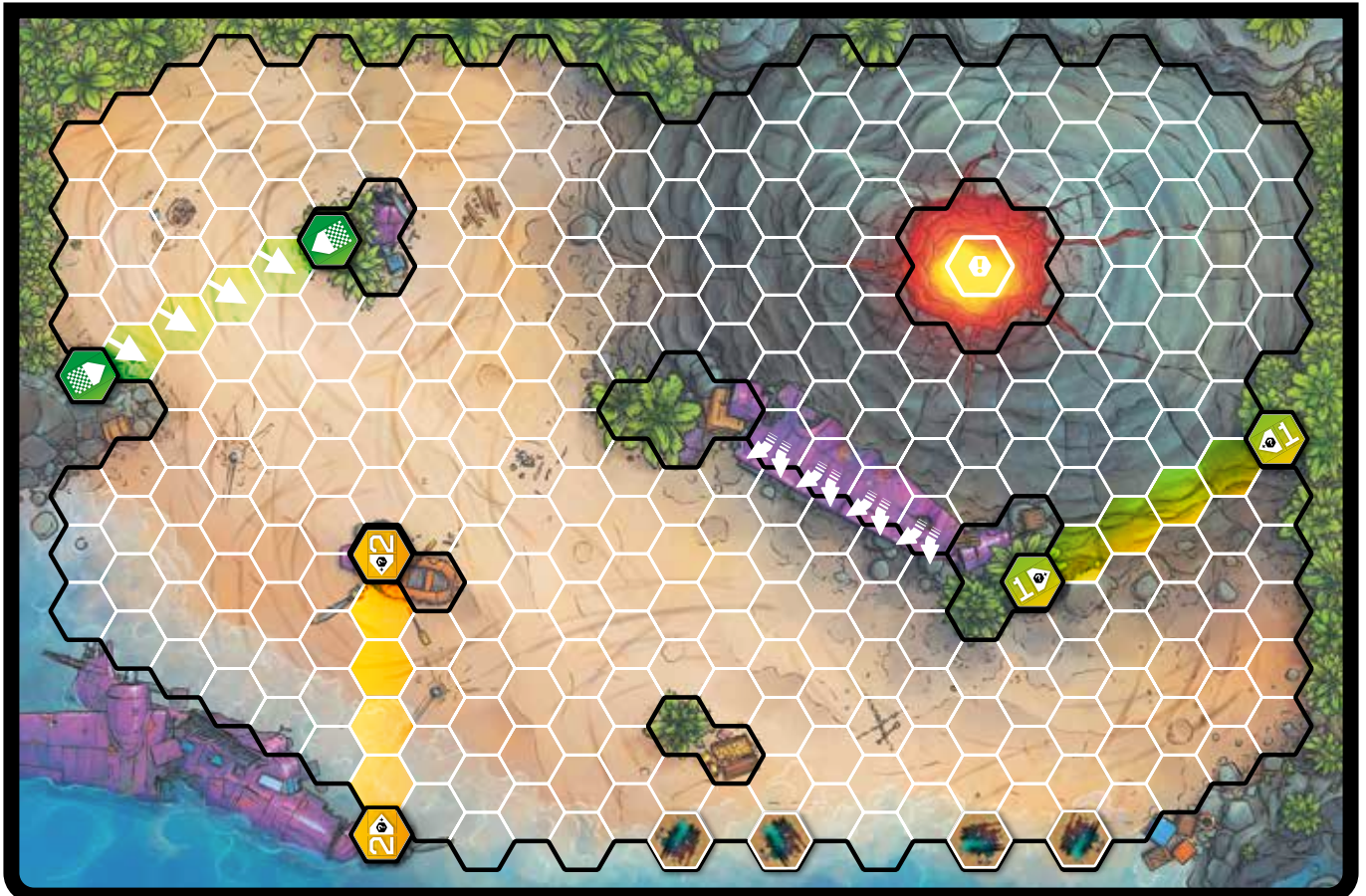


x4

Place all 4 oil slicks along the shoreline during setup.

## VOLCANO DORMANT

There is no lava present on this track.



# MAGMA MOAT



LOCATION	PLAYERS	LAPS	DIFFICULTY
<b>VOLCANO ISLAND</b>	2 <b>3</b> 4 T	2	<b>TEMPTATION</b>

Take a tour of the beach, then head back up the mountain. How far will you go to win? The moat of lava tiles is a potentially costly shortcut, but those extra items might be enough to sweeten the pot. You're welcome.

## TOKENS REQUIRED

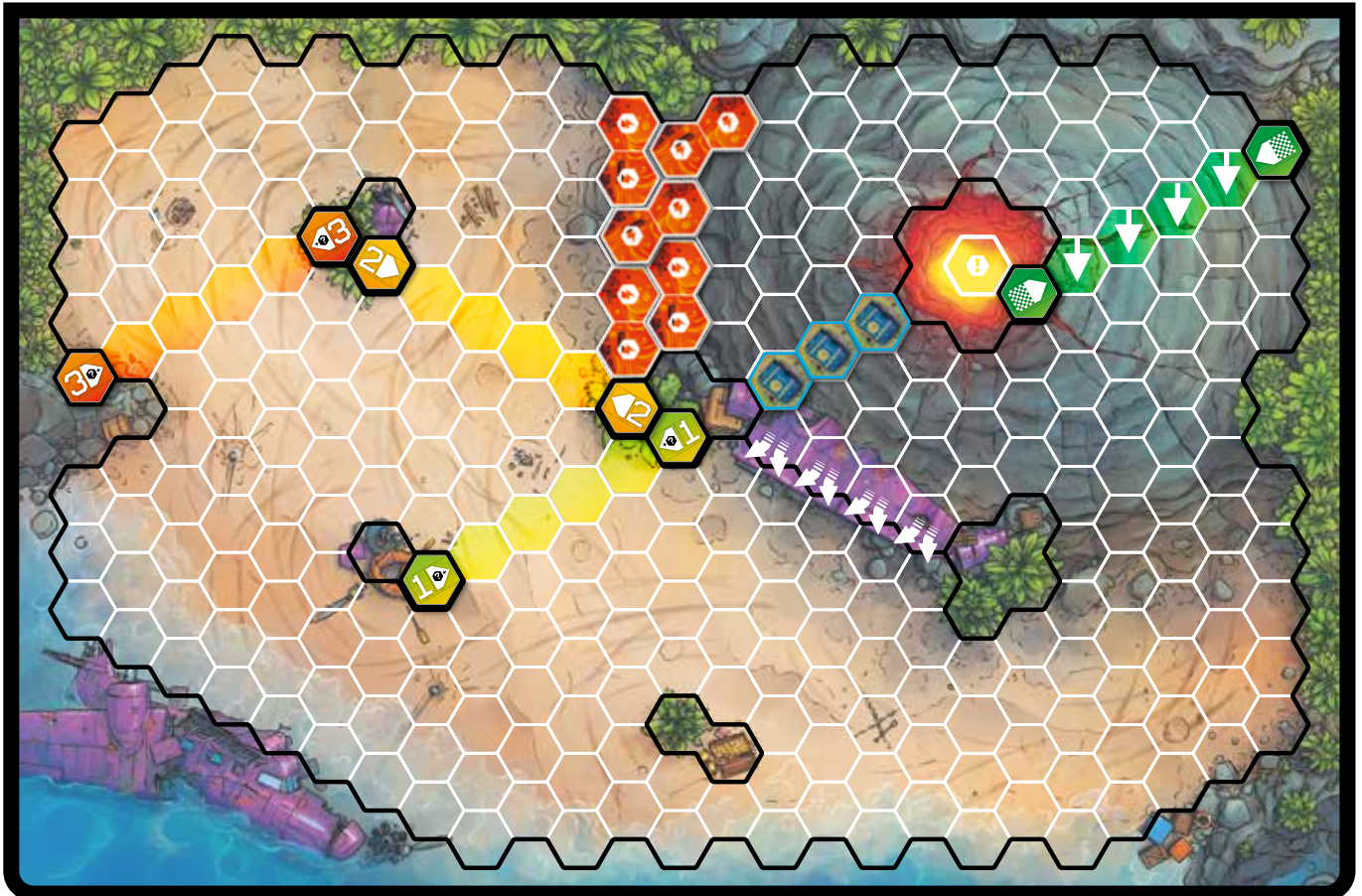
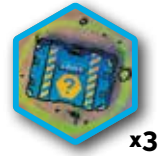


## VOLCANO ACTIVITY LOW



The volcano is not erupting, but lava tiles are present on the board. These spaces deal damage to cars as they enter those spaces, or to items as they are dropped there.

## PLACED ITEMS



# TEMPTATION RIDGE



**LOCATION**

**PLAYERS**

**LAPS**

**DIFFICULTY**

**VOLCANO ISLAND** 2 3 4 T

**2**

**LOW**

There's a big stack of loot abandoned between the crater and that lava pool. The first racer through it will grab lots of it, but is that worth driving over the lava? The Jump barriers on the plane wing have been wiped out too, so beware of opportunistic fired items.

## TOKENS REQUIRED



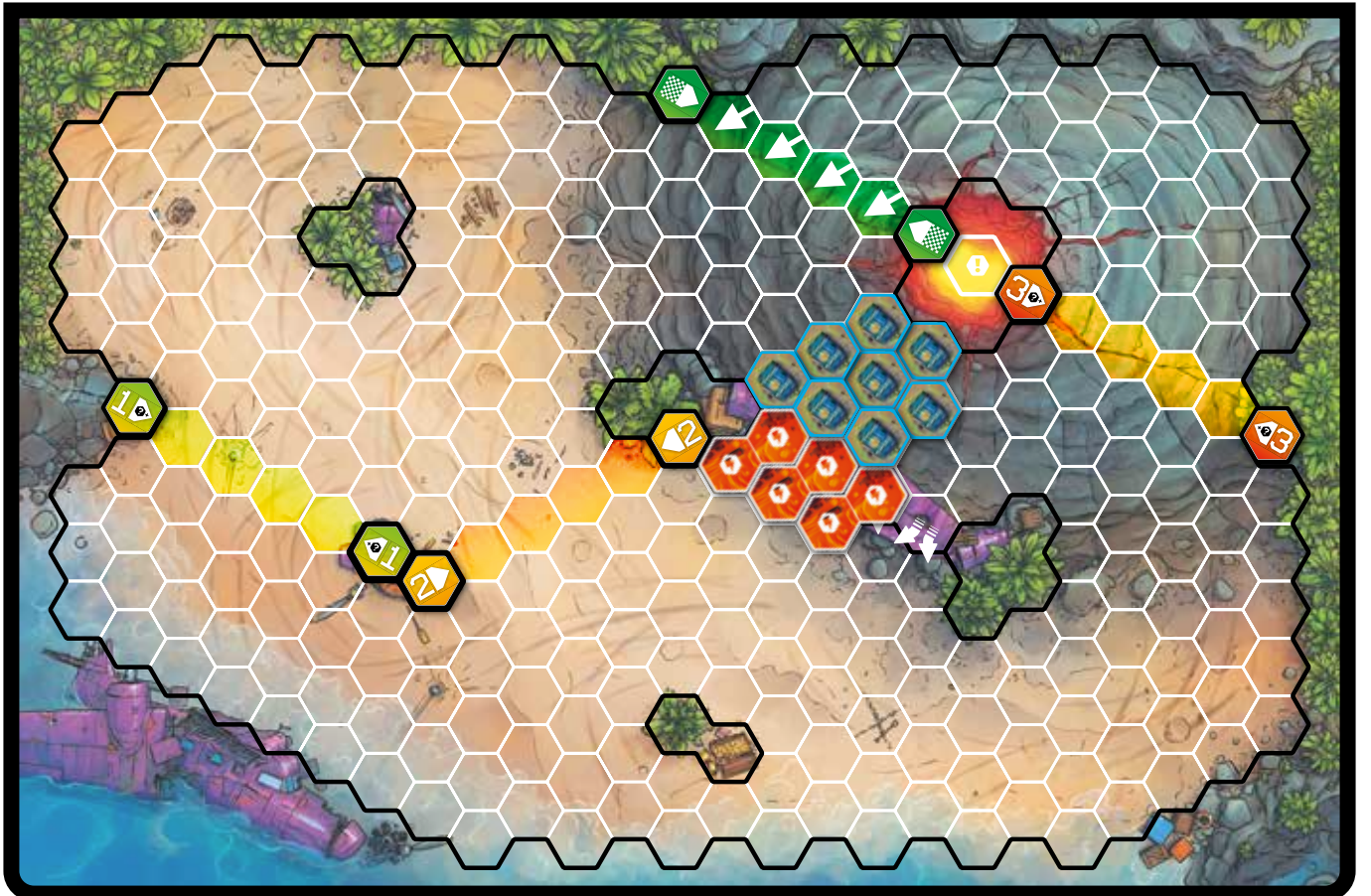
## VOLCANO ACTIVITY LOW



The volcano is not erupting, but lava tiles are present on the board. These spaces deal damage to cars as they enter those spaces, or to items as they are dropped there.

## PLACED ITEMS

This track uses up to 24 items. If you have fewer than six item types, reshuffle the used items when you run out.



# CRATER CIRCUIT



LOCATION	PLAYERS	LAPS	DIFFICULTY
<b>VOLCANO ISLAND</b>	2 3 4 T	2	<b>LOW</b>

The excitement on Volcano Island is really heating up! The volcano is erupting, so every time you cross a checkpoint you'll get to decide where a lava tile is placed. Consider the most likely route of the other racers, then drop lava in their path to really make them sweat.

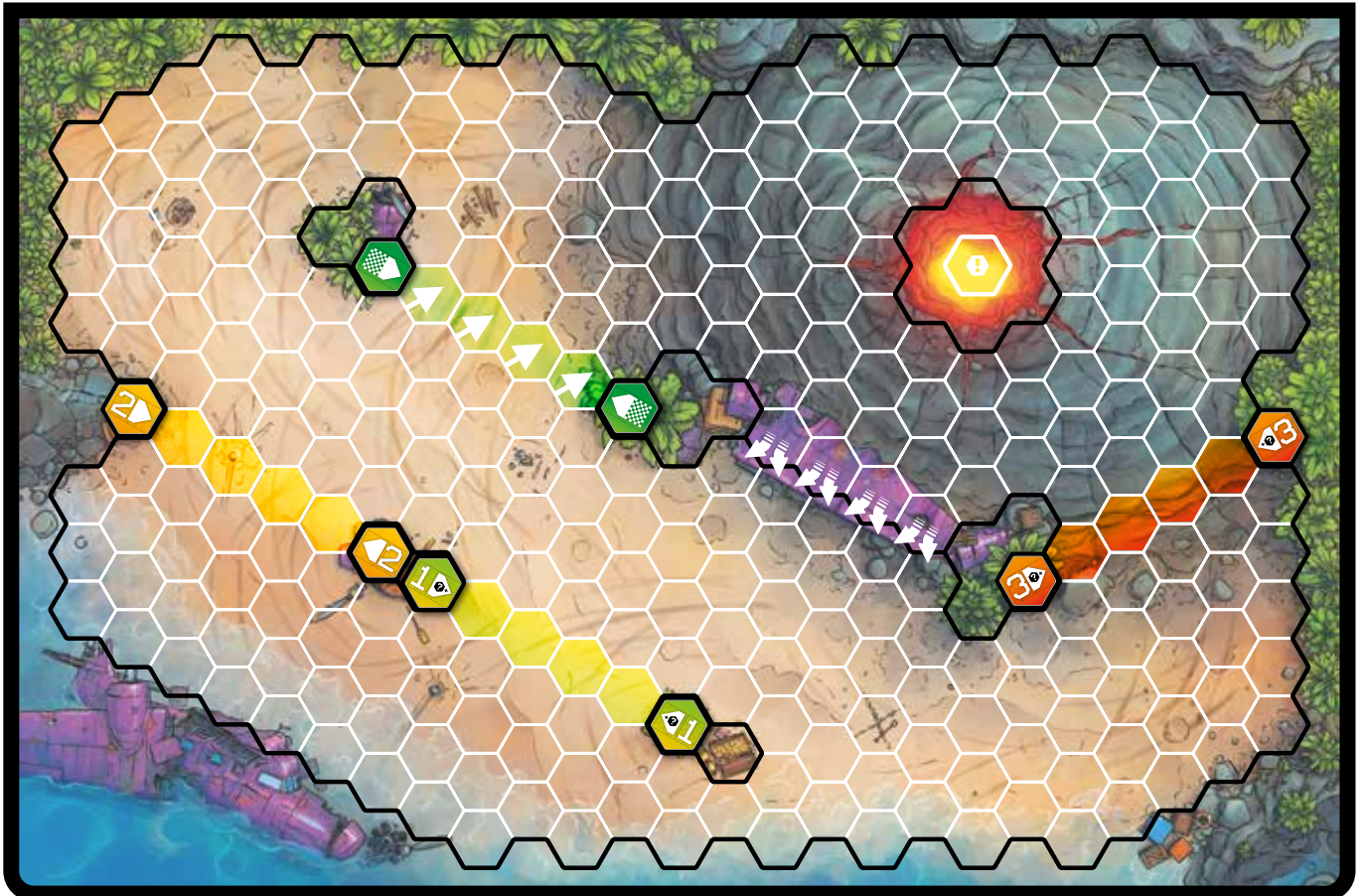
## TOKENS REQUIRED



## VOLCANO ERUPTING!



The volcano is erupting! Place all ten lava tiles to the side of the board. They will be added to the track every time a car crosses a checkpoint or the starting line (see page 4 for more details).



# THE ERUPTION 500



**LOCATION**

**PLAYERS**

**LAPS**

**DIFFICULTY**

**VOLCANO ISLAND** 2 3 4 T

**2**

**MEDIUM**

The real joy of the Eruption 500 is in using the lava flows to create new approaches. This can open up a particularly spicy new path to the starting line, setting up a good approach for lap 2 at the low cost of permanently damaging your car.

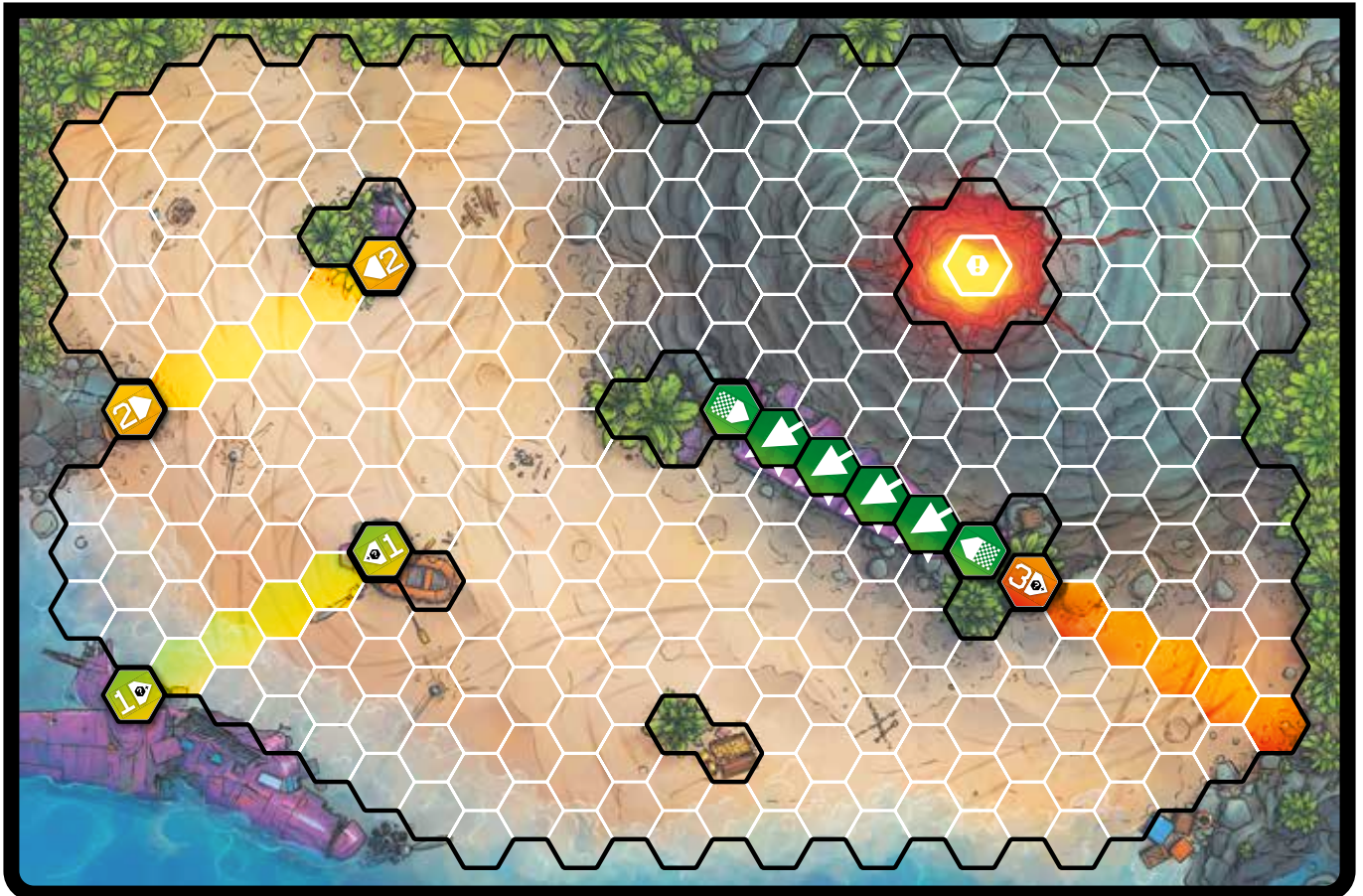
## TOKENS REQUIRED



## VOLCANO ERUPTING!



The volcano is erupting! Place all ten lava tiles to the side of the board. They will be added to the track every time a car crosses a checkpoint or the starting line (see page 4 for more details).



# REVENGE OF THE MUTANT



**LOCATION**

**PLAYERS**

**LAPS**

**DIFFICULTY**

**VOLCANO ISLAND** 2 3 4 T

**2**

**HIGH**

The Hippaboon has claimed Volcano Island as its habitat, and no-one is safe. The beast now trails lava across the track whenever he attacks. Be alert and avoid damage - some of these turns are tight, and you'll need all the control you can muster.

## TOKENS REQUIRED



## BEAST ON THE LOOSE!

The Hippaboon starts on the platform containing this icon. After setup give its control to the player highest in initiative (see page 5 for more details).



## THE BEAST DRIPS LAVA!

The volcano has affected the Hippaboon, making it even more dangerous. Place all ten lava tiles to the side of the board. After the Hippaboon attacks (but before it moves) place a lava tile adjacent to its current platform. Both spaces must touch the platform and both must be empty. If there are no such spaces, or no remaining lava tiles, do not place the tile.

