

WELCOME TO

JOYRIDE DOWNTOWN!

This expansion includes a new car, new item, and new Trashcans to add to your races. Mix and match these components with any Joyride set to create your perfect race.

JOYRIDE: DOWNTOWN INCLUDES

NEW CAR

Taxi

- Dashboard
- Wooden Car
- 5 Dice
- 1 Gear Stick
- 3 Ability Tokens
- 7 Fare Coins

NEW ITEM

Spike Strip

- 4 Item Pickups
- 1 Item Description

NEW MODULE

Trashcans

- 6 Trashcans

Game Design:
Duncan Molloy & Pete Ward

Art & Graphic Design:
Neil Googe & Pye Parr

Additional Development:
Filip Hartelius

Accessibility Consultant:
Cari Watterton

Production Manager:
Alysa Thomas

REBELLION
UNPLUGGED

Creative Director and CEO:
Jason Kingsley

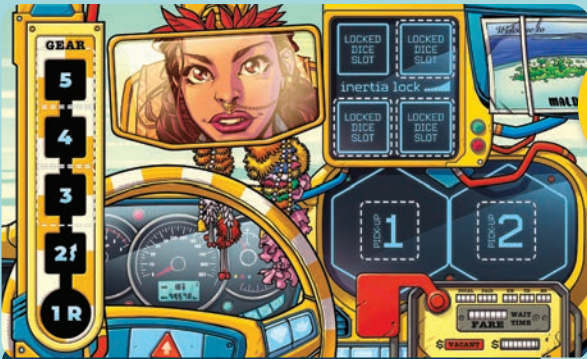
Chief Technical Officer:
Chris Kingsley

Head of Rebellion Unplugged:
Duncan Molloy

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\$ TAXI *Driver MAYA* ★★★★★

YOUR WIN IS 15 MINUTES AWAY

The taxi requires patience, building up Fare Coins slowly as the race progresses. It then rewards that patience with maximum flexibility, spending Fare Coins on a variety of ability options.

ADDITIONAL SETUP: FARE COINS & RATE CARD

If using the Taxi's unique abilities, pile the 7 Fare Coins alongside your dashboard during setup.

The Taxi has two permanent abilities: **Gig Economy**, which grants you Fare Coins for completing checkpoints, and **Rate Card**, which lets you spend those coins for bonuses.

Whenever you cross a checkpoint, or use the **Here Please** ability, take a Fare Coin from the pile and place it on the fare meter on your dashboard. When spending coins, return them to the pile. You cannot have more than 7 Fare Coins on your dashboard.

GIG ECONOMY
∞
Each time you cross a checkpoint or complete a lap gain \$1.

HERE PLEASE
Skip your Roll move. **Steer** and move 1 space instead. Gain \$1.

RATE CARD
\$2: Change a locked die.
\$3: Gain an item.
\$4: Change a rolled die.

TRASHCANS

Live your seventies detective show dreams by knocking the trashcans out of every alleyway! Trashcan tokens are placed on the board during setup (shuffle them beforehand so the placement of Cardboard Boxes and Rubbish Bags is random). If you would move into a space that contains a Trashcan, or push another car into that space on your turn, reduce your remaining movement by 1 and flip the trashcan instead. Resolve the effect below that matches the artwork, then continue your movement (if any).

Cardboard Boxes

Remove the token from the game and place a face-down item in its place.

Rubbish Bags

Move the token to an empty space adjacent to its current space. If there are no adjacent empty spaces, remove it from the game.

If you would move into a space that contains a Rubbish Bag, or push another car into that space on your turn, reduce your remaining movement by 1 and move the token to an empty space adjacent to its current space. If there are no adjacent empty spaces, or if that token already moved this turn (whether as a trashcan or a rubbish bag), remove it from the game.

DAMAGING TRASHCANS

If a Trashcan is damaged by an explosion or any other cause, flip the token and resolve its effect, but do not reduce your movement.



SPIKE STRIP

This effect applies when any part of a car **enters** this space on **any** turn.

This effect **does** apply to cars that are pushed into the space due to a collision or other effect.

Moving the back of your car into a space the front your car is moving out of (or vice-versa) **does not** retrigger the effect.

This **does not** prevent you from shifting down during **End** due to a collision or explosion.



"Flatten their ambition."

