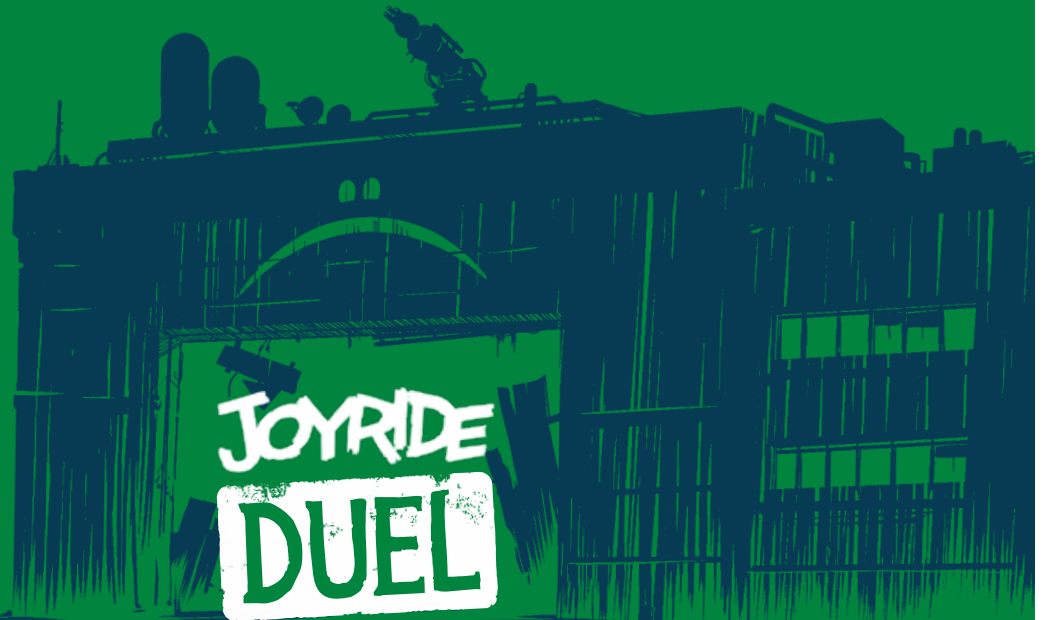


RACE GUIDE

# NEXT GEN

WAREHOUSE • DRIVING SCHOOL



# Welcome to JOYRIDE DUEL NEXT GEN

## CONTENTS

CARS	4
ITEMS	6
EXAMPLES	7
MAPS	8
TRACKS	12
CLARIFICATIONS	24

This booklet is your guide to the cars, items and maps included in this version of the game. It also includes detailed examples and a page of clarifications for the effects and interactions in this set.

The back half of this booklet includes 12 tracks for your races, some of which include variable setups. The track list below shows the difficulty of each race, and the player counts (additional cars are required for a 3-player race). A grey number means the race is not suitable at that player count, black is suitable, and a white number in a black hex is ideal at that player count.

We suggest that the person teaching the game reads the rulebook in detail first, then everyone can use this booklet during setup to choose their racers and track.

Each Joyride set is completely cross-compatible. Feel free to combine these tracks, items and maps with the components from any other set.

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## TRACKS

RACE TITLE	LOCATION	PLAYERS	DIFFICULTY	PAGE
School Yard	Driving School	2 3	Tutorial	12
Graduation	Driving School	2 3	Start Here!	13
Probation Circuit	Driving School	2 3	Low	14
School Reunion	Driving School	2 3	Simple	15
Rotary Club	Driving School	2 3	Medium	16
Risky Pete Raceway	Driving School	2 3	Technical	17
Bulldog	Driving School	2 3	Ill-Advised	18
Security Circuit	Warehouse	2 3	Low	19
Brake Time	Warehouse	2 3	Slippery	20
Fresh Air	Warehouse	2 3	Medium	21
Overstock Special	Warehouse	2 3	Simple	22
Fight Shift	Warehouse	2 3	Clear	23

# JOYRIDE DUEL: NEXT GEN INCLUDES

## CARS



The Electric



The Learner

## EACH CAR COMES WITH

- A Wooden Car
- B Dashboard
- C Initiative Token
- D 3 Ability Tokens
- E 5 Dice
- F Gear Stick
- G The Electric also comes with a power toggle.

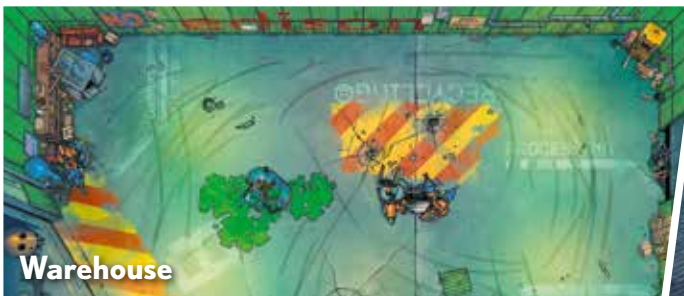


## ITEMS

- A Oil Slick
  - B Mine
  - C Drone
  - D Flashbang
- Each item includes:
- E 4 Hexagonal Pick-Ups
  - F 1 Description Card.



## MAPS



Warehouse



Driving School

## ADDITIONAL COMPONENTS



16 Damage Tokens • 10 Checkpoint Tokens • 2 Obstacles • 2 sets of 3 Standard Abilities • 2 Player Aids • 1 Initiative Track



# The ELECTRIC

Driver THE CRASH TEST DUMMY

## AUTO PILOT

If you did not shift up this turn, use the dice on your mirror for your Roll move without rolling them.



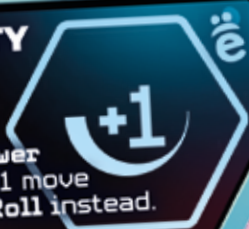
## REROUTE POWER

-1 to Lock moves of 2 or more. You may flip this at the start of your turn.



## POLARITY SHIFT

Ignore Reroute Power this turn. +1 move to Lock or Roll instead.



## SELF-DRIVING & SELF-AWARE

The Electric is all about planning and control over raw speed. Use your ability to **Reroute Power** to help take a tricky corner safely, or reverse it for a speed boost with **Polarity Shift**. And when you need that extra bit of consistency just lean back, relax, and hit the **Autopilot**.



1 2 3 1 -

## ADDITIONAL SETUP

### POWER TOGGLE

The Electric car must spend a portion of its power keeping its robot occupants charged. When using the unique abilities, place the power toggle on the position shown on your dashboard.



This toggle acts as a reminder to apply the effects of the **Reroute Power** and **Polarity Shift** abilities.



When using **Reroute Power**, rotate the power toggle so that the tip is pointing at your locked dice slots (if -1 to your **Lock** move), or your mirror (if -1 to your **Roll** move).

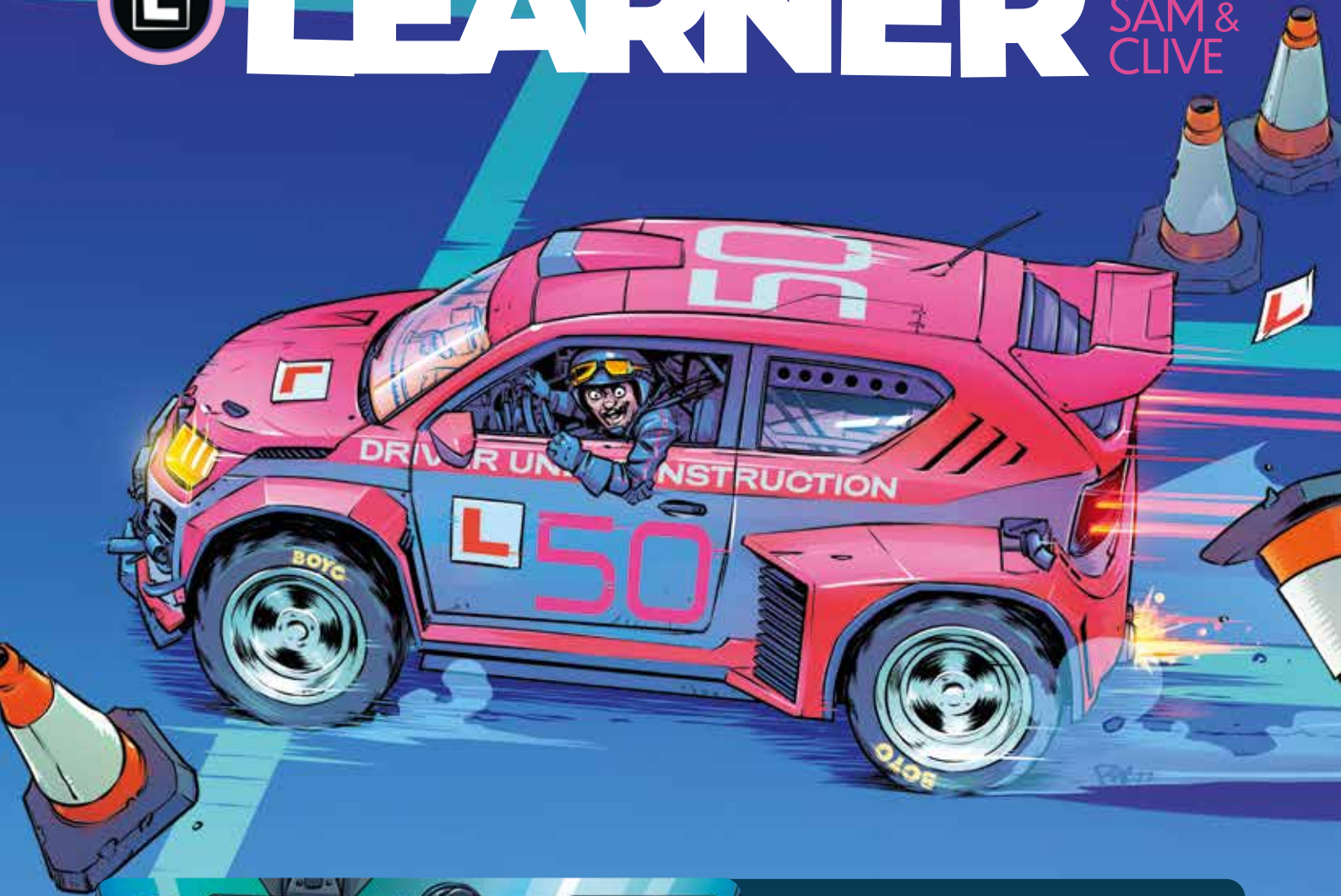
When using **Polarity Shift**, flip the power toggle to its +1 side as a reminder, then flip it back to its -1 side at the end of the turn.





# The LEARNER

Drivers  
SAM &  
CLIVE



## DESTRUCTION INSTRUCTION

The Learner car is about taking risks and trusting your instructor to stop you from getting in too much trouble. Use **Stall** to slow down in an emergency, **Turn Signal** to plan ahead, and **Crunchy Gears** to get right back to it after you crash!



**CRUNCHY GEARS** L

Shift up or down exactly 3 gears this turn.

**STALL** L

After rolling, but before moving, remove 1 rolled die and shift down.

**TURN SIGNAL** L

At the end of your turn steer and move 1 space.

# ITEMS



## DROPPED

**OIL SLICK**

If you move **out** of this space on **your** turn you must **immediately steer** and cannot steer again this turn.

**DROPPED**

"Anyone can use oil to spin their opponents. A savvy racer will use it to spin themselves."



**MINE**

If you **enter** this space on **any** turn (or if it is damaged) the mine **explodes**.

**DROPPED**

"Drop the thing wherever you like, just don't forget to get out of the splash zone!"



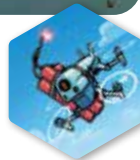
## ACTIVATED

**DELIVERY DRONE**

This moves from the front of your car in a straight line in any direction. When it hits a car or barrier it **explodes**.

**ACTIVATED**

"Special delivery!"



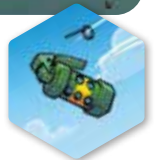
## FIRED

**FLASHBANG DRONE**

Put this on the locked dice slots of the car it hits (if it hits a barrier choose one adjacent car). That car must skip the **Lock** step on their next turn.

**FIRED**

"Driving while tired is dangerous, this'll keep them alert."



# EXAMPLES

## OIL SLICKS & REAR-ENDS

The Learner has a move of 8 and starts directly behind the Electric, immediately **Rear-Ending** it and halving its movement to 4. As the cars move forward the Electric **will not** be affected by the Oil Slick, but the Learner will be affected.



Both cars move forward 3 spaces, and the Learner has 1 movement remaining when it hits the Oil Slick. As it moves out of the space it is no longer **Rear-Ending** the Electric, so the remaining movement doubles to 2. The cars end up in the position shown below.



## MINE/DRONE: CHAINED EXPLOSIONS

The Electric sees an opportunity, and fires a Delivery Drone into the back of the Learner.

The Learner takes damage and drops 1 gear. The Mine is adjacent to the explosion, causing it to explode too.



The Learner takes an additional damage from being adjacent to the second explosion. The Oil Slick also takes damage, removing it from the game.

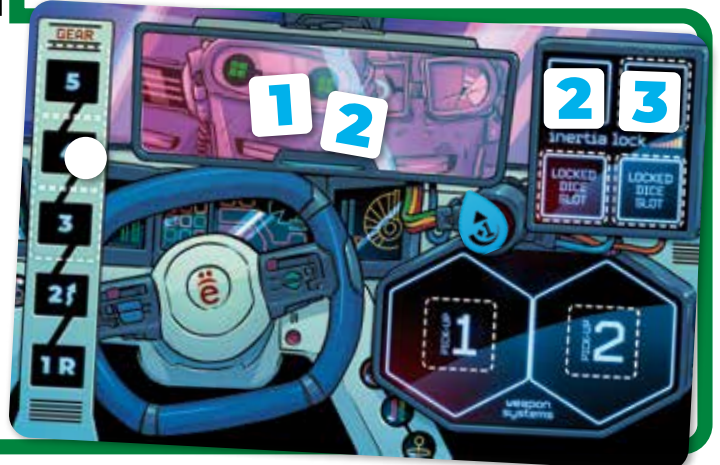


## THE ELECTRIC RUNS THE NUMBERS

The Electric car is in fourth gear at the start of their turn, with these dice on their mirror: 1, 2, 2, 3. They wish to move exactly 5 spaces forward with their **Lock** move, then move exactly 4 spaces with their **Roll** move.

First they use **Reroute Power** to point the toggle at their mirror, and **Polarity Shift** so the effect is +1 this turn. Then they lock a 2 and a 3, moving forward 5 spaces.

Finally, they use **Auto Pilot** to keep the remaining values of 1 and 2 for their **Roll** move. They add 1 from **Polarity Shift** and move 4 spaces. Before they flip the power toggle back at the end of the turn their dashboard looks like this:



# MAPS

## WAREHOUSE



Back when the **Edison Group for Automatic Driving**'s share price was at its highest, their AI-driven factories were the envy of oligarchs the world over. What started as a site for manufacturing robotic drivers to pilot their fleet of luxury cars quickly risked becoming a flashpoint in the robot sentience movement. All human staff were immediately fired to keep E.G.A.D.'s secrets safe.

It was only after the last of the IT staff had left that the company realised they could no longer bypass their own high-tech security systems. The goings-on in the building have been a mystery ever since.

### SPECIAL SPACE

#### OIL LEAK

These spaces work exactly like the Oil Slick item, except they do not get removed from the board when damaged.



### SPECIAL BARRIER

#### DEFENSE GRID

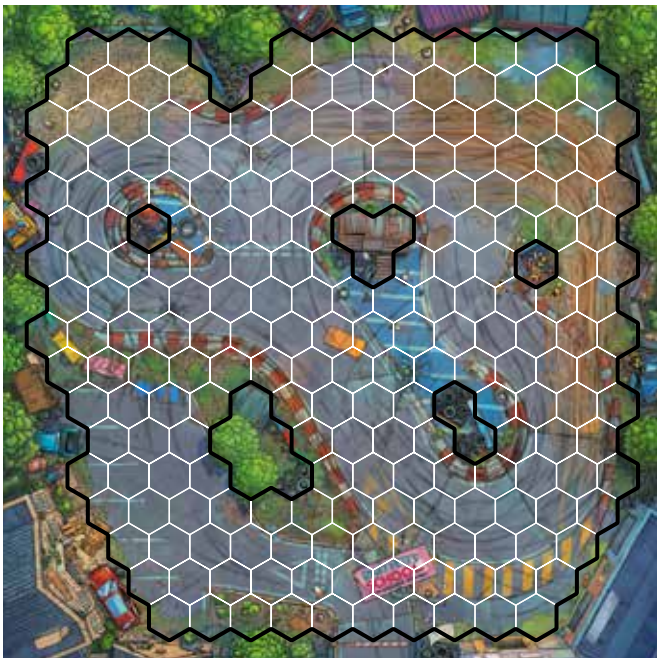
These spaces are part of the defence grid. The track setup will specify whether the defence grid is active for each race. The security robots will be set to their "active" side if so.

These spaces can be activated independently. The smaller robot activates the seven grid spaces in the Recycling area. The Larger robot activates the eighteen spaces by the warehouse entrance.

When inactive these spaces have no effect. When active, deal damage to anything in each Defence Grid space at the end of each round. This means cars on two Defence Grid spaces will take damage twice.



## DRIVING SCHOOL



**Risky Pete's School for Delinquent Drivers** is the first of its kind - a reform school specifically targeting careless, reckless, and just plain rude road users. The centre is open year-round to teach those who like driving a little too much the error of their ways.

Built on the grounds of Pete's ancestral home the track is leased out to the Joyride tour on a discount basis. After all, nothing promotes recidivism like watching a street race, and nothing drives profit like recidivism.



# DEFENCE GRID IN THE WAREHOUSE



If the matching active robot token is in section A, the Defence Grid spaces in the white highlighted section are active.

If the matching active robot token is in section B, the Defence Grid spaces in the black highlighted section are active.

If no token is present in a section, the matching spaces are inactive.







# TUTORIAL: SCHOOL YARD

**LOCATION**

**PLAYERS**

**LAPS**

**DIFFICULTY**

**DRIVING SCHOOL** 2 3 4 T

**2**

**TUTORIAL**

This track will help you familiarise yourself with the game's main mechanics, before introducing items and abilities. The arrows on the starting line indicate the direction cars should be pointed in during setup, but checkpoints and the starting line can be crossed from any direction.

After crossing checkpoint 1 you'll have a choice of approaches for checkpoint 2. Your choice will have a big impact on how you begin the second lap.

If you're already familiar with Joyride try "School Reunion" on page 15 for an alternate take on this track.

## TOKENS REQUIRED



# OPENER: GRADUATION



LOCATION

PLAYERS

LAPS

DIFFICULTY

**DRIVING SCHOOL** 2 3 4 T

2

**START HERE!**

Now we're motoring! Checkpoints 1 & 2 have been flipped to their item side, making the narrow exit from checkpoint 1 even more treacherous.

As this is likely your first race with abilities, see "Graduation Present" below for a special gift on this track only.

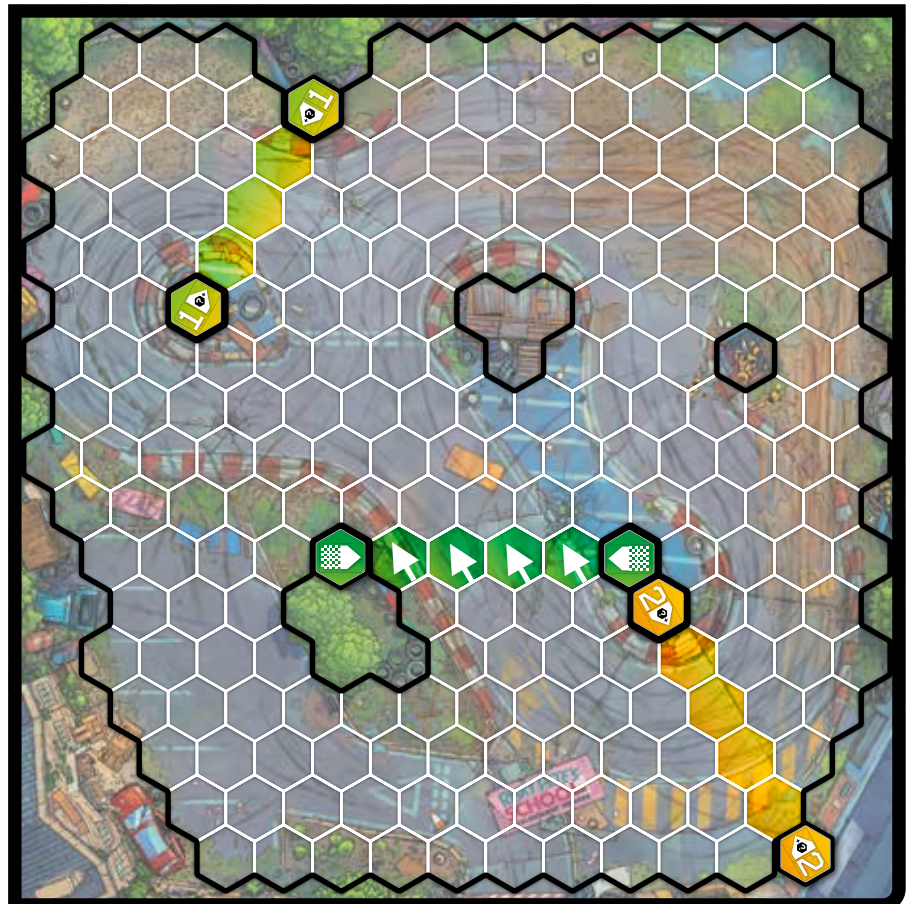
## TOKENS REQUIRED



### GRADUATION PRESENT

In a normal game of Joyride you refresh one ability at the end of every lap for each driver who completed the lap ahead of you. This means a 2-player race is limited to one or two refreshes per game.

**In this race you can refresh every ability at the end of every lap.** Use the abilities to get a feel for them!



# PROBATION CIRCUIT



LOCATION	PLAYERS	LAPS	DIFFICULTY
<b>DRIVING SCHOOL</b>	2 3 4 T	3	<b>LOW</b>

This circuit requires consideration of how your approach will affect the next lap. It also introduces starting damage, ramping up the risk involved with every collision.

If you're not sure where to place your starting damage, try fifth gear and a locked dice slot. If playing with 3 players, or for a faster 2-player game, reduce the number of laps to 2.

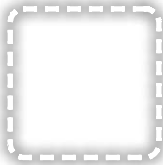
## TOKENS REQUIRED



### STARTING DAMAGE

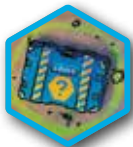


x4/6

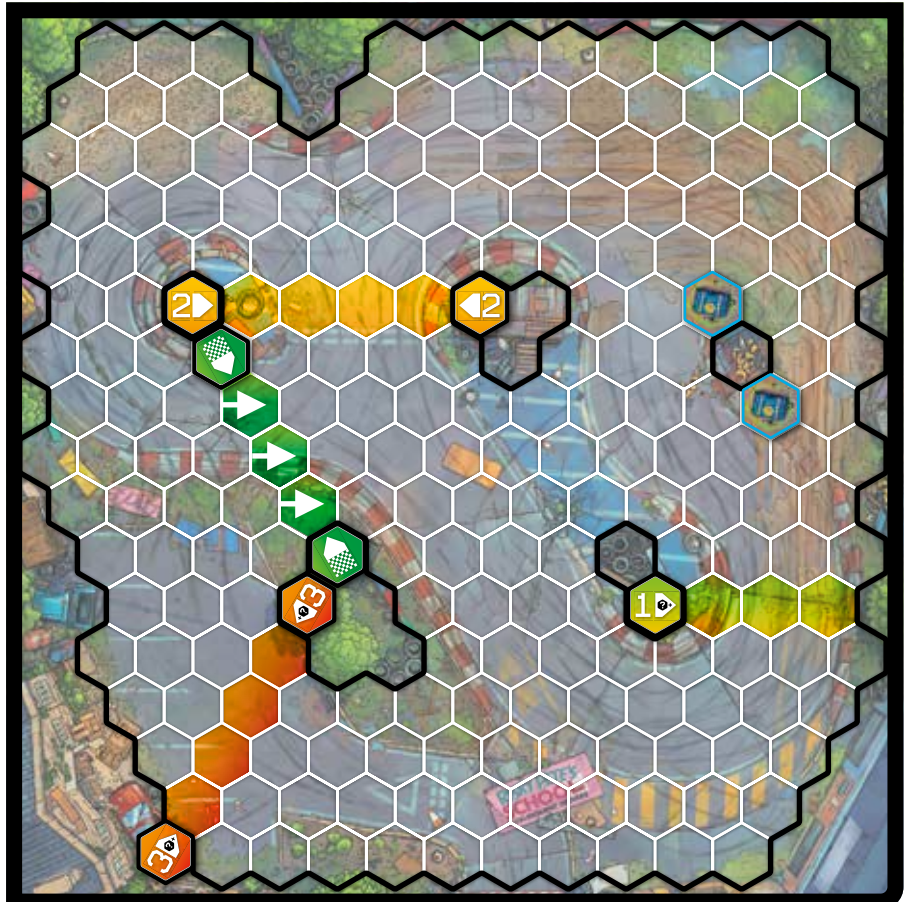


Each car should place 2 damage on their dashboards during setup, assigning them to any slot of their choice.

### PLACED ITEMS



x2



# SCHOOL REUNION



LOCATION

PLAYERS

LAPS

DIFFICULTY

**DRIVING SCHOOL**

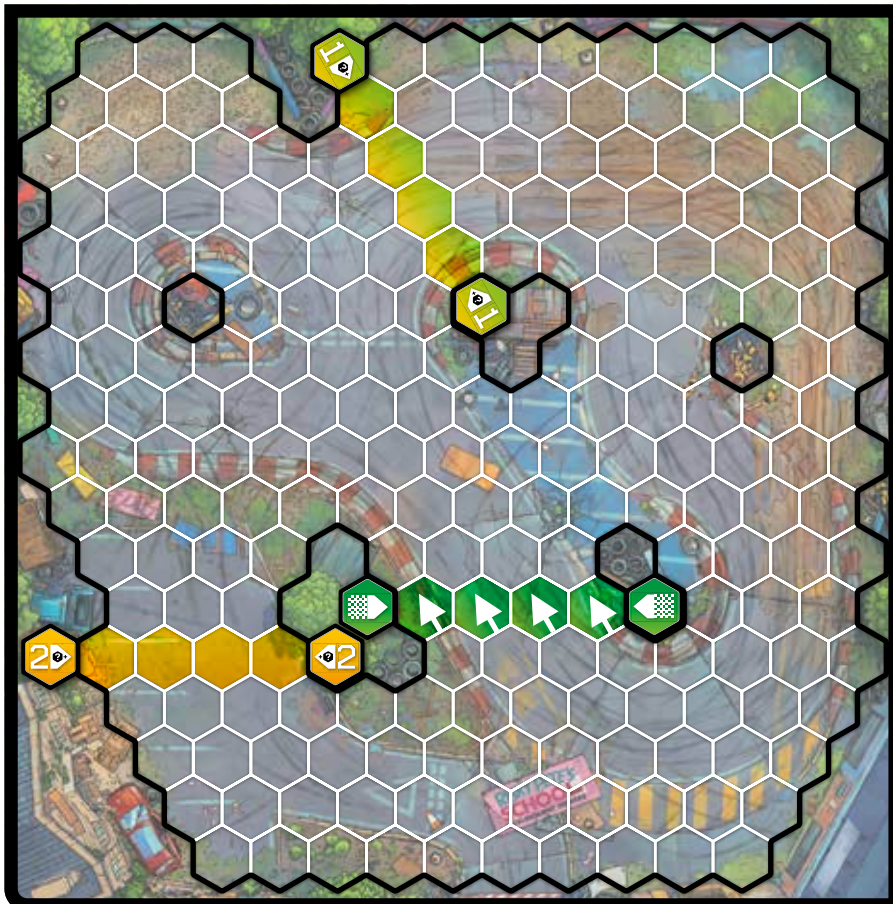
2 3 4 T

3

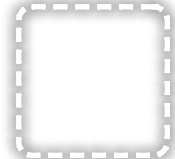
**SIMPLE**

Some folks have just got nostalgia for their student days. This course mirrors the tutorial, adding starting damage, checkpoints that generate items and a third lap to the mix.

## TOKENS REQUIRED



## STARTING DAMAGE



x4/6

Each car should place 2 damage on their dashboards during setup, assigning them to any slot of their choice.

# ROTARY CLUB



LOCATION

PLAYERS

LAPS

DIFFICULTY

**DRIVING SCHOOL**

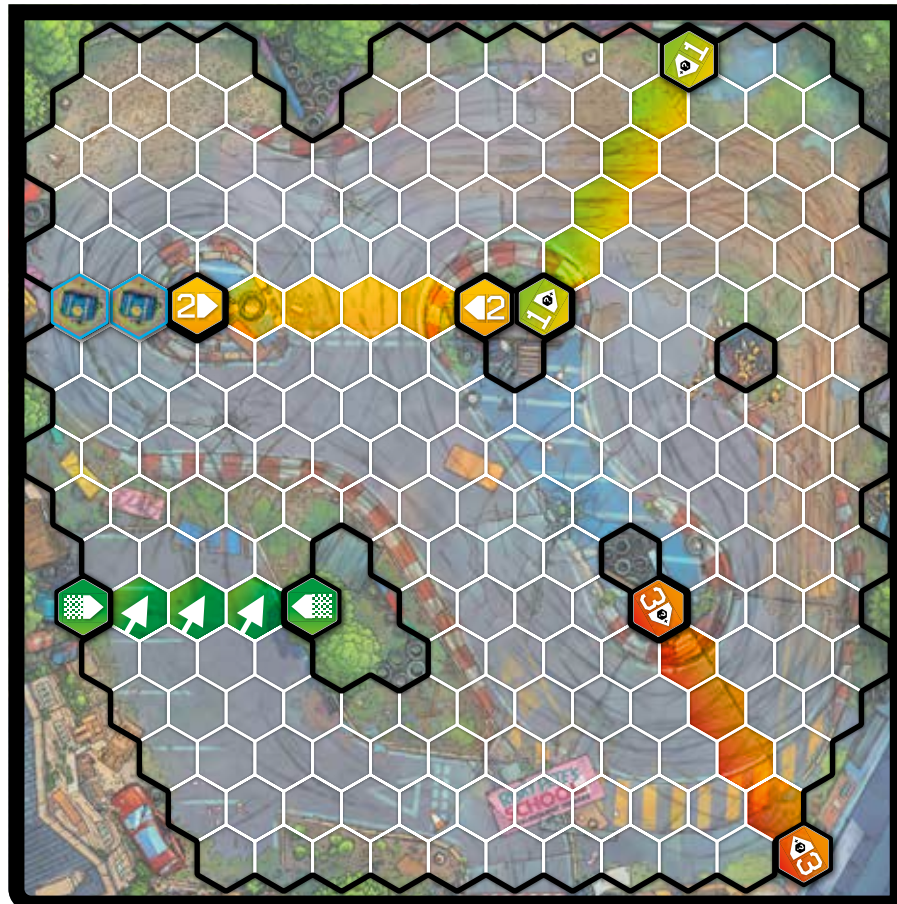
2 **3** 4 T

**2**

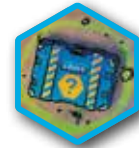
**MEDIUM**

The Driving School really tightens up with the introduction of a third driver. Use Rear-Ends to slow yourself when needed, and don't be above sticking the car in reverse after crossing a checkpoint to avoid the other racers.

## TOKENS REQUIRED



## PLACED ITEMS



x2



# RISKY PETE RACEWAY



**LOCATION**

**PLAYERS**

**LAPS**

**DIFFICULTY**

**DRIVING SCHOOL** 2 3 4 T 3 **TECHNICAL**

This is a difficult track with a high likelihood of collisions. Manage your risk carefully: taking too much damage early will leave you limping on later laps, but play it too safe and you could start to fall behind.

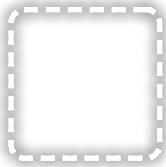
## TOKENS REQUIRED



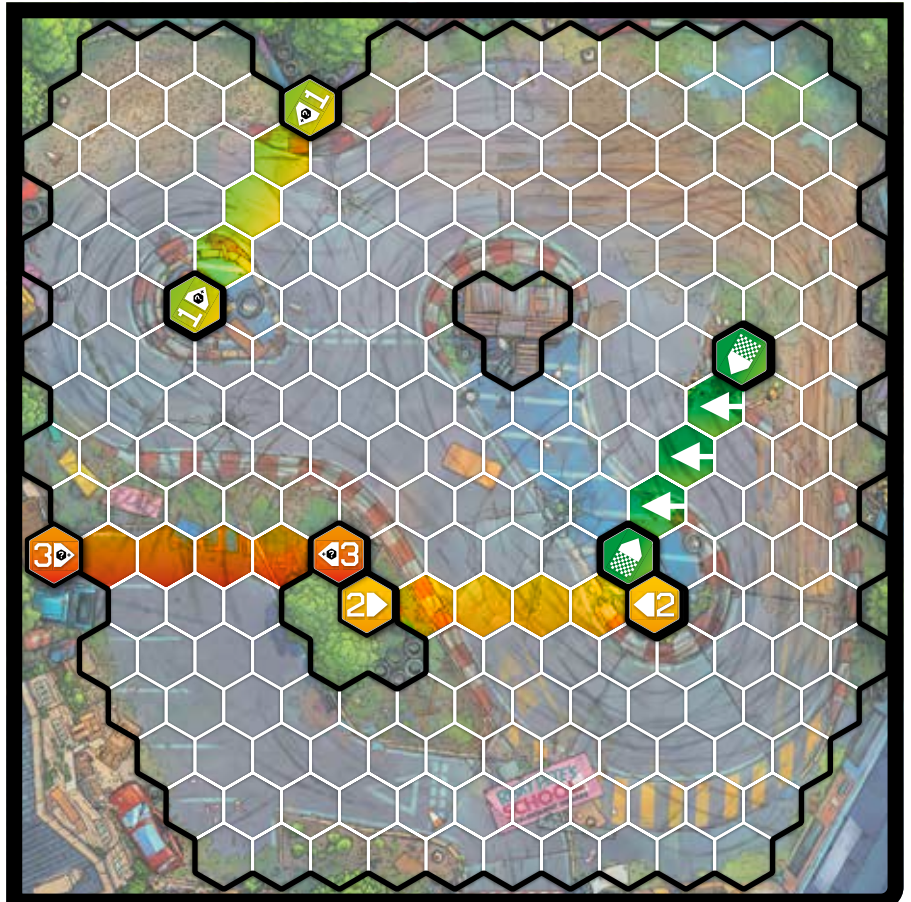
## STARTING DAMAGE



x4



Each car should place 2 damage on their dashboards during setup, assigning them to any slot of their choice.



# BULLDOG



LOCATION

PLAYERS

LAPS

DIFFICULTY

**DRIVING SCHOOL**

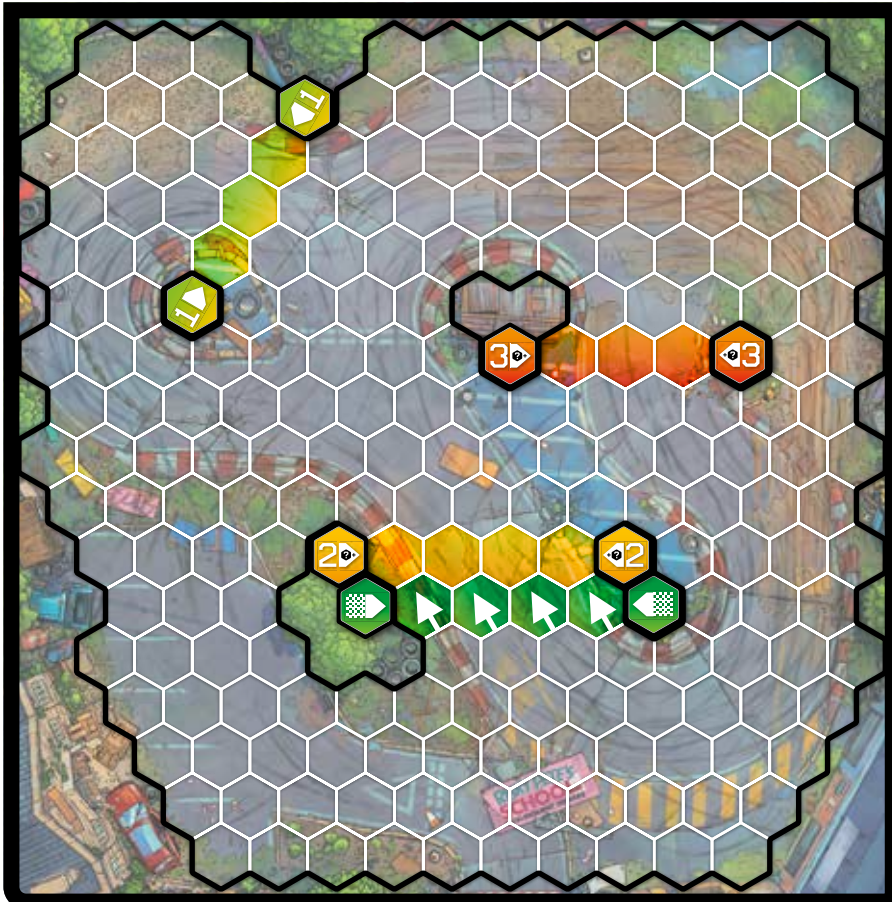
2 3 4 T

3

**ILL-ADVISED**

Don't overthink it. Just hit the other car hard, and hit them often.

## TOKENS REQUIRED



# SECURITY CIRCUIT



LOCATION

PLAYERS

LAPS

DIFFICULTY

**WAREHOUSE**

2 3 4 T

3

**LOW**

Welcome to the Warehouse! As a valued partner we want to make sure you reach your full potential here. We will achieve this by ensuring you never leave.

All tracks in the Warehouse will indicate which security bots are active. In this circuit they're both vying to turn you to scrap. Don't worry about starting on the Defence Grid spaces - the security bots wait until the end of the round before attacking.

## TOKENS REQUIRED

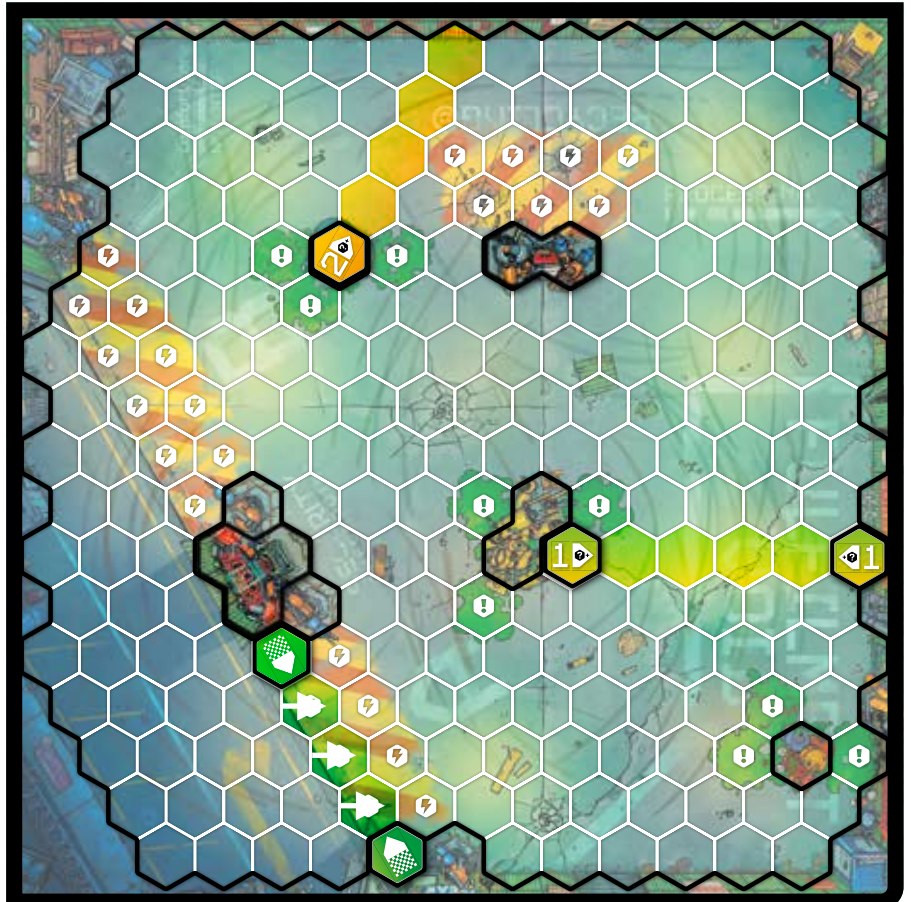


### SECURITY BOTS ACTIVE



The security bots are active!

At the **end of every round** anything in a Defence Grid space (a space containing a damage icon) will take damage. A car in two of these spaces will take damage twice.



# BRAKE TIME



LOCATION

PLAYERS

LAPS

DIFFICULTY

**WAREHOUSE**

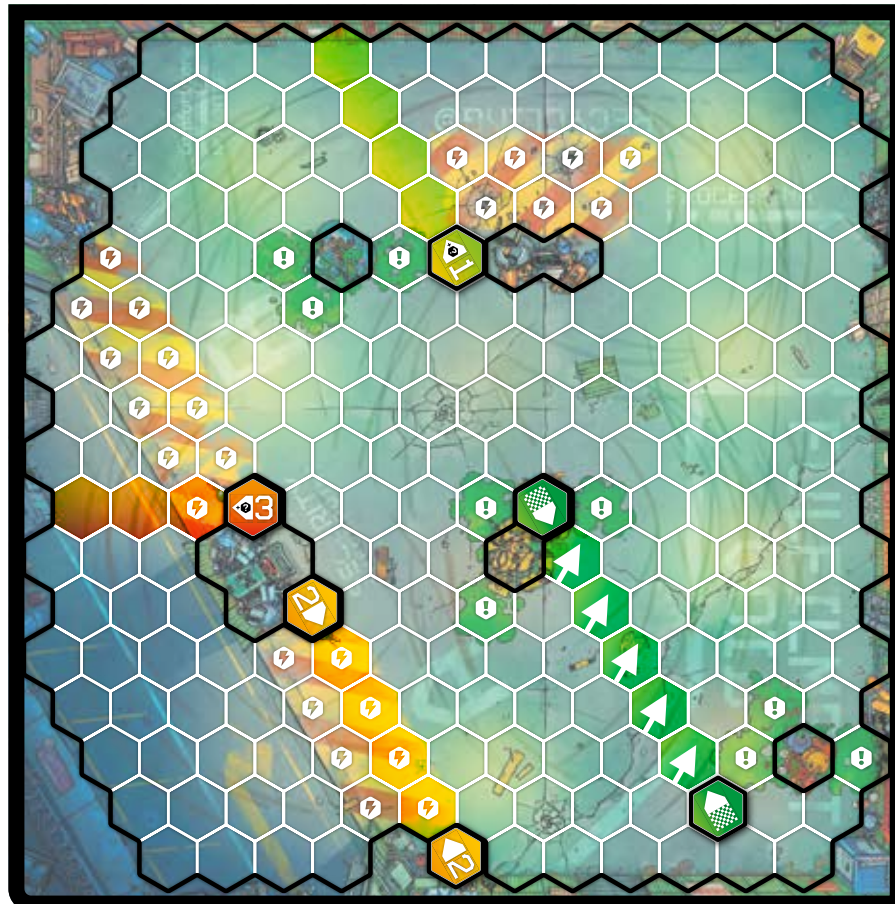
**2 3 4 T**

**3**

**SLIPPERY**

Security has been deactivated, but that doesn't mean things are simple in the warehouse. Leaking fluid from the oil tanks provides both risk and opportunity when hit at speed. Be particularly careful not to place yourself facing into the permanent Oil Slicks during setup unless you're particularly ambitious or reckless.

## TOKENS REQUIRED



### SECURITY BOTS ARE OFF

The security bots have been deactivated. Defence Grid spaces (the ones with damage icons) have no effect this race.

# FRESH AIR



LOCATION

PLAYERS

LAPS

DIFFICULTY

**WAREHOUSE**

**2 3 4 T**

**3**

**MEDIUM**

Why don't we step outside for a breather? The recycling bot is disabled, but the gate security is active. The optimal route is for a sharp turn after checkpoint 1, but can you afford to stop on the active Defence Grid spaces?

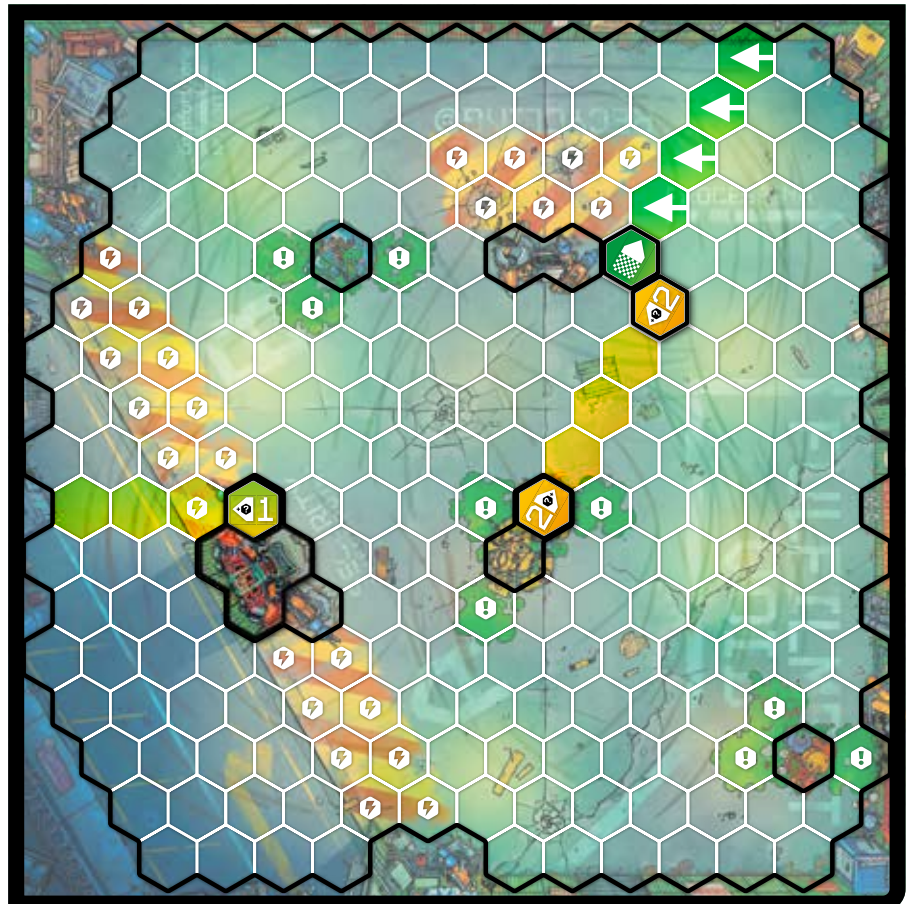
## TOKENS REQUIRED



### GATE SECURITY ACTIVE



The gate security bot is active, but the recycling bot is inactive. The Defence Grid spaces by the entrance on the left of the board will deal damage at the end of every round, but the spaces by the starting line will not.



# OVERSTOCK SPECIAL



LOCATION

PLAYERS

LAPS

DIFFICULTY

**WAREHOUSE**

2 4 T

**3**

**SIMPLE**

A slightly more open track, to better accommodate 3-player races.  
The shortcut after checkpoint 2 is significant, if you can avoid getting side-swiped.

## TOKENS REQUIRED



## SECURITY BOTS ACTIVE



The security bots are active!

At the **end of every round** anything in a Defence Grid space (a space containing a damage icon) will take damage. A car in two of these spaces will take damage twice.

# FIGHT SHIFT



LOCATION

PLAYERS

LAPS

DIFFICULTY

**WAREHOUSE**

**2 3 4 T**

**3**

**CLEAR**

Taking alternative routes on this track increases the risk for all drivers, as a collision on the Defence Grid is bad news. Keeping a tight inside line on checkpoints 1 & 2 has huge payoffs, but runs the risk of being rear-ended onto a worse line.

## TOKENS REQUIRED

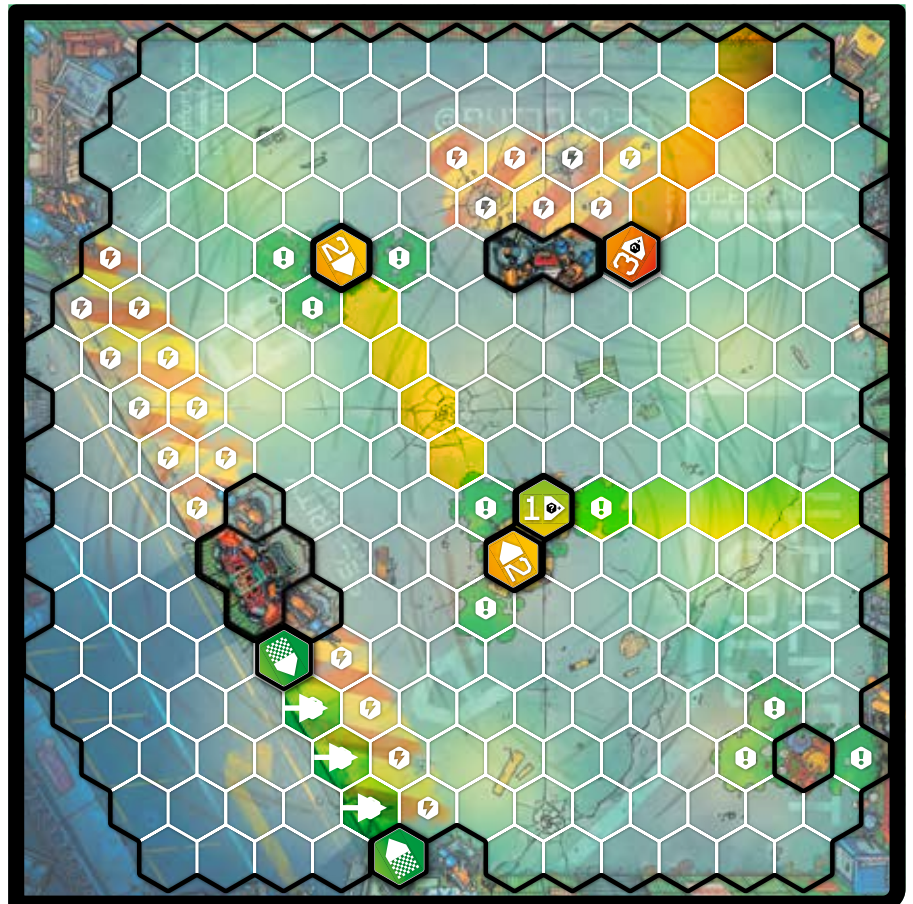


### SECURITY BOTS ACTIVE



The security bots are active!

At the **end of every round** anything in a Defence Grid space (a space containing a damage icon) will take damage. A car in two of these spaces will take damage twice.



# CLARIFICATIONS

## STANDARD ABILITIES

### HANDBRAKE TURN

This **does not** give you an extra steer. Remember that the back of your car moves into the space the front of your car is moving out of.

### GEAR MASTER

This ability **can** be combined with **Shift Down** to drop 2 gears without penalty, or with **Engine Brake** to drop 3 gears and take 1 damage.

### PRECISION DRIVING

This ability allows you to choose the face of **one** locked die before your **Lock** move.

Keep the new face when you return the dice to your mirror at **End**.

## ELECTRIC ABILITIES

### REROUTE POWER

This effect cannot reduce a move below 1 - if the move it applies to is a 0 or a 1, nothing happens.

### POLARITY SHIFT

You **can** use this effect to add +1 to a move that would otherwise be 0.

### AUTO PILOT

Treat your **Roll** move this turn as an additional **Lock** move that does not require any locked dice slots.

Effects which require rolling dice cannot be used.

## LEARNER ABILITIES

### CRUNCHY GEARS

This effect happens **instead of** your **Shift** this turn.

### STALL

This reduction in gear is in addition to any gear changes you made during **Shift**.

If this effect puts you in second gear you **may** steer at the start of the move.

### TURN SIGNAL

If using the additional move from **Turn Signal** you **must** steer.

## ITEMS

### FLASHBANG

When the affected player next takes a **Lock** move they must choose how many dice they are locking, roll them, move that many spaces, then remove the Flashbang.

If they do not take a **Lock** move, the Flashbang remains in place until they do.

If the Flashbang hits a barrier and multiple cars are adjacent, choose which one the Flashbang effects.

### MINE

Remove the Mine after it explodes.

Taking damage due to another explosion causes the Mine to explode immediately.

Resolve each explosion before continuing the current turn.

### DELIVERY DRONE

You **cannot** fire this from the left and right spaces of your front arc, only from the space directly in front of your car.

It **does not** have to travel in the direction your car is pointing.

If a Drone hits a barrier and a dropped item is in that space, the dropped item is damaged and removed (or triggered if a Mine).

## SPECIAL SPACES

### OIL LEAK

These spaces work identically to the Oil Slick item, except they are not removed when damaged.

### DEFENCE GRID

When the nearby robot is active, each of these spaces deals damage to anything occupying it at the end of every round.

A car that is in 2 active Defence Grid spaces will take damage twice.

### OIL SLICK

This effect only applies when the **front** of your car moves **out of** the Oil Slick (or the back of your car if moving in reverse) on **your** turn.

It **does not** apply to cars that are pushed out of the space due to a collision or other effect.

It **does** apply if you start your move on the Oil Slick.

You will steer again if another effect (such as another oil slick) forces you to but you cannot choose to steer as part of your normal movement or abilities.

If the rear of your car is on an Oil Slick at the start of a move it has no effect (unless you are moving in reverse).

