

WELCOME TO

JOYRIDE HIGH SEAS!

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

JOYRIDE: HIGH SEAS INCLUDES

NEW CAR

Pirate Van

Dashboard
Wooden Car
5 Dice
1 Gear Stick
3 Ability Tokens

NEW ITEMS

Anchor

4 Item Pickups
1 Item Description

Harpoon

4 Item Pickups
1 Item Description

NEW MODULE

Boost Strips

2 Double-sided Boost Strips

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The PIRATE VAN *Driver* GREASY GRACE



GO WITH THE FLOW

The Pirate Van is a fantastic reactive car, with abilities that are tricky to plan around but highly effective when used opportunistically.



PUSH OFF

Move or rotate the front or back of your car 1 space away from an adjacent barrier or car.

FULL SAIL

+1 for each die used this move.

BOARDING PARTY

Steal an item from another player's dashboard.

ITEMS

ANCHOR

"It's an old technique, but effective."

This effect applies at the start of a move.

You may see the result of your Roll before using an anchor.

A move halved by an Anchor is halved again by another effect (such as Rear-End or Gum Trap).



HARPOON

"Call me, Ishmael."

If the Harpoon hits a barrier move 1 space directly forwards. **Do not** steer, regardless of which space in your arc the Harpoon was fired from.

If it hits another car, move the part of that car the Harpoon hit into the last empty space the Harpoon travelled over. If that action does not force the other part of the car to move, leave it where it is. If it does force the other part of the car to move, move the other part of that car into the space the first part is moving out of.



BOOST STRIPS

This set includes Boost Strips. These are placed on the board during setup just like checkpoints and obstacles. These strips do not have barriers, so cars can drive over them. They replace the spaces beneath them. Use them to remix existing tracks or design your own!

If you push a car onto a Boost space it has no effect. If you drive over a Boost space while your movement is halved for any reason, add half the Boost value to your move (rounded up).



SPECIAL SPACE: BOOST

Boost spaces increase your speed by the number indicated on the icon itself. When you move **out of** a Boost space on **your turn**, add the number in the icon to your remaining movement. This boost only applies to the car whose turn it is.



HARPOON: PULLING CARS

The Off-Roader and Junker are as below when the Off-Roader uses their Harpoon.



If fired from space B, the Harpoon will pull the back of the Junker towards that space, forcing the front of the Junker to also move:



If the Harpoon is fired from space A the Harpoon will hit the barrier, pulling the Off-Roader 1 space forwards:



If fired from space C the front of the Junker will be pulled 1 space towards that space. The back of the Junker is not forced to move:

