

RACE GUIDE

SURVIVAL *of the* **FASTEST**

JUNKYARD • OVERPASS



Welcome to JOYRIDE

SURVIVAL *of the* FASTEST!

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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 (with T indicating a 4-player Teams 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, obstacles and maps with the components from any other set.

Game Design:
Duncan Molloy & Pete Ward

Art & Graphic Design:
Pye Parr

Additional Development:
Filip Hartelius

Accessibility Consultant:
Cari Watterton

Production Manager:
Alysa Thomas

PR:
Pete Ward & Travis Smith

Customer Service:
Simon Read

Rights Manager:
Reitha Pattison



Creative Director and CEO:
Jason Kingsley

Chief Technical Officer:
Chris Kingsley

Head of Rebellion Unplugged:
Duncan Molloy

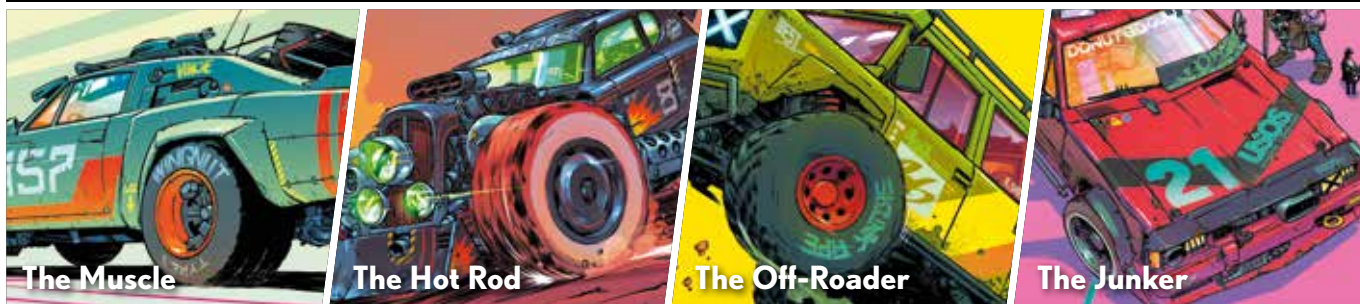
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TRACKS

RACE TITLE	LOCATION	PLAYERS	DIFFICULTY	PAGE
Tutorial: Junkyard	Junkyard	2 3 4 T	Tutorial	12
Opener: Qualifying	Junkyard	2 3 4 T	Start Here!	13
Pivot Pass	Junkyard	2 3 4 T	Simple	14
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Tin Can Alley	Junkyard	2 3 4 T	Medium	18
Rush Hour	Overpass	2 3 4 T	Medium	19
Ramp Relay	Overpass	2 3 4 T	Simple	20
Strip Maul	Overpass	2 3 4 T	Mid-High	21
Suspension's End	Overpass	2 3 4 T	Simple	22
Spirals	Overpass	2 3 4 T	Medium	23

JOYRIDE: SURVIVAL OF THE FASTEST INCLUDES

CARS



The Muscle

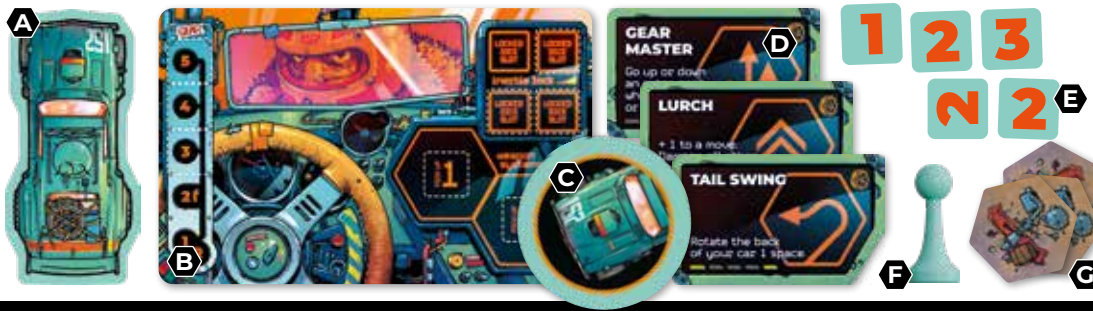
The Hot Rod

The Off-Roader

The Junker

EACH CAR COMES WITH

- A Wooden Car
- B Dashboard
- C Initiative Token
- D 3 Ability Tokens
- E 5 Dice
- F Gear Stick
- G The Junker also comes with 6 Junk Tokens.



ITEMS

- A Oil Slick
- B Mine
- C Rocket
- D Nitro (With 2 Nitro dice)
- E Air Strike

Each item includes:

- 4 Hexagonal Pick-Ups
- F 1 Description Card.



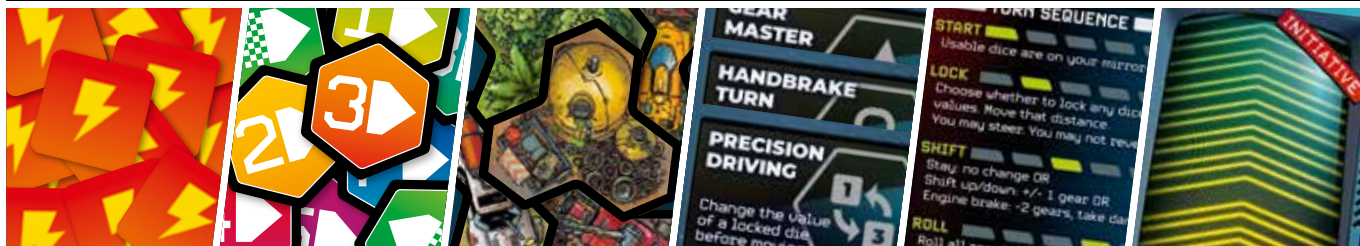
MAPS



Overpass

Junkyard

ADDITIONAL COMPONENTS



32 Damage Tokens • 12 Checkpoint Tokens • 8 Obstacles • 4 sets of 3 Standard Abilities • 4 Player Aids • 1 Initiative Track



The MUSCLE

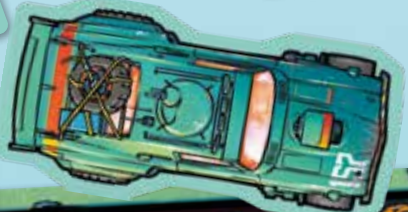
Driver
BAD
BOB



FLEX YOUR SPECS

The Muscle Car is for drivers who value versatility over flash. Its abilities are subtle but extremely flexible, making them equally useful for incremental tactical advantage and for ruining someone's day.

2 3 1 1



GEAR MASTER

Go up or down an extra gear when shifting or engine braking.

LURCH

+ 1 to a move. Damage all other cars pushed or rotated by that move.

TAIL SWING

Rotate the back of your car 1 space.



The HOT-ROD

Driver
BONNIE
VILLE



GEARING DOWN IS FOR COWARDS

The Hot Rod is a high-risk, high-reward car. It will allow you to take damage to constantly gear up, then reward you with a speed boost equal to that damage. Just beware – it doesn't give you a way to slow down again.



FLOOR IT

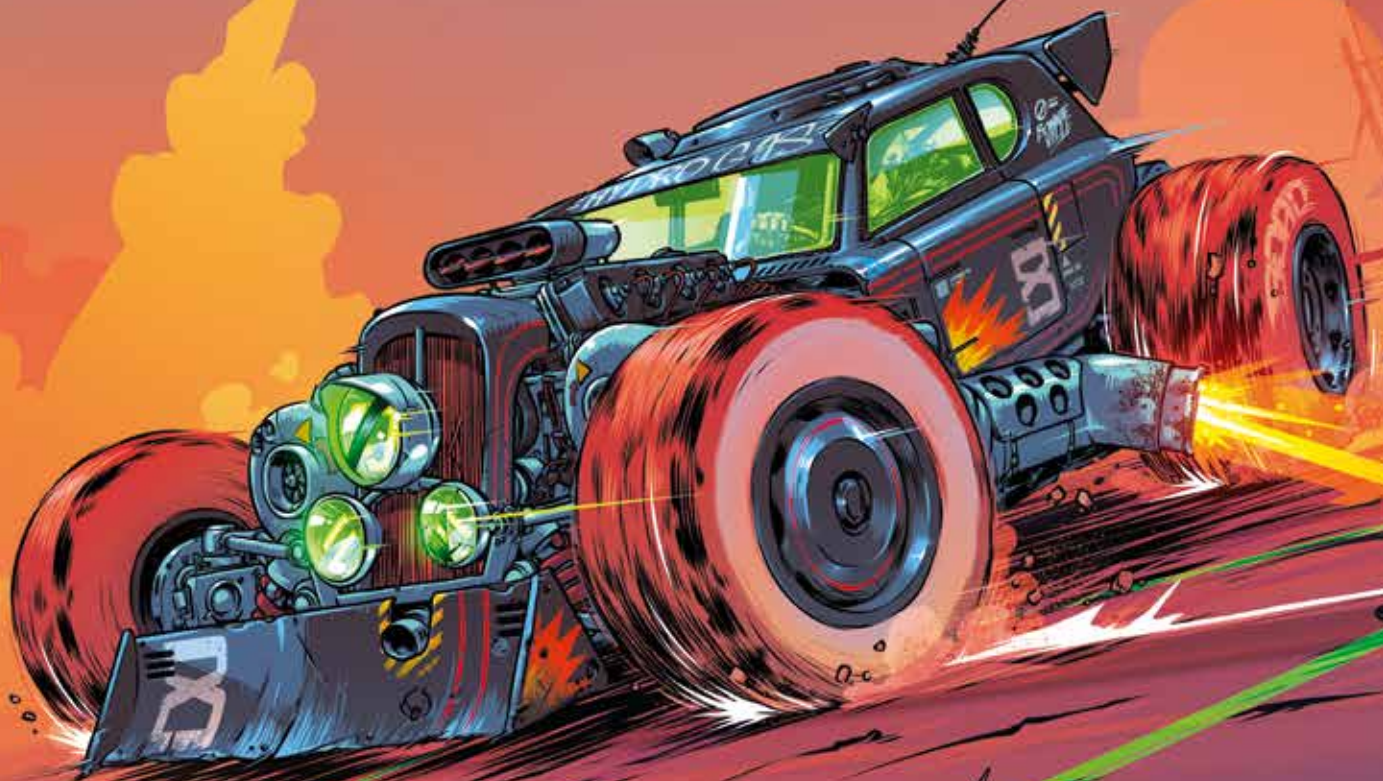
Shift up an extra gear.

HANDBRAKE TURN

Your next steer changes direction by two spaces (rather than one).

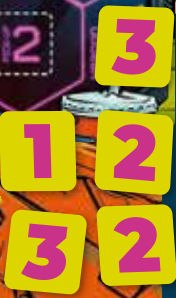
OVERCLOCK

Optionally take damage, then +1 to a move for each damage you have taken.



The OFF-ROADER

Driver
HOLLY
SHIFT



DON'T YOU EVER WANT TO CUT LOOSE?
The Off-Roader is built for consistency. Its weight means that taking things slowly on a locked move is tricky. Used to your advantage though, the momentum will give you the extra few spaces you need to line yourself up. It also has a modified four-wheel drive system which can let you steer twice around a corner no matter how fast you're driving.

MOMENTUM
∞
Any time you Lock a 1, change it to a 2. You may take damage to ignore this effect this turn.

GEAR MASTER
Go up or down an extra gear when shifting or engine braking.

FOUR WHEEL DRIVE
Steer during both moves this turn, regardless of what gear you are in.



The

JUNKER

Driver THE BIONIC NAN



ADDITIONAL SETUP

JUNK TOKENS

If using the Junker's unique abilities, shuffle the 6 Junk Tokens and place them Junk-side up in a stack beside your dashboard during setup.

Junk tokens are special dropped items. You gain one every time you use a Junker ability. They have one key difference from normal dropped items – only the Junker knows what they are when they are placed on the board. There are three types: Mine, Oil Slick, and Empty. When you take a Junk token secretly check the reverse but place it on an item slot Junk-side up.

When dropping a Junk item place it on the board Junk-side up. When someone enters that space, flip the token to reveal the effect.

An empty Junk token has no effect and is removed from the board when revealed. An Oil Slick and a Mine resolve the way they normally would.



THE BATTERED STATION-WAGON OF THESEUS

The Junker is a versatile car for those who like to keep the other racers guessing. Part of the car falls every time you use a unique ability, giving you junk to litter the track with. Backfire gives you a safety net on risky rolled moves, while Donut is equally useful at correcting your position and ruining your opponent's.



BACKFIRE

Reroll all your rolled dice before moving. Take a Junk token.

DONUT

Skip a move. Rotate the back of the car that many spaces instead. Take a Junk token.

PRECISION DRIVING

Change the value of a locked die before moving. Take a Junk token.

ITEMS



DROPPED



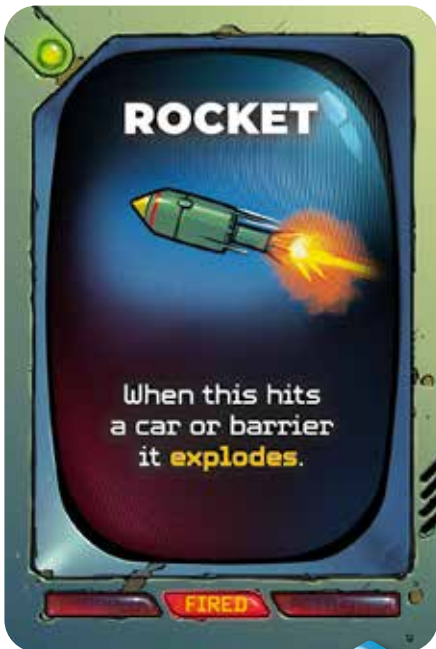
"Anyone can use oil to spin their opponents. A savvy racer will use it to spin themselves."



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



FIRED



"Perfect is the enemy of good, now hand me that bazooka."



ACTIVATED



"If it doesn't hit 'em it'll force 'em to go around."



"All engines are just controlled explosions, right?"



MAPS

OVERPASS



This stretch of highway collapsed years ago, but their loss is our gain. In addition to the overgrown pillars in the centre of the board, the overpass has two ramps which provide opportunities for short cuts and sneaky overtaking manoeuvres. Each ramp has two types of special space: **Jump** and **Grip**.

Use the smooth ground to hit the ramps at speed. If you're fast enough you might leap directly over the piles of rubble in the centre of the track! Don't think about what happens if you're not.

JUNKYARD



This old Junkyard housed the first ever Joyride, and it's still the highpoint of the tournament circuit. The long straights and scattered barriers give it supreme flexibility

for switching up the track layout, while the battered remains of race cars past act as a reminder of the consequences of driving too recklessly.

SPECIAL SPACE

GRIP

If you start a **Roll** move in one of these spaces you may steer even if you already steered this turn. It does not grant an extra steer while not on the space.

Note that Oil Slicks do not allow steering after moving through them.



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.



EXAMPLES

10

CLARIFICATIONS

24

EXAMPLES

OVERPASS: ENDING HALFWAY OVER A JUMP

The Hot Rod ends their move halfway off this Jump.



They rotate anti-clockwise as that is the shortest distance for the back of the car to cross the Jump. Both cars end in this position:



MUSCLE: HEAD-ON & LURCH

The Muscle has a move of 3. He wants to move past the barrier on the bottom left but the Off-Roader is in the way, and a head-on collision will reduce his movement. Using **Lurch** to add 1 to his movement will be enough to get him there, but he must commit to using it before knowing whether the Off-Roader will accept being pushed backwards.



If the Off-Roader allows their car to be pushed backwards, the Muscle car will end in this position, and the Off-Roader will take damage from **Lurch**.



If the Off-Roader refuses, the Muscle car will end in this position. Both cars will take damage from the **Pile-Up**, and the Off-Roader will take an additional damage from **Lurch**.



ROCKET/MINE: CHAINED EXPLOSIONS

The Hot Rod sees an opportunity, and fires a Rocket into the back of the Muscle.

The Muscle takes damage and drops 1 gear. The Junker and the Mine are adjacent to the explosion, so they also take damage. This causes the Mine to explode.



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



JUNKER: DONUT COLLISIONS

The cars are in the position shown in image A on the Junker's turn. She has a move of 4 and decides to use **Donut**. She can choose to rotate clock-wise or anti-clockwise.



Rotating clockwise would cause the Hot Rod to be pushed 1 space forward and the back of the Muscle to be pushed 1 space to the left. Rear-ending the Hot Rod for a single space does not affect the Junker's total movement (the move is halved then immediately doubled again, so there is no difference). The cars would end in the positions shown in image B.



Rotating anti-clockwise would cause the back of the Muscle and the Hot Rod to get pushed to the right. The cars would end in the positions shown in image C.

Whichever direction the Junker rotates, she gets a Junk Token afterwards.



ROCKET: FIRING AT A BARRIER

The Off-Roader is choosing a target to fire their Rocket at. From this position they could directly hit the Hot Rod by firing from the left space their front arc, or the Junker by firing from the right space of their front arc. Instead they aim at the barrier directly in front of them. The Hot Rod and Junker are both adjacent to the explosion, so both take damage. Neither car was hit directly, so no gears are affected.



OIL SLICKS & REAR-ENDS

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



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



TUTORIAL: JUNKYARD



LOCATION

PLAYERS

LAPS

DIFFICULTY

JUNKYARD

2 3 4 T

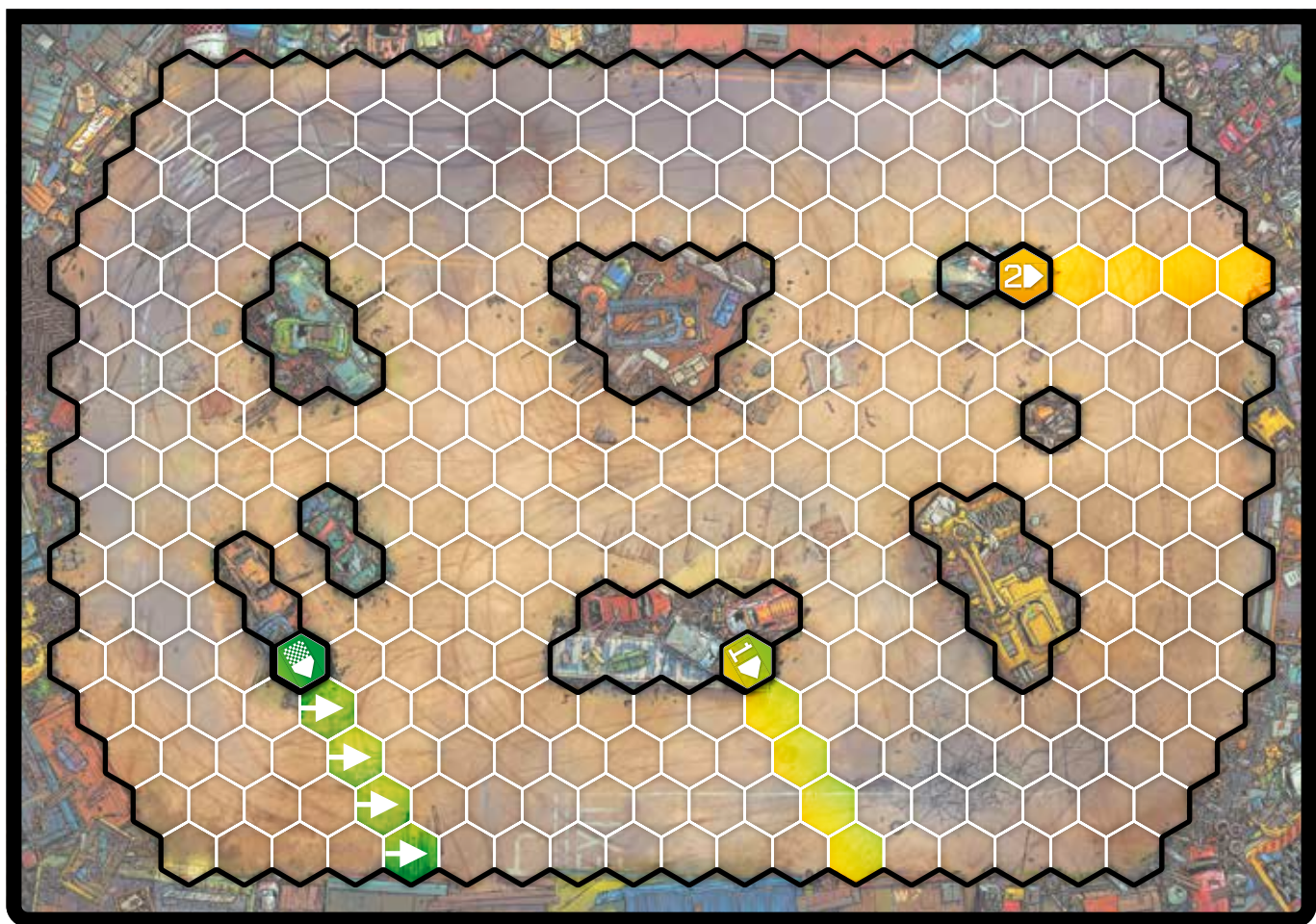
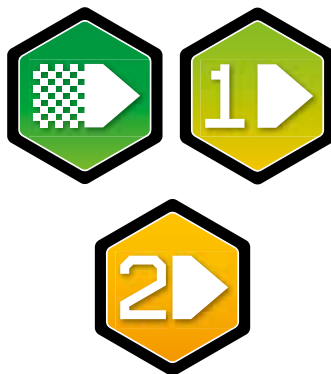
1

TUTORIAL

This simple loop will help you familiarise yourself with the game's main mechanics. To win this single-lap race you must cross checkpoint 1, then checkpoint 2, then get back to the starting line.

Don't forget that you can cross the starting line in any direction! Driving around the outside will allow you to maintain a high speed, but you might be able to sneak through the middle to steal a win.

TOKENS REQUIRED



OPENER: QUALIFYING



LOCATION

PLAYERS

LAPS

DIFFICULTY

JUNKYARD

2 **3** **4** **T**

2

START HERE!

While it is designed as an ideal track for new players, this course provides plenty of challenge at any experience level. The open nature of the Junkyard means this track is particularly well suited to Teams races.

New drivers should be careful not to overshoot the corner after checkpoint 1, as having to loop back around to 2 could slow them down significantly! Don't let the size of the board fool you though - a car can move up to 15 spaces (almost the entire length of the board) on a single turn.

TOKENS REQUIRED



NEW DRIVERS

If any drivers are new to the game, we suggest that all drivers use the standard abilities, and that the Air Strike be excluded from the item mix.

This will give new players fewer options to remember, narrowing their focus and making for a more competitive race.



PIVOT PASS



LOCATION

JUNKYARD

PLAYERS

2 4 T

LAPS

2

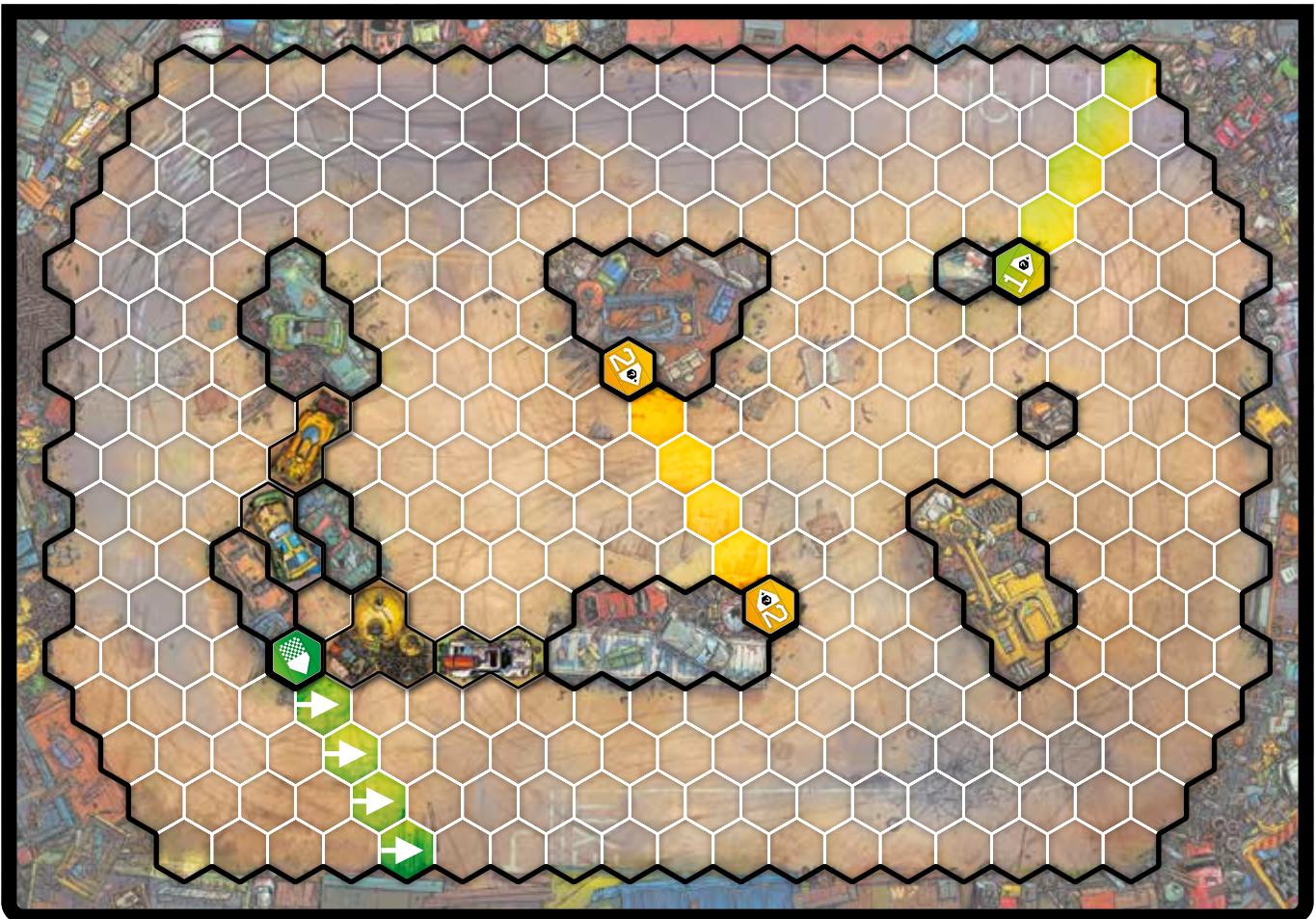
DIFFICULTY

SIMPLE

This track provides many chances to make optimal use of the handbrake.

The most direct route requires a very sharp turn at checkpoint 1, but overshooting that turn and approaching checkpoint 2 from the left gives two directional options and more opportunity to stay in high gears. Best to choose on the fly, and play the track as you find it.

TOKENS REQUIRED



SCRAPPER SPEEDWAY



LOCATION

PLAYERS

LAPS

DIFFICULTY

JUNKYARD

2 4 T

2

MEDIUM

Despite starting and ending on a chicane, this track's main feature is the long straight leading into checkpoint 2. Don't be baited by the narrow line into checkpoint 3 - heading the wrong way along this track could be punishing.

TOKENS REQUIRED



THE CHIPPED CUP



LOCATION

PLAYERS

LAPS

DIFFICULTY

JUNKYARD

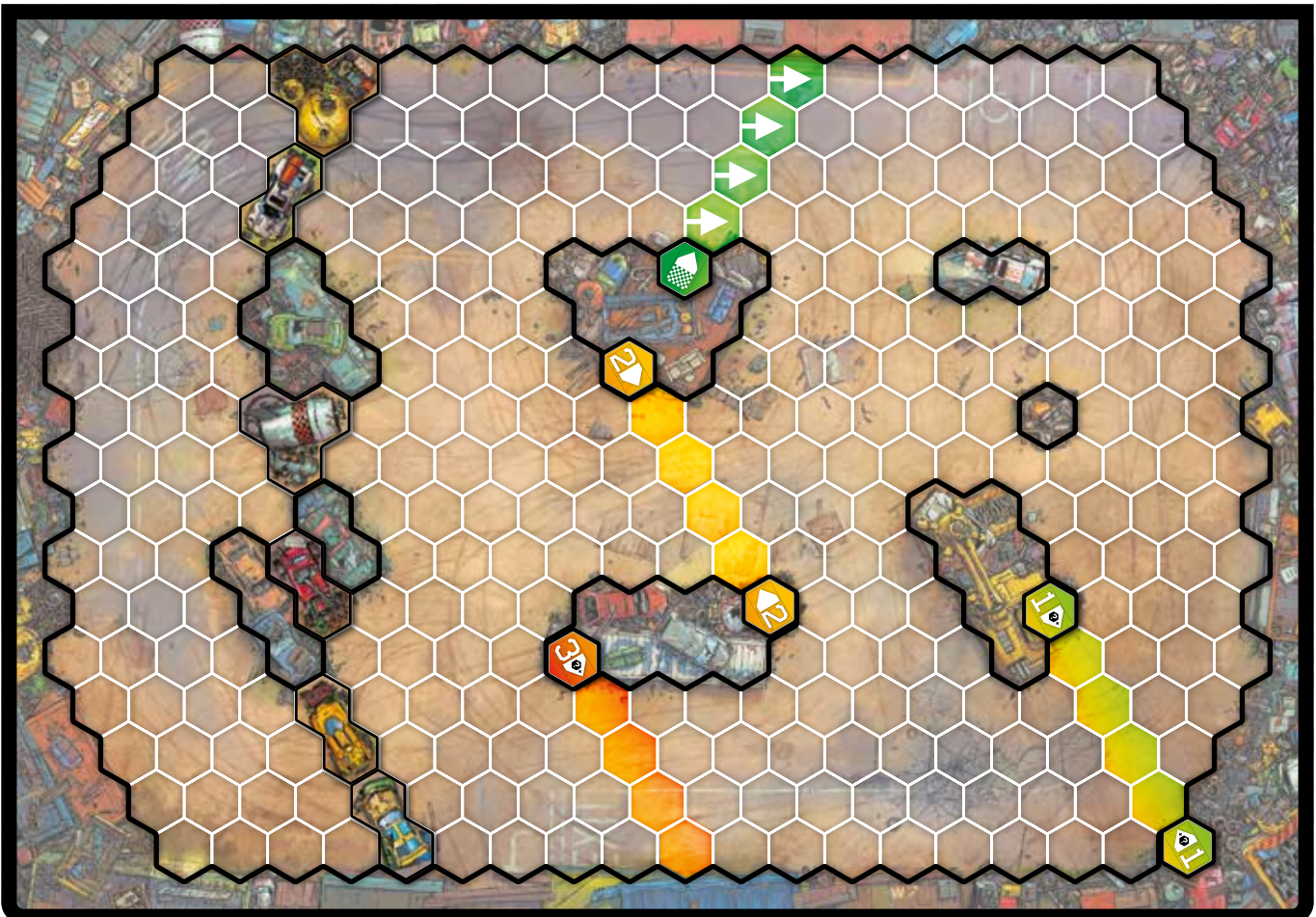
2 3 4 T

3

PRECISE

This series of tight corners requires more forethought than it first appears. The direction of approach to checkpoint 2 will dictate the angle of approach towards the starting line. Whether a better setup for the next lap is worth falling behind now is up to you.

TOKENS REQUIRED



THE EXPLODOME!



LOCATION	PLAYERS	LAPS	DIFFICULTY
JUNKYARD	2 3 4 T	2	HIGH-RISK

Welcome to the Explodome! Hope you survive the experience. This track's defining feature is its central minefield. Racers full of bravery and/or hubris can take a shortcut to the starting line, but keep in mind that those behind you can take advantage. As they are against the spirit of the race, **Air Strikes are banned from the Explodome.** Remove them from the starting items during setup.

TOKENS REQUIRED

The tokens include:

- Green arrows: one pointing right, one pointing left.
- Yellow lap counters: two labeled '1', one pointing right, one pointing left.
- Orange lap counters: two labeled '2', one pointing right, one pointing left.
- Vehicle pieces: several colorful cars and a large yellow spherical object.
- Mine pieces: small blue circular mines.

STARTING MINES

Place all 4 mines on the board during setup.



PLACED ITEMS

Remember to remove the Air Strikes before placing these items.



TIN CAN ALLEY



LOCATION

PLAYERS

LAPS

DIFFICULTY

JUNKYARD

2 3 4 T

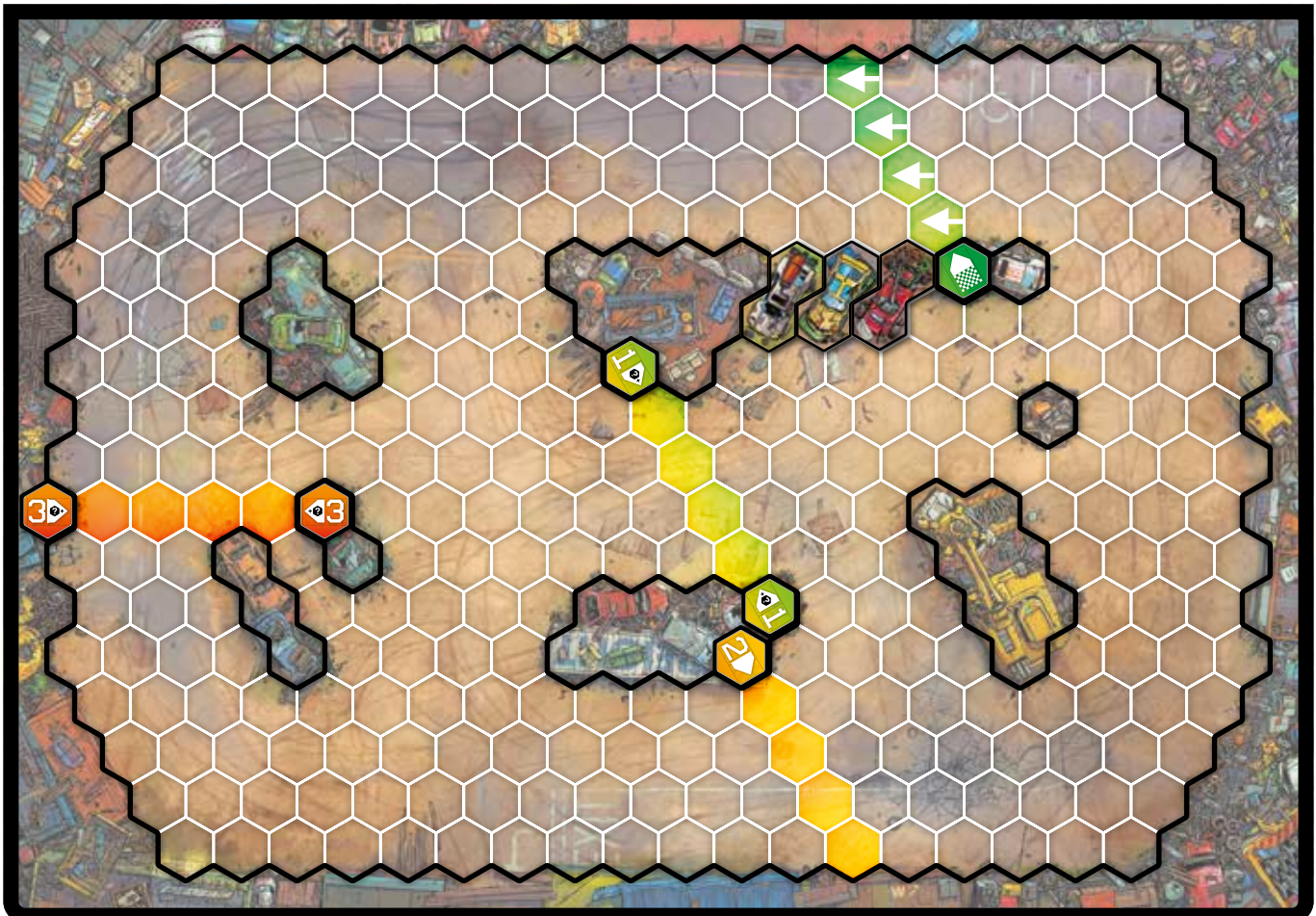
2

MEDIUM

This track leaves multiple options to change the direction of approach to a checkpoint.

This increases the likelihood of head-on collisions, so the difficulty of this track increases quickly with the number of players as you are more likely to drive onto oncoming traffic...

TOKENS REQUIRED



RUSH HOUR

LOCATION

PLAYERS

LAPS

DIFFICULTY

OVERPASS

2 3 4 T

2

MEDIUM

Despite the seemingly open layout, this track is quite prescriptive in its approach. As such, chances to shift up and seize the initiative will be few and far between. Identifying those points and shifting aggressively when required will be key to staying ahead.

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.



RAMP RELAY

LOCATION

PLAYERS

LAPS

DIFFICULTY

OVERPASS

2 3 4 T

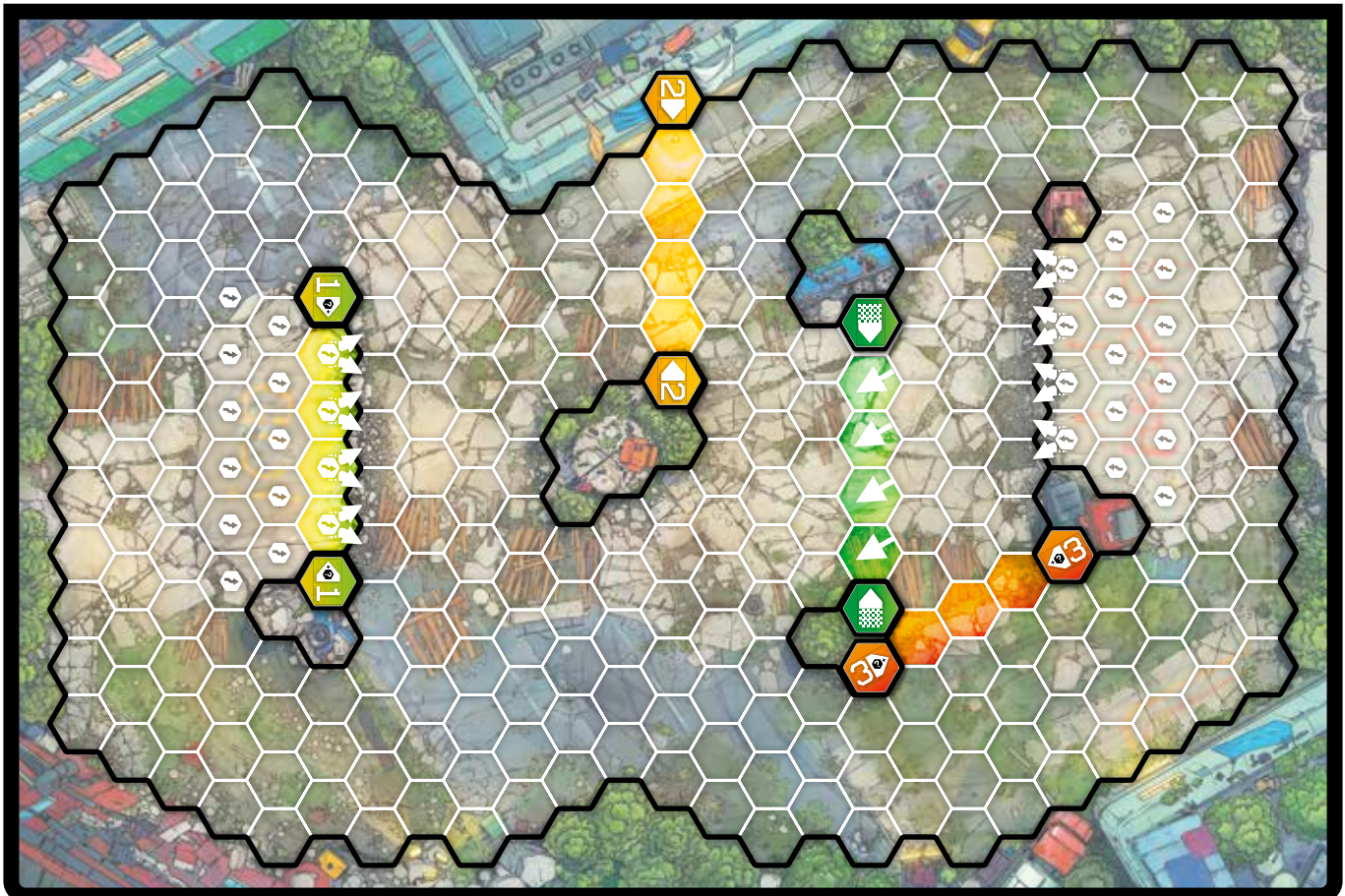
2

SIMPLE

Is this track a classic figure eight, or an A shaped blob? The choice is yours!

Be careful on the straights as narrow alleys allow for plenty of opportunistic ramming. Best to hit the jumps at as high a speed as possible and leave it all below you.

TOKENS REQUIRED



STRIP MAUL

LOCATION

PLAYERS

LAPS

DIFFICULTY

OVERPASS

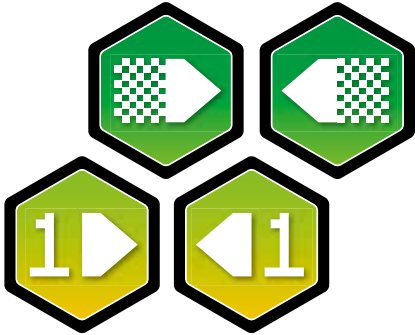
2 **3** 4 T

3

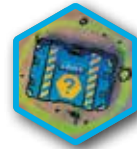
MID-HIGH

This is a drag race, so you'll have to eke out advantage at any opportunity. No checkpoints grant items on this track, so plan your route to take advantage of as many items as possible (or to deny them to opponents).

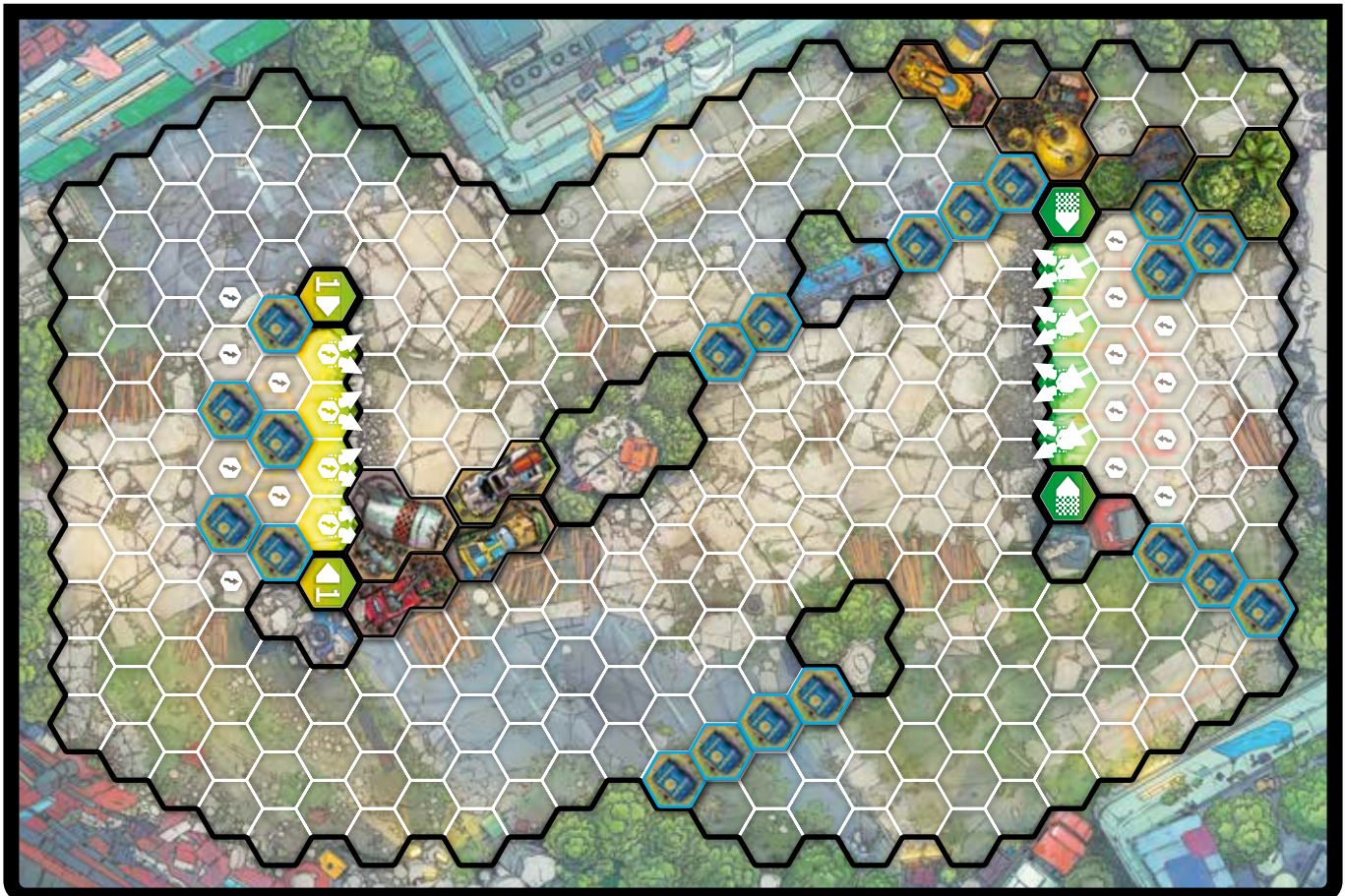
TOKENS REQUIRED



PLACED ITEMS



x20



SUSPENSION'S END

LOCATION

PLAYERS

LAPS

DIFFICULTY

OVERPASS

2 **3** **4** T

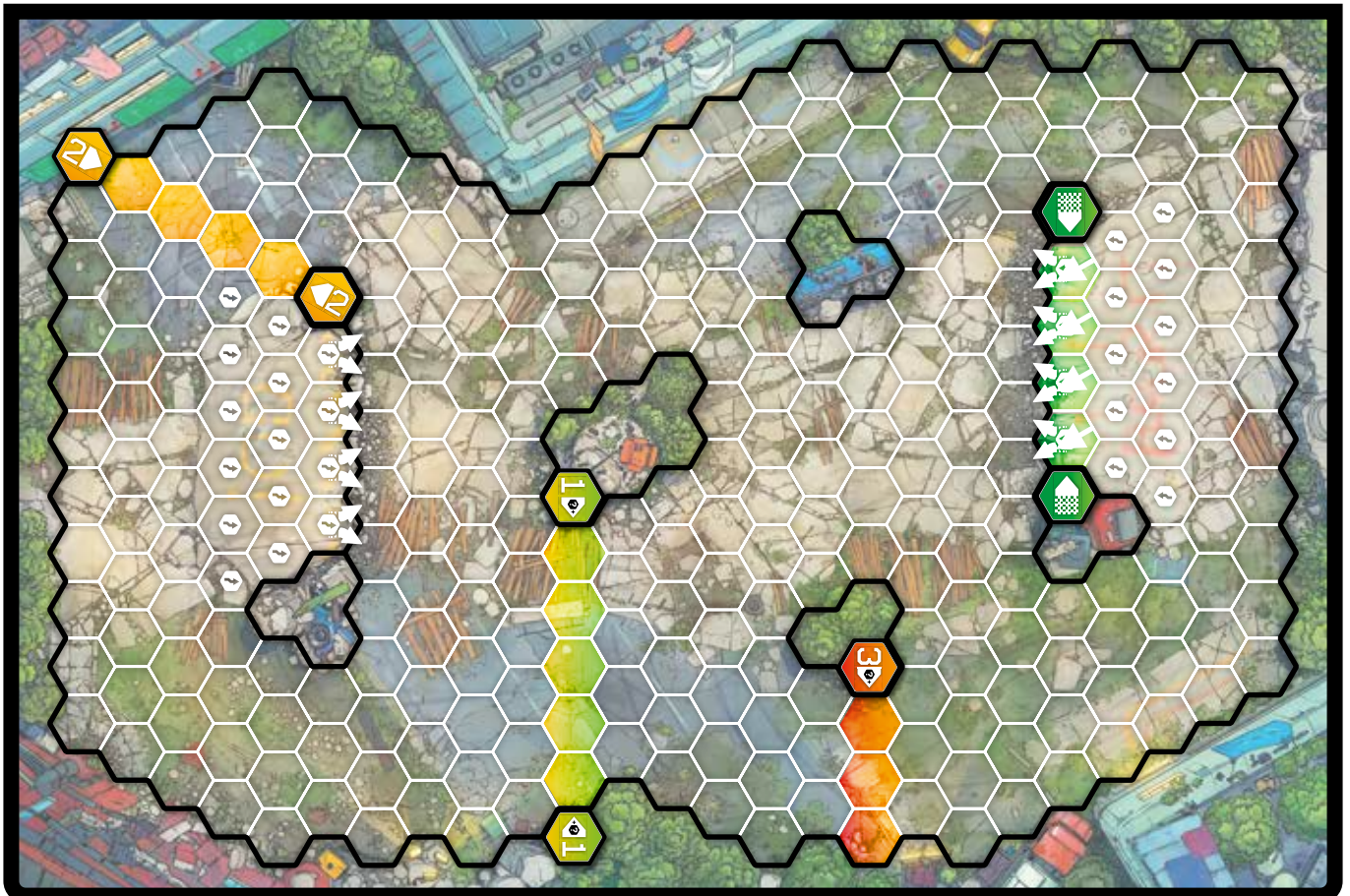
2

SIMPLE

Intelligence is knowing the risks of doing a stunt. Wisdom is doing it anyway.

Take advantage of the grip spaces to turn twice in high gear and hit the ramps with a burst of speed.

TOKENS REQUIRED



SPIRALS

LOCATION

PLAYERS

LAPS

DIFFICULTY

OVERPASS

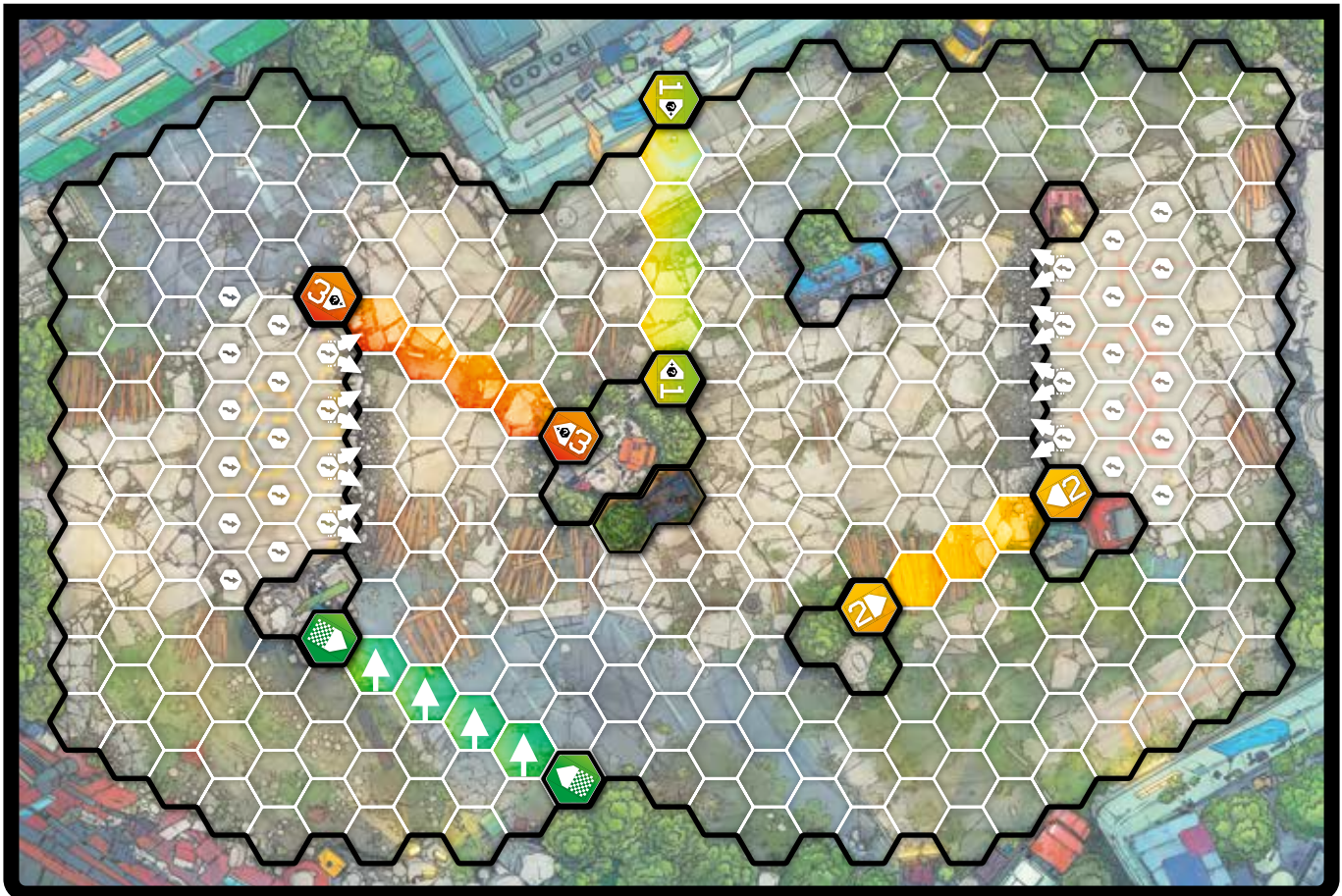
2 3 4 T

2

MEDIUM

This is the most opportunistic of the Overpass tracks, with a big variety in options to approach checkpoint 3. The chance to hold initiative by staying in higher gears on a wider line is not to be underestimated.

TOKENS REQUIRED



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 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**.

MUSCLE ABILITIES

LURCH

Damage caused by **Lurch** is in addition to any other damage that might be caused by collisions or items. You do not take extra damage from using **Lurch**.

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

TAIL SWING

Keep the front of your car in place and rotate the back of your car 1 space, as if you have been **Side-Swiped**. You may choose to rotate clockwise or anti-clockwise.

Resolve any collisions caused by **Tail Swing** as you would for a normal move.

OFF-ROADER ABILITIES

FOUR WHEEL DRIVE

You **can** see the results of your die roll before deciding to use this ability.

MOMENTUM

Your **minimum** distance in a locked move is 2, unless you choose to take damage instead.


Choosing to take damage means ignoring the effect for that entire turn, regardless of how many dice you lock – You cannot keep some 1's and change others to 2's.

JUNKER ABILITIES

BACKFIRE

You must use the result of the second roll.

You cannot keep some results and reroll others.

If using the Nitro die on the same move you must reroll that too. 

DONUT

Keep the front of your car in place and rotate the back, as if you have been side-swiped. Rotate as many spaces as you would have moved.

You may choose to rotate clockwise or anti-clockwise.

If you collide with another car, push it out of the opposite edge of the space you are moving into. If this is not possible **Pile-Up**.

JUNK TOKENS

If your item slots are full you must discard an item and replace it with a Junk token. If both item slots are damaged, you can no longer gain Junk tokens.

A Junk Oil Slick remains on the board after it is revealed. If a Junk token is damaged it is revealed, then removed from the board.

HOT ROD ABILITIES

FLOOR IT/JUST A LITTLE MORE

You cannot use **Floor It** and **Just a Little More** on the same turn.

There is no limit to the number of times you can use them during the game.

OVERCLOCK

You must add the **Overclock** bonus to either your **Lock** or **Roll** move – you cannot split it across both.

You **can** choose to add it to a move that would otherwise be 0.

SPECIAL SPACES

GRIP

You must start your **Roll** move on this space to get the extra steer.

JUMP

Spaces on either side of a Jump **do not** count as adjacent for any item that affects adjacent spaces.

If you push a car halfway off a **Jump** causing a **Pile-Up**, only skip to **End** if **you** took damage from that **Pile-Up**.

ITEMS

AIR STRIKE

The Air Strike is not a dropped item. The token is a marker for where the explosion will take place and cannot be interacted with. Remove the token after it explodes.

If multiple people want to use Air Strikes in the same round, place them in initiative order before starting the first turn.


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.

NITRO

You must decide whether to use Nitro **before** you roll your dice.

If you roll , the front of your car explodes. You drop 1 gear and take damage. Anything adjacent to the front of your car takes damage.

You may use Nitro to make a **Roll** move even if you have no dice remaining on your mirror. This allows you to lock both dice in Gear 2 and still steer 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).

ROCKET

Fired items travel over dropped items and do not hit them.

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