

OFFICIAL
RACING RULES
& REGULATIONS

JOYRIDE

WELCOME TO JOYRIDE

Your goal is simple: be the first player to get your car through each checkpoint and over the finish line. You can use your driver's abilities, the items you pick up en route and your car itself to mess with your opponents, but **only the fastest will win.**

This rulebook will teach you how the game works, while the separate race guide will detail everything you need to know about the unique cars, items and locations contained in your version of the game, as well as a variety of track layouts for different player counts.

The game is pretty simple at heart: the back cover of this booklet contains a summary covering most of the rules, while the back cover of the race guide will clarify any unusual interactions that may arise.

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EXAMPLES

Boxes like this contain images and examples showing the rules in practice.

DRIVING LESSONS

Boxes like this contain tips and tricks to help you learn (and teach) the nuances of racing.

At the bottom of pages 11 & 13 you'll find break points where you can start playing with the rules you've learned so far.

ACCESSIBILITY

We've taken steps to make Joyride accessible to as many players as possible. Boxes like this include suggestions for how you might adapt the game to suit your group.

Before starting a game or teaching it to new players, we recommend asking everyone at your table if there are any adjustments they'd like made, interactions they'd prefer to avoid, or whether they need extra help getting to grips with the game.

Considerate hosting makes for a better experience for everyone.

RULES VIDEOS

Scan this QR code if you'd prefer to learn the game from a video.



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COMPONENTS

THE BOARD

Each side of the board features a different location covered in white-bordered hexagonal **spaces** and thick black-bordered **barriers**. You can drive through any spaces with a white border regardless of the artwork on the board. You cannot drive through barriers and hitting them will damage your car.

Certain spaces have special rules which affect how cars move through them. These are indicated by an icon in the center of the space, and explained in that location's section of the race guide.

SPACES & BARRIERS

Each board has a mix of spaces and barriers.

- A** White-bordered spaces.
- B** Black-bordered barriers.



OBSTACLES

Obstacle tokens replace the spaces they are placed on with the spaces on the token. This usually means placing a barrier to block some routes, but some obstacles may provide other options. If so they will be specified in the race guide.

PLACING OBSTACLES

Different track layouts will use obstacle tokens to block off certain routes on the board.



CHECKPOINTS

CHECKPOINT TOKENS



The starting line.



Checkpoint 1, normal side.



Checkpoint 2, item side.

These tokens come in pairs that set the **starting line** (checked flag) and the numbered **checkpoints** each car must cross to complete a lap. When playing the game you will start on the starting line, then cross each checkpoint in numerical order, before crossing the starting line again to complete a lap.

Not every token will be used in every track. Where there are two matching checkpoint tokens pointing towards one another, the straight row of spaces between them is the line a car must move onto to cross that checkpoint. When there is a single token, the line is the row of spaces between that token and the board edge the arrow on the token is pointing towards.

Getting any part of a car onto the line from any direction counts as crossing that checkpoint, but only if it has already crossed all lower-numbered checkpoints this lap.

CROSSING CHECKPOINTS

The token for checkpoint 1 is pointing towards the edge of the board. Get any part of a car into any of the green highlighted spaces to cross checkpoint 1.

The tokens for checkpoint 2 are pointing towards each other. Get any part of a car into any of the yellow highlighted spaces to cross checkpoint 2.



Item Checkpoints

Each of these tokens has a normal side and an item side. The item side indicates that players pick up an item when they cross that checkpoint each lap. The race guide specifies which side of the checkpoint tokens to use.

Checkpoint Tokens are Barriers

The checkpoint and starting line tokens act as barriers, so you cannot drive into or over them.

RACE GUIDE

The race guide contains an overview of the cars, items and locations in the game, with clarifications on the back page detailing how they interact. It also includes several track layouts for different difficulty levels and player counts. Each track layout has a brief description before listing the tokens used and their position on the board, highlighting the intended checkpoints. Any special rules for that race will be in a text box.

Track Layouts: Starting Positions

The arrows on the starting line show the direction cars must be pointed when placed during setup. This only matters during setup – you may cross the starting line in any direction.

Track Layouts: Player Counts

The player count at the top of the track layout shows 2 3 4 T (T meaning a Teams race). A grey number means the track is not suitable for that player count, a black number means it is suitable, and a white number in a black hex means that it is ideal with that many players.

THE INITIATIVE TRACK

This mini board shows the turn order for each round. An initiative token matching each car in the race is placed on this board during setup. Each round the car in the top space will take the first turn, the next car takes the next turn and so on.

Once each player has taken a turn the round ends and the initiative tokens are rearranged, with the car in the highest gear at the top, and so on until the car in the lowest gear is at the bottom (see "ending the round" on page 7).

AN INITIATIVE ORDER

If the initiative track looks like this at the start of the round, the Hot Rod (left) will take the first turn, followed by the Muscle car (middle) and finally the Junker (right).



HIGH CONTRAST VISUALS

Joyride features low clutter / high contrast component variations where possible, so each player can choose the variant that works best for them. You can identify these by the accessibility icon matching the one in the corner of this box.

The high contrast dashboard and initiative track feature bigger and clearer text. The dashboard features car references, and the initiative track has clearer spaces for the initiative tokens.

The initiative tokens and the cars themselves include a side with a large icon instead of the car art, for easier identification. This icon is also present on the high contrast dashboard and in the corner of the ability tokens.

TRACK DETAILS

Cars placed on the starting line must point in the indicated direction.



A track with the player count below is ideal for three or four player races and will work for a teams race, but it is not suitable for a two player race.

PLAYERS

2 3 4 T



PLAYER COMPONENTS

Each car comes with its own set of matching wooden components (car, gear stick, and five dice) and cardboard components (dashboard, initiative token, and three unique driver ability tokens).

Every one of these dice has the same six faces:

1 - 1 - 2 - 2 - 3 - 3

A full display of each set can be found in the race guide.

INITIATIVE TOKEN

The front of the wooden car is the part that matches the art on its initiative token.



CARS ON THE BOARD

Each car always occupies exactly two spaces on the board - the front is always in one space, and the back is always in another. When moving you always count from the space the front of the car occupies - it may help to think of the front of the car as space "zero" when counting the distance you need to move. The back of the car always follows the front when moving.

The three spaces to the front of the car are referred to as the front arc and the three to the back are referred to as the rear arc. The space directly in front of the car is the one you will move into on your turn unless you steer into the space to the left or right of it.

Movement is explained in detail on page 8.

ADJACENT SPACES

The car occupies two spaces. The spaces considered the front arc are highlighted in striped orange, while those in the rear arc are highlighted in dotted blue.



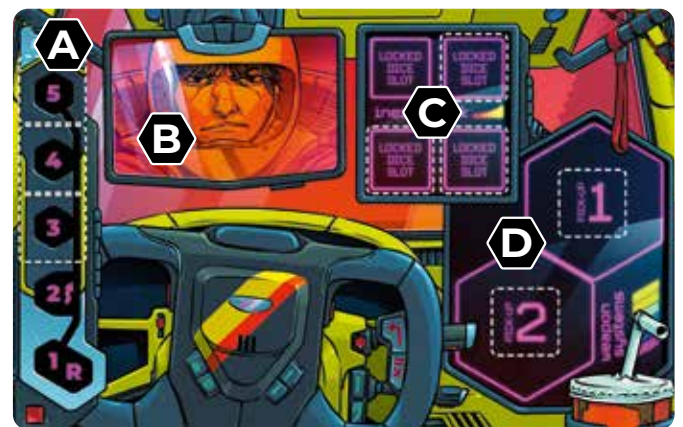
THE DASHBOARD

The dashboard is each player's main component, alongside the car itself. You'll use your dashboard to control your car, and to store any items you've picked up. Each dashboard has a slightly different layout but they all contain these four elements:

- A** A column of spaces showing gears 1 to 5.
- B** A rear-view mirror, where your dice are placed between turns.
- C** Four locked dice slots.
- D** Two item slots.

The top three gears, three of the locked dice slots and both item slots also contain a white dashed outline. These are damage slots, meaning these parts of your dashboard can be permanently disabled.

We'll get to damage on page 9.



PLAYING THE GAME

SETUP

Prep the Track

Choose a track from the race guide and set up the board, items, obstacles and checkpoint tiles as shown. Put the initiative track and damage tokens beside the board.

Shuffle together the item tokens you wish to use and leave them in a face-down pile. Put the matching item descriptions within reach of the players.

Ready your Racers

Each player picks a car and chooses whether to use the unique or standard set of abilities, returning the unused set to the box.

Each player places their dashboard in front of them, with their gear stick on gear 2, their abilities to the side or bottom of their dashboard, and their player aid and dice to one side.

LEARNER DRIVERS

The standard abilities provide a powerful mix of options that are easy to understand. We strongly recommend that everyone uses them if anyone at the table is playing Joyride for the first time.



Start your Engines

Pool everyone's initiative tokens and choose one randomly, placing it at the bottom of the initiative track. That player places the front of their car on an empty space on the starting line. The car must be pointing in the direction indicated in the race guide. Repeat this until all vehicles are on the starting line.

All players simultaneously roll two dice and move their vehicles that many spaces forward in a straight line. All players place the two dice they rolled on their rear-view mirror, keeping the values that were rolled on top.

You're now ready to begin the first round!

RACING

Joyride is played over a series of rounds. Each round players will take their full turn in order, starting with the player at the top of the initiative track and ending with the player at the bottom.

Unless explicitly stated, **your actions are always public**. Any player can check other players' dashboards and abilities at any point.

Goal

A game of Joyride consists of a number of **laps** (usually two or three), as specified by the track layout. To complete a lap, you need to cross each checkpoint in order, then cross the starting line. To cross a checkpoint, you need to get any part of your car onto the line between the two checkpoint tokens (or between the token and the board edge it is pointing at), and have crossed all lower-numbered checkpoints this lap.

You can drive between checkpoint tokens without having crossed the lower-numbered checkpoints first but it does not count as crossing that checkpoint!

Once you've crossed all the checkpoints and the starting line, you've completed that lap and begin a new one, starting again at checkpoint 1.

The first player to complete the required number of laps wins. The game ends immediately - do not finish the current round.

Your Turn

On your turn, you'll use the dice on your dashboard to move your car either once or twice. Usually you will lock some dice, move that distance, then roll the remainder and move **that** distance.

Each turn has five simple steps, and they always happen in this order:

START ► LOCK ► SHIFT ► ROLL ► END



WHY TWO MOVES?

Movement is explained in full on page 8, but knowing why you have two chances to move during your turn may help in understanding the turn order.

Your car always moves in a straight line. You usually have the option to change direction once during your turn, at the start of a move.

If you want to drive around a corner partway through your turn, think about which space you want your car to be in when it changes direction, and use your **Lock** move to get to that space. You can then change direction at the start of your **Roll** move with whatever dice you have remaining.

START

You start each turn with the results of your previous dice rolls on your rear-view mirror. The number of dice there should always match your current gear. Nothing happens at this point, but it is an opportunity to use some driver abilities or items before doing anything else.

LOCK

Choose which dice on your mirror you want to keep at their current values and move each of them to an empty locked dice slot. You may lock up to four dice, so long as you have undamaged slots to put them in. You may choose to lock none.

Add up the total of your locked dice and move your car that many spaces.

At the start of this movement you have the option to **steer**, changing the direction of your car. Movement and steering is explained on page 8.

NO DICE?

If you have no dice on your mirror at the start of **Lock** or **Roll** you may skip that step, but there may be items or abilities which will give you a workaround.

SHIFT

Choose whether to speed up or slow down by shifting gears to add or remove dice from your mirror. You have four options:

- ◆ **STAY:** remain in your current gear, leaving your dashboard unchanged.
- ◆ **SHIFT UP:** move your gear stick up one space and add a die to your mirror. You can only shift up if the next gear is undamaged, and you cannot shift above gear five.
- ◆ **SHIFT DOWN:** move your gear stick down one space and remove a die from your mirror.
- ◆ **ENGINE BRAKE:** move your gear stick down two spaces, remove two dice from your mirror, and add a damage token to your mirror.

Dice are always added to or removed from your mirror: you cannot remove dice from your locked dice slots. **You cannot shift down or engine brake if there are not enough dice to remove.** Keep this in mind when choosing which dice to lock.

SEIZING THE INITIATIVE

Moving ahead of someone on the initiative track means you'll get to take two turns before they take one – crucial for dodging collisions, lining up projectiles, or beating them to the finish line. Remember the first car to cross the finish line wins – you don't finish the round!

ROLL

Roll all the dice that remain on your mirror, add up the total, and move your car that many spaces. **This is the only time you roll dice during your turn.**

You may steer at the start of this move only if:

- ◆ You did not steer during the **Lock** step, or
- ◆ You are in Gear 2.

If you are in Gear 1 and did not lock any dice, you can move in **reverse** (see reverse on page 8).

PLAYING THE ODDS

The average result of a die roll in Joyride is 2. This means that on your **Roll** move you are very likely to move two spaces for every die you rolled, plus or minus one.



END

The end of each turn sets you up for your next one. First, return the dice you locked and rolled this turn to your mirror, making sure to keep their current values.

If you were forced to shift down during your turn do so now, in the same way you would during the **Shift** step.

Finally assign any damage tokens on your mirror to an empty damage slot (see damage on page 9).

DELAYED CONSEQUENCES

Sometimes you will be forced to shift down or take damage during your own turn. When this happens continue your turn normally and apply the effects during your **End** step. See page 9 for more details.

ENDING THE ROUND

Once everyone has completed their turn, the round ends. The initiative track is then reordered according to what gear players are in, with the players in the highest gear going to the front and lowest at the back.

If you are in the same gear as another player, stay where you are relative to them but move before players in lower gears than you, and behind players in higher gears.

This means you can potentially take your turn before your opponents next round by taking the extra risk of staying in a high gear.

MOVEMENT

LOCK AND ROLL MOVES


A car always moves in a straight line in the direction it is pointing. It must always move the full distance on the dice, counting from the front of the car, unless it crashes or the move is modified by an item, ability or other effect. The back of the car always moves into the space that the front of the car is moving out of.

Steering []


You'll need to change direction occasionally if you want to get around the track. We call this steering (to avoid confusion between turning a car and a player's turn).

Steering happens at the start of a move, changing its direction. Instead of moving the front of the car into the space directly in front of it, move it into the space to the left or right of that then continue in that direction. **The entire movement is still a straight line.**

You may steer only once per turn: during **Lock** or during **Roll**.

Gear 2 provides a bonus steer, as indicated by the icon  on the dashboard. This allows you to steer during **Lock** and **Roll**, but does not allow you to steer twice before a single move. You must be in Gear 2 during your **Roll** step for the bonus to apply.

Reverse []

Gear 1 allows cars to move in reverse, as indicated by this icon on the dashboard: .

When reversing treat the back of your car as though it was the front, and move as normal. This bonus only applies to a **Roll** move, so if you start your turn in gear 1 you must skip your **Lock** move to reverse.

Roll Before Deciding

During your **Roll** step, you **may** check the result of your roll before deciding whether to steer or reverse.

SMASH

Sometimes you're just going too fast. When you cannot move into a space because there's a barrier in the way, you **Smash**. Stop moving, take damage and drop to gear zero (removing your gear stick and all dice from your dashboard).

Skip to your **End** step. You must shift up on your next turn.

VISUALISING MOVEMENT

It may help to think of the front as the part of your car that moves from space to space, with the back following its path one space behind.

Remember that all moves are in a straight line, so if you want to change direction partway through your turn use your **Lock** move to get to the line you want to travel along, then steer at the start of your **Roll** move.

STEERING: DIRECTION



This car would normally move along the black arrow, but steering to the left would move it along the white arrow instead.



The back of the car moves into the space the front is moving out of. It does not swing to the left or right before it moves.



COLLISIONS

Lining up for a corner at speed is tricky, so the most effective way of hampering your opponents is to bump them out of your way. What happens when you collide with another car depends on whether you're hitting them in the side, the rear or the front. There are examples for each of these collisions on the next page.

Collisions do not usually damage the cars involved. However, if a car cannot move during a collision that causes a **Pile-Up**.

SIDE-SWIPE

When you hit another car on the side, that car rotates until it is no longer in your way. Leave the end you did not hit in place and push the other end out of the space you're moving into, rotating the car until it is no longer blocking your movement.

REAR-END

When you directly hit another car from behind continue moving in a straight line, pushing the other car in front of you. This reduces your speed. While pushing another car, halve your remaining movement, rounded up.

In the rare case where something causes you to no longer be pushing the other car, double your remaining speed.

HEAD-ON

When you directly hit another car head-on the driver of that car decides what happens. Either both cars immediately **Smash**, or treat it as a **Rear-End**, but their car moves backwards.

PILE-UP

If a barrier is blocking the movement or rotation from a collision there is a **Pile-Up**. Every car that is prevented from moving (including you) takes damage and shifts down 1 gear. Immediately skip to your **End** step.

Multi-Car Collisions

If any collision causes a car you are pushing or rotating to hit a third (or fourth) car, simply push or rotate those cars too.

The speed reduction from **Rear-End** and the option to **Smash** from **Head-On** only take effect if you hit those cars directly. If a third car or fourth car is hit from the front or back it does not reduce your speed.

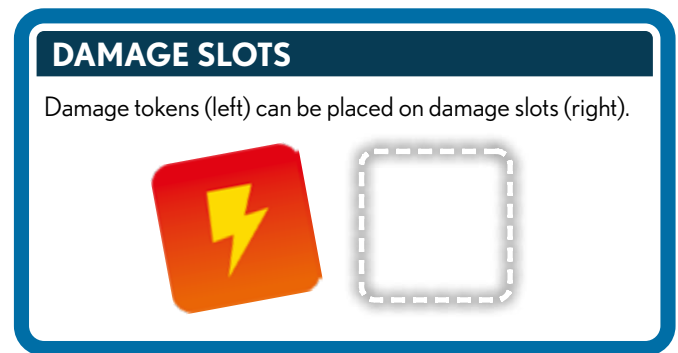
DAMAGE

Cars can take damage from a **Smash** or **Pile-Up**, from items or driver abilities, or from using the engine brake to drop down two gears in one turn.

Each dashboard has eight slots where damage can be assigned: three on the gears, three on the locked dice slots and two on the item slots. These slots are highlighted with a red dashed outline.

When you take damage on another player's turn you must immediately place a damage token on an empty damage slot on your dashboard. Damage taken on your turn is placed on your mirror and assigned to an empty damage slot during your **End** step.

After a damage token has been placed, it cannot be removed for the rest of the game. This means that you permanently lose access to one of your car's options when you damage it.



Gears

When damaging your gears, always damage the highest gear available. If you are in that gear you must immediately shift down. You can no longer shift into this gear, reducing your maximum speed.

Locked Dice Slots

You can only lock dice in undamaged slots, so damage here reduces your ability to control your speed and get around corners.

Items

You cannot store an item in a damaged slot, so damage here reduces opportunities for hijinks. If you have an item on that slot you must immediately discard it.

MAX DAMAGE

It's not over 'til it's over. If the damage slots on your dashboard are full, you can ignore any incoming damage for the rest of the game. Gears 1 and 2, and one of your locked dice slots, cannot be damaged. This means you will usually be able to steer twice on your turn, even if your options are more limited.

COLLISION EXAMPLES

SIDE-SWIPE

The Off-Roader (bottom right) has locked dice with a total of 3, which will cause them to **Side-Swipe** the Junker.



The rear of the Junker rotates two spaces, out of the path of the Off-Roader.



If the Off-Roader steers to the left during **Roll**, the Junker will rotate again.



REAR-END

The Junker notices that they can use the Off-Roader to slow themselves down while staying in a high gear. The result of their **Roll** is 8, so they move forward 3 spaces and **Rear-End** the other car.



There are 5 spaces remaining in the Junker's movement when they collide. They halve the remaining amount and round it up, so both cars move forward 3 spaces.



HEAD-ON

The Junker wants to use the Off-Roader to slow themselves down again, but this time the Off-Roader is facing towards them. The result of their **Roll** is 4, so they move forward 2 spaces and collide **Head-On**. At this point, the Off-Roader gets to decide what happens next.



If they choose not to move the Junker's movement ends there. Both cars would immediately **Smash** ending the Junker's turn.

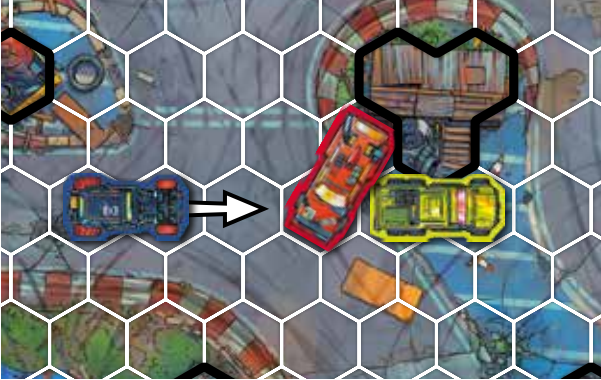


Or they let themselves be pushed. The remaining movement of 2 is halved, so both cars would move 1 space.

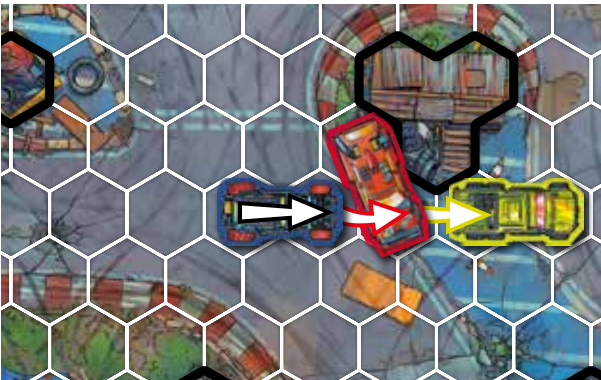


PILE-UP: SIDE-SWIPE

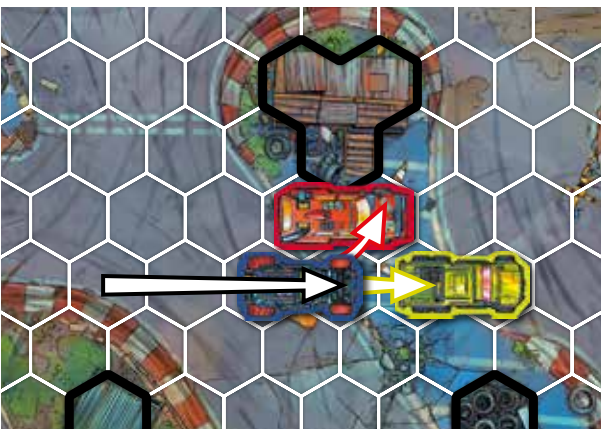
The Hot Rod's move (left) means it will **Side-Swipe** the Junker.



The Junker can rotate one space, pushing the Off-Roader forward (as this was not a direct **Rear-End** it does not affect the Hot Rod's movement). The Junker then hits a barrier, stopping both it and the Hot Rod from moving further. The Junker and Hot Rod both **Pile-Up**. The Off-Roader does not **Pile-Up** as it was not prevented from moving.

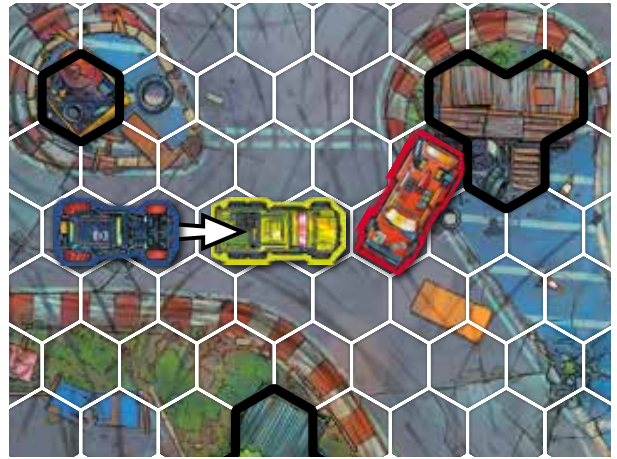


If the cars had been one space further from the barrier, the Junker would continue to rotate and the Hot Rod would **Rear-End** the Off-Roader, as shown below. At that point the Hot Rod's remaining movement would be halved.

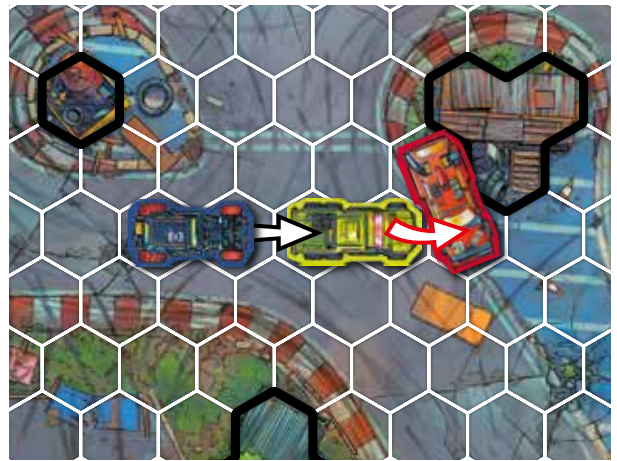


PILE-UP: REAR-END

Building on the previous example, what if the Off-Roader was between the Hot Rod and Junker? The Hot Rod immediately **Rear-Ends** the Off-Roader, halving its remaining movement.



The Off-Roader causes the Junker to rotate as far as possible until it hits the barrier. This time all three cars are prevented from moving, so all three **Pile-Up**.



READY TO RACE?

At this point you know enough to play a full game of Joyride.

If you'd like to jump in right away, open your Race Guide to Page 12 for a quick tutorial race. This track does not use items or driver abilities, so skip that part of setup.

If you feel like you've got a handle on things so far and want the full experience, read on!



SPECIAL EFFECTS

TYPES OF EFFECT

Ramming other cars out of your path is exciting, but there are plenty of other paths to victory or destruction:

- Collect **Items** while racing to help yourself or hinder others. The pool of potential items is decided during setup.
- Some maps have **Special Spaces** with permanent effects that apply when you drive over them.
- Each player starts the game with a set of three **Driver Abilities**. The standard driver abilities are listed here, and all other special effects are explained in the Race Guide.

Each of these effects have the power to contradict the normal rules of the game, but if they ever contradict each other, then apply this priority:

Items > Special Spaces > Driver Abilities > Rules

Details of how these items, abilities and effects interact can be found on the back cover of the race guide.

ITEMS

Most races include a mix of items which can help you or hinder your opponents. Each type comes with four hexagonal items and a description token. There are two ways to gain items during a race:

- When you complete checkpoints with the icon, take a random token from the stack beside the board.
- When you drive over a face-down item on the track, pick it up and do not replace it.

Either way, you must finish your move before picking up the item. Place it face-up on an empty item slot on your dashboard. You may then use it immediately (if possible), or save it for later.

If your item slots are full, you must discard one of the items already on your dashboard before revealing the new one. If both of your item slots are damaged, reveal the item to all players then discard it. When an item is used or discarded, remove it from the race (do not return it to the face-down stack). In the unlikely occurrence that the stack runs out, reshuffle the removed tokens to form a new stack.

Each item is unique, but they all fall into three types, indicated by the lights on the bottom of the item description.

Dropped Items

These items are placed on the board in an empty space of your choice in your rear arc. If there are no empty spaces in your rear arc you cannot use the item. The item remains on the board unless its effect removes it or if it take damage from any source.

Dropped items can be used during the **Start, Shift** or **End** step of **your** turn.

Fired Items

These items shoot out from the front arc of your vehicle. They move in a straight line in the direction your vehicle is pointing, starting from an empty space of your choice in your front arc. If there are no empty spaces in your front arc you cannot use the item.

If the item hits a car its effect happens in the space that part of the car occupies. If it hits a barrier the effect happens in the space the item is in as it hits.

Fired items can be used during the **Start, Shift** or **End** step of **your** turn.

Activated Items

These items help you in some way but do not usually get placed on the board. They will specify when they can be used.

Items

Face-down items (left) are collected while racing. Description tokens (right) detail their effects.



EXPLOSIONS

Many items cause an explosion. Where and how the explosion occurs will vary, but they always work the same way:

- A car in the space that explodes takes damage **and** shifts down 1 gear at the end of the current turn.
- Any car in an adjacent space takes damage.
- Any item in that space or an adjacent space takes 1 damage, removing it from the game.

A car that is in two of the spaces affected by a single explosion will only take damage once: the damage is per car, not per space affected by the explosion.

Some dropped items explode when damaged, setting off a chain reaction for anyone stuck nearby. This counts as a separate explosion that happens immediately after the first, so a car that gets hit by both will take damage again.

EXPLOSION RADIUS

If a mine exploded in the space shown, all the highlighted spaces would be affected.



DRIVER ABILITIES

Driver Abilities are a set of three abilities that can help you during the race. There are two types – a standard set where every player has the same options, and a set unique to each car.

The standard set can be quickly identified by the grey icons on the tokens. Each unique set has an icon in the top right corner identifying the car it belongs to, and is listed in the car's description in the race guide.

When choosing a car you must also choose whether to use the standard or unique abilities. You cannot mix and match the tokens and must use one complete set. Return the unused set to the box.

To use an ability simply follow the instructions on the token, then flip it face-down to show it has been used.

TIMING INDICATORS

Most abilities can only be used at a certain point during your turn. The small row of five lights at the bottom of each token correspond to the five steps of your turn: if a light is illuminated, the ability can be used during that part of your turn. These indicators are also on your player aid.

START ► LOCK ► SHIFT ► ROLL ► END



Recharging Abilities

Most driver abilities are flipped to their “low power” side when used and cannot be used again until they are recharged, flipping it face-up again. When you complete a lap, you may recharge one ability for each car that finished the lap ahead of you:

- The first car across the finish line gets no abilities back.
- The second car gets one back.
- The third car gets two back.
- The fourth car gets all three abilities back.

Initiative has no effect on this – the order in which you cross the starting line is what matters. You must have used an ability before crossing the starting line to recharge it on your turn.

Reusable abilities

Some unique abilities can be used more than once.



Abilities with this symbol are permanent. They apply every turn, whether you like it or not.



Abilities with this symbol are toggleable. When flipped, the other side becomes an available ability. You must use the second side of a toggleable ability to flip the token back to the first side (they do not get recharged). You can only use one side of a toggleable ability per turn.

THE STANDARD ABILITIES

These standard abilities provide a powerful mix of options that are easy to understand. Do not underestimate them.



HANDBRAKE DIRECTION

The white arrows show the car's line with a normal steer. The black arrows show the line with a handbrake turn.



START YOUR ENGINES

Everything past this point in the rulebook deals with new variants, tips for play and more. Before you read on, we suggest getting right to the game! Go to Page 13 in the race guide and stick to the standard abilities for your first game. Have fun!

VARIANTS

TEAMS MODE

Teams mode requires four cars to play.

You may have noticed that the recommended player counts in the Race Guide includes a T. This indicates that track's suitability for a 2v2 Teams race.

There is only one additional rule for Teams mode: **the team that gets one of their cars over the finish line first wins.**

In practice this means one driver on each team needs to identify a point during the race where their teammate is more likely to win, then switch their own focus towards slowing down their opponents.

Timing this switch is essential: abandon the race too soon and your opponents have a single target to focus on; switch focus too late and you may miss a key opportunity. Using your items, abilities, and collisions to help your teammate as well as yourself is key to keeping the opposing team guessing.

Choosing Teams

You may choose your teams or have them decided at random.

If decided at random, the players at first and third in initiative order form one team, with the players at second and fourth forming the other.

If choosing teams, draw an initiative token at random for fourth place, **then randomly choose one of the other team's tokens** for third place. Place the fourth-place player's teammate in second, and the third-place player's teammate in first.

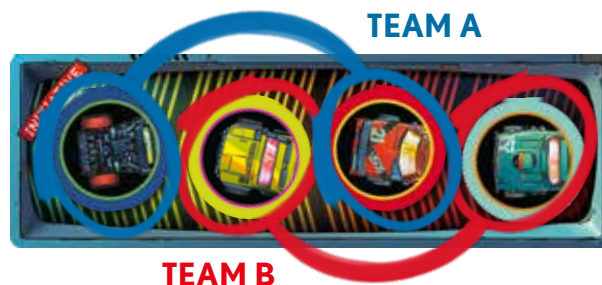
SETUPS FOR MIXED SKILL LEVELS

Sometimes experienced players will find themselves racing against people who are less confident with the game. Advanced players in the group should consider applying one or more of these negative effects during setup to maximise the fun for everyone at the table. Choose the option that sounds most fun or roll a die to decide randomly.

- 1 **Running Low** - Turn one of your driver abilities to its low power side.
- 2 **Running Hot** - Take damage twice.
- 3 **Running Late** - Place the front of your car on the final checkpoint instead of on the starting line. You must cross the starting line before crossing checkpoint 1.

TEAMS INITIATIVE

After setup for a team game, the initiative track should look something like this.



ADJUSTING COMPLEXITY



Games can be complex! Joyride has a lot of modularity, so you can safely remove some or all of the mechanics listed below if you would like a version that is simpler to play or teach.

Removing every mechanic listed will still teach players the basics of driving. If you would like to add them back in over progressive games to slowly increase the complexity, we suggest doing so in the order below.

Initiative

Do not use the initiative track and tokens, and skip the initiative rules and end of round stage entirely. Randomly assign a first player and proceed turns clockwise.

Damage

Omit damage entirely. Remember to tell your players that some crashes and items can cause damage, but we're not going to use damage tokens this game.

Abilities

Don't give players abilities. Skip the abilities rules entirely. Alternatively, give all players Standard Abilities, reducing the number of things players need to keep track of. We suggest this variation if anyone at the table is new to the game.

Items

Don't play with items. Skip the item rules entirely. Alternatively use only a limited selection of items in each game, ideally either all dropped or all fired. We suggest starting with the mine and the oil slick.

Fewer Laps

Reduce the number of laps required to win by 1.

TRACK DESIGN TIPS

While the various track layouts in the Race Guide should keep even the most dedicated racers busy, many of you will want to create tracks of your own. With that in mind, here are some rules and tips to get you started.

Starting Line

When setting a starting line, pick a starting direction too. Make sure every space on the start line is at least 6 spaces away from a barrier in that direction. This ensures that there are no crashes during the rolling start.

Choke Points & Straights

Widening and narrowing areas will make for fun play and give racers an opportunity to move through the gears over the course of a race. Keep maximum and minimum speeds in mind: while a single-space **Roll** move is possible, it's unlikely. Equally, it's possible to move 15 spaces in a single turn.

Avoid stretches that get too narrow or stay narrow for too long. Too many **Pile-Ups** will slow the game down and reduce the opportunity for clever play.

Try to make sure checkpoints are at least as many spaces wide as the intended player count, and avoid spaces that are surrounded on more than three sides.

Checkpoint Placement

When placing checkpoints leave opportunities for drivers to take multiple routes. Consider how taking those routes might change their approach to the subsequent checkpoint.

This also applies to the starting line. How does starting a lap at high speed after a long straight make a driver's options differ from lap to lap? How does it change if they start lap 2 in the opposite direction to lap 1?

Remix

Use the existing tracks as a jumping-off point. Experiment with reversing the direction of the starting line and the order of the checkpoints. Try adding or removing obstacles in key locations to see how it affects the feel of a race.

Use Items

Use face-down items to incentivize drivers to take unusual lines and different routes. Don't be afraid to experiment! What happens if all four mines start on the board? What if some checkpoints only give a certain type of item?

YOU ARE NOW LEAVING

JOYRIDE

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RULES SUMMARY

GOAL

Move through each checkpoint in sequence, then cross the starting line to complete a lap. First car to complete the final lap wins!

SETUP

Choose a track from the race guide and set it up as described. Put the initiative track, damage tokens, item descriptions and shuffled items by the side of the board.

Choose your drivers and abilities, taking the matching pieces.

Randomly set the initiative order, placing cars on the starting line in reverse order.

Put all cars in Gear 2, then roll two dice each and move forward that many spaces.

The player at the front of the initiative begins the first round.

PLAYER TURNS

Players take turns in initiative order.

On your turn follow this sequence

START ► LOCK ► SHIFT ► ROLL ► END

START with your previous die rolls on your mirror. The quantity of dice should match your current gear.

LOCK some of your dice to keep their results, then move that distance.

SHIFT up or down a gear to add or remove a die from your mirror. You may also engine brake to shift down 2 gears, taking damage.

ROLL your remaining dice (if any), then move that distance.

END your turn by returning your dice to your mirror (keeping the results) and assigning any damage you've taken.

The next player then begins their turn.

ENDING THE ROUND

Rearrange the tokens on the initiative track, with the driver in the highest gear at the front and the lowest at the back. If multiple drivers are in the same gear they remain in the same order.

MOVEMENT

Your car must travel the full distance on the dice in a straight line, starting from the front.

You may **steer** once per turn (twice in gear 2), to move into the left or right space in your front arc at the start of a move, then continue in that direction.

You may **reverse** in gear 1 if rolling.

COLLISIONS

SMASH - You hit a barrier

Remove all dice and your gear stick from your dash, then take damage and end your turn. You must shift up next turn.

SIDE-SWIPE - You hit a car from the side

Push the end you hit (rotate it). Leave the other end in place.

REAR-END | You hit a car from behind

Move both cars half your remaining distance (round up).

HEAD-ON | You hit a car from the front

The other driver decides whether both cars **Smash**, or it's a **Rear-End** with their car moving backwards.


PILE-UP | You cause another car to hit a barrier

All cars involved shift down 1 gear and take damage. Move to your **End** step.

DAMAGE

Damage tokens on your dashboard permanently block access to the gears, locked dice slots and item slots they cover.

ITEMS

Items are gained by crossing checkpoints with this icon + or by driving over face-down tokens. They cannot be used while moving.



Fired items shoot from your front arc, dropped items are placed in your rear arc. Both require an empty space.

ABILITIES

Abilities are flipped face-down when used. When completing a lap flip one face-up for each car that completed the lap ahead of you.