



RACE GUIDE

TURBO

CROSSOVER TRACKS • RAINBOW BRIDGE

JOYRIDE

WELCOME TO JOYRIDE TURBO

CONTENTS

CARS	4
ITEMS	7
BEETLE-GATOR	8
TRASHCANS	9
MAGNET	9
SPECIAL OBSTACLES	10
EXAMPLES	11
TRACKS	12
CLARIFICATIONS	24

This booklet is your guide to the extra cars, items and modules included in this big box edition of the game. It also includes detailed examples and clarifications for the effects and interactions new to this set.

Each of the cars, items and modules detailed in this booklet are cross-compatible and can be used in any combination. We strongly encourage you to play a few games without the additional modules first, to get a baseline for what the game is like. You'll find the details for **Survival**, **Next Gen** and **Big Day Out** in their respective track guides.

After that get creative and design the races that generate the most fun for your group. The back half of this booklet includes a series of crossover tracks for your races, designed to make use of all your bonus stuff!

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TRACKS

RACE TITLE	LOCATION	PLAYERS	DIFFICULTY	PAGE
Barricades	Driving School	2 3 4 T	Spikey	12
Containment Breach	Warehouse	2 3 4 T	Low	13
Crushed Can	Junkyard	2 3 4 T	Punishing	14
Nature is Healing	Overpass	2 3 4 T	Medium	15
Beach Day	Volcano Island	2 3 4 T	Babyish	16
Splash Zone	Wonder Zoo	2 3 4 T	High	17
Sunday Drive	Junkyard/Wonder Zoo	2 3 4 T	Low	18
Advanced Techniques	Driving School/Overpass	2 3 4 T	Medium	20
Secret Lair	Volcano Island/Warehouse	2 3 4 T	Medium	22

JOYRIDE: TURBO INCLUDES

CARS



The Pirate Van



The Safari 4x4



The Taxi

EACH CAR COMES WITH

- A Wooden Car
- B Dashboard
- C Initiative Token
- D 3 Ability Tokens
- E 5 Dice
- F Gear Stick
- G The Taxi also comes with 7 Fare Coins.



ITEMS

- A Gum Trap
 - B Spike Strip
 - C Harpoon
 - D Anchor
 - E Energy Drink
- Each comes with:
- 4 Hexagonal Pick-Ups
 - F 1 Description Card.



BEETLE-GATOR BEAST



1 Wooden Beast • 1 Control Token



TRASHCAN MODULE



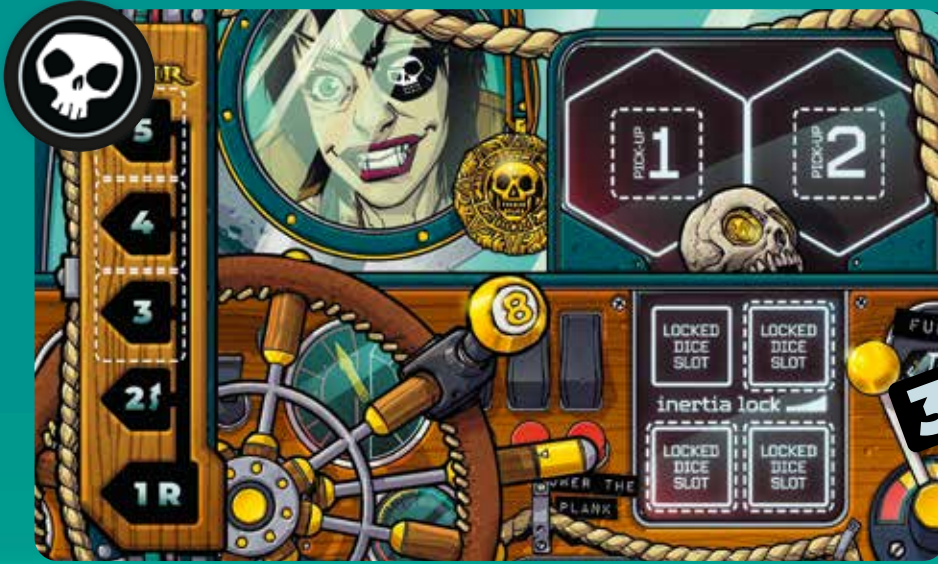
6 Trash Cans

NEW OBSTACLES



4 Small Barriers • 2 Boost Strips • 2 Ramps • 1 Magnet Obstacle • 1 Magnet Toggle • 2 Oversized Rainbow Bridge Tokens

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.





TAXI

Driver
MAYA
★★★★★★



ADDITIONAL SETUP

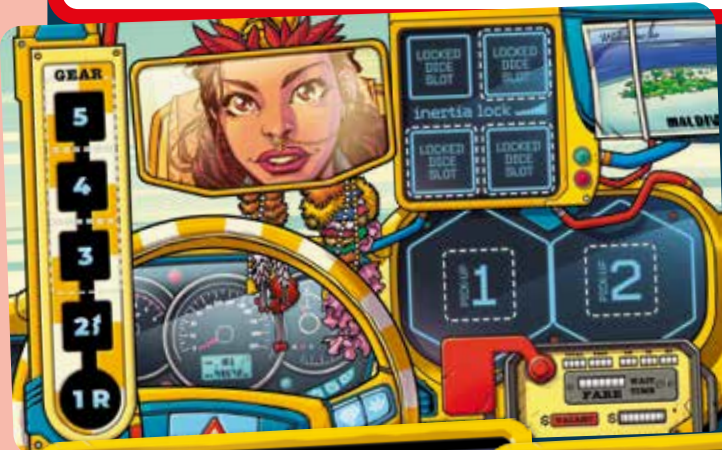
FARE COINS & RATE CARD

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

The Taxi has two permanent abilities: **Gig Economy**, which grants you Fare Coins for

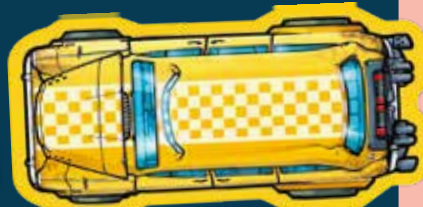
completing checkpoints, and **Rate Card**, which lets you spend those coins for bonuses.

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



YOUR WIN IS 15 MINUTES AWAY

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



GIG ECONOMY

∞

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



HERE PLEASE

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

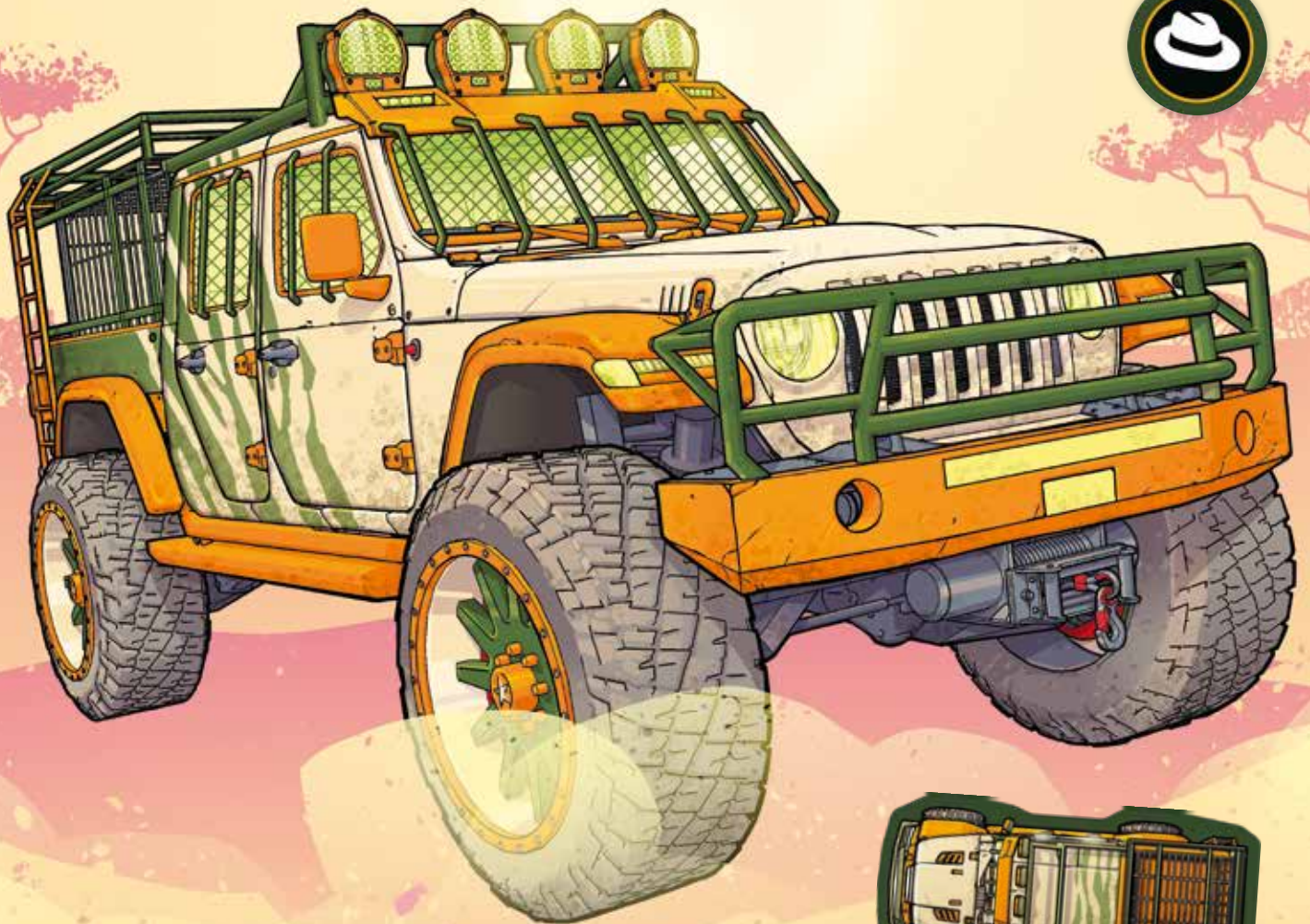


RATE CARD

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

SAFARI 4x4

Driver
**RICKIE
CLARK**



3 PATIENTLY HUNTING FOR VICTORY
Designed to traverse the roughest terrain imaginable, this 4x4 is big on manoeuvrability and low on speed, allowing you to steer up to three times in first gear. Luckily its gearbox is designed for rough treatment, so you can gear up and down opportunistically.

SLOTH & STEADY
∞
In Gear 1 choose the result of your Roll move, and you may **steer** for each space moved.

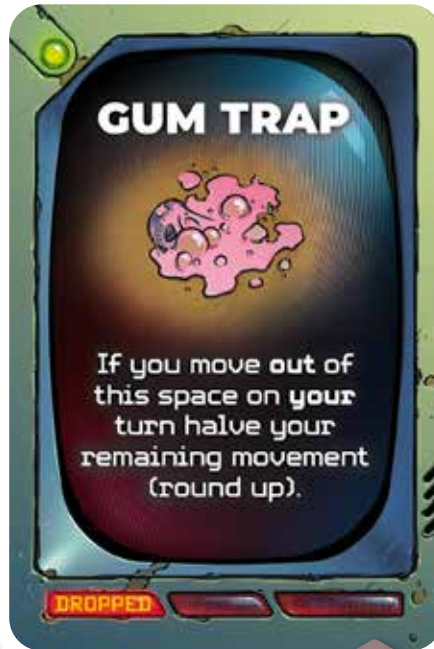
GO BANANAS
Shift up to any gear.

EASY TIGER
Shift down to any gear.

ITEMS



DROPPED



GUM TRAP

If you move out of this space on your turn halve your remaining movement (round up).

DROPPED

"One man's trap is another's emergency brake."



SPIKE STRIP

If you enter this space on any turn set your dice to 1 at the end of the turn. If it is your turn skip the Shift step.

DROPPED

"Flatten their ambition."



FIRED



HARPOON

If this hits a barrier move 1 space forward (do not steer). If it hits a car, move that car 1 space in the direction this was fired from (rotate it if needed).

FIRED

"Call me, Ishmael."



ACTIVATED



ANCHOR

Halve your next movement (round up). You may see the result of a Roll before using this.

ACTIVATED

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



ENERGY DRINK

Use at the start of a round. Move to the top of the initiative track.

ACTIVATED

"Not technically legal for human consumption."



THE BEETLE-GATOR

This rare hybrid has escaped its creators. Animal control can't do much about an invasive species when its armour plating is as tough as a car!

The Beetle-Gator rushes across the board, barging everything out of its way. Control of its movement switches between players, bringing an additional element of unpredictability to your races and forcing players to second-guess their route. It is best used in a game with 3 or 4 players.



SETUP

At the end of setup, the player at the top of the initiative places the Beetle-Gator standing on its tail in a space of their choice along checkpoint 2. The player who is at the bottom of the initiative takes the control token.

BEETLE-GATOR'S TURN

The Beetle-Gator's turn happens at the start of every round before the players' turns.

The player with the Beetle-Gator control token chooses whether it attacks **or** moves.

Attack

The Beetle-Gator damages one adjacent car then ends its turn. Pass the control token to the owner of that car.

Move

The Beetle-Gator drops its head onto an adjacent **empty** space and moves in a straight line in that that direction until it **hits a barrier**, or causes a **Rear-End**, **Head-On** or **Pile-Up**.

If it **Rear-Ends** a car (or the owner of a car it **Head-On** collides with chooses to be pushed backwards), it moves **2 more spaces** then stops. If it hits a barrier or causes a **Pile-Up** it stops immediately.

After it stops moving, stand it on its tail in the space the tail currently occupies then end its turn. Pass the control token to the owner of the last car it collided with. If it did not collide with any car on its turn, keep the control token.

INTERACTING WITH THE BEETLE-GATOR

If you collide with the Beetle-Gator on your turn, keep it standing on its tail and treat it like a **Rear-End**, halving your remaining movement. Do **not** take the control token (unless you damaged it).

If the Beetle-Gator is damaged for any reason during your turn, take the control token.



TRASHCANS

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

Cardboard Boxes

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

Rubbish Bags

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

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

DAMAGING TRASHCANS

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

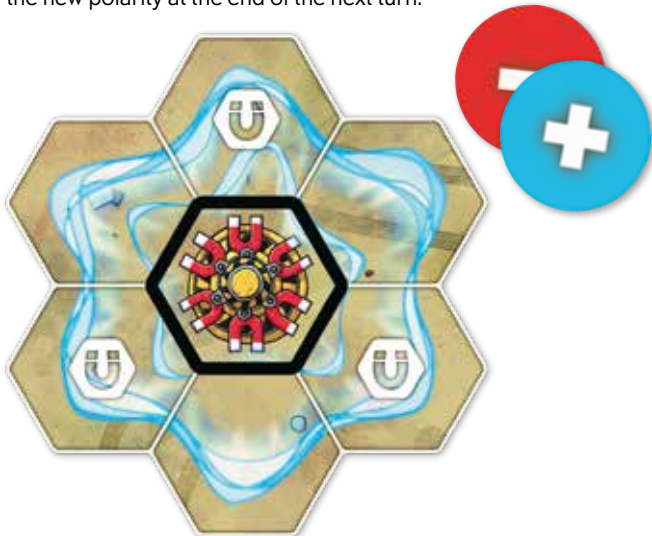


GIANT MAGNET

The magnet is a large obstacle with a separate polarity indicator. Spaces with a magnet symbol will pull cars into them or push them out at the end of **each turn**, depending on whether the indicator shows a + or - symbol.

During setup place the indicator in the section surrounded by barriers in the centre of the token. If the centre of the token is hit by a car or a fired item, is adjacent to an explosion, or causes a **Pile-Up** or **Smash**, flip the polarity indicator to the other side.

If resolving the effect of the magnet spaces causes the polarity to be flipped, finish resolving all effects at the current polarity and apply the new polarity at the end of the next turn.



MAGNET SPACES

Polarity +

If part of a car is adjacent to an empty magnet space at the **end of any turn**, move or rotate it the shortest distance into that space, unless that would remove the car from another magnet space.

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.

If multiple cars are adjacent to the same space, the player whose turn just ended decides which car is pulled in. If one car is adjacent to multiple spaces, or multiple parts of a car are adjacent to one space, the player who controls that car can choose which part of the car is pulled onto which space. If multiple cars are adjacent to multiple spaces, the player whose turn just ended decides the sequence they are resolved in.

Polarity -

If a car is in a magnet space at the **end of any turn**, move or rotate that part of the car away from the centre of the magnet token. If that causes a **Pile-Up**, flip the polarity indicator.

SPECIAL OBSTACLES

This set includes new obstacles that cars can drive over, replacing the spaces beneath them. Use them to remix existing tracks or design your own!

PARTIAL BARRIERS

Any obstacle edge that does not have a black border can be moved through like a normal space. If an obstacle edge has a black border that edge acts as a barrier, even if the space on the other side is empty.

You cannot rotate over an edge with a normal barrier. If this would happen, do not rotate and **Pile-Up**. You **can** rotate over an edge with a Jump barrier.

BOOST STRIPS



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.



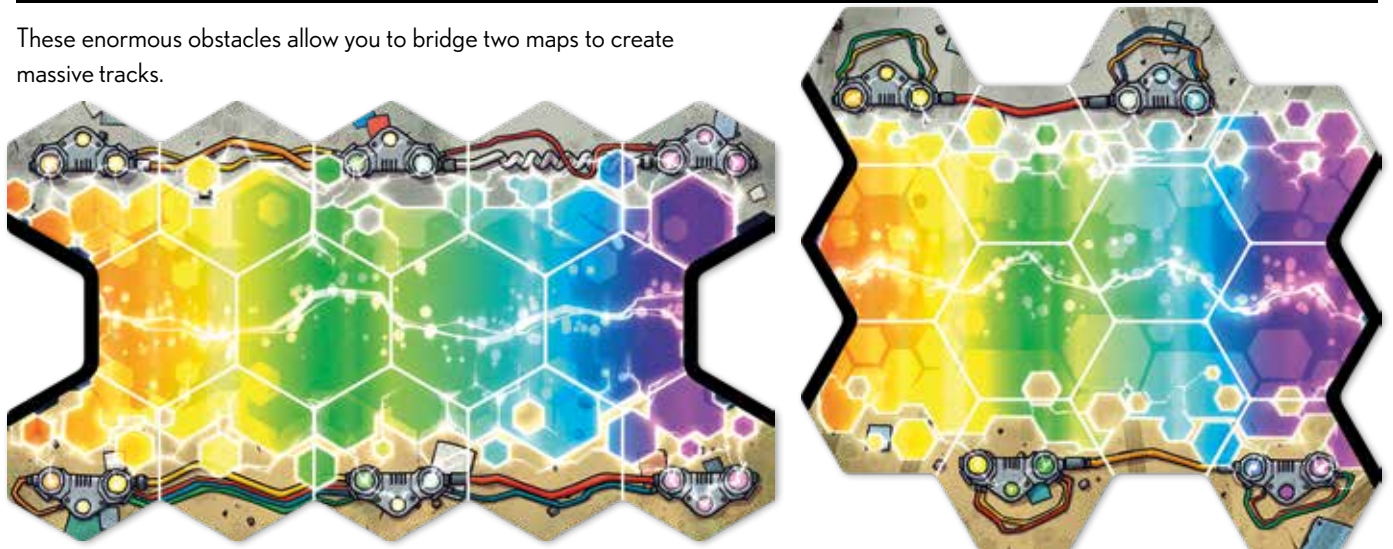
RAMPS

Ramps introduce the Jumps seen on the Overpass and Volcano Island to every other map (see the map pages in the **Survival of the Fastest** or **Big Day Out** Race Guides for more details). When placing a ramp make sure the arrows are pointing towards a row of two or more empty spaces. Some of these ramps also include Boost spaces to guarantee you get some air!



RAINBOW BRIDGE

These enormous obstacles allow you to bridge two maps to create massive tracks.



EXAMPLES

SAFARI: SLOTH & STEADY

If the Safari car is in first gear they can use **Sloth & Steady** to cross checkpoint 1 this turn, moving 3 spaces and steering twice.



ENERGY DRINK: TAKING TURNS

The Hot Rod, Junker and Muscle all have an Energy Drink at the start of the round. If multiple cars start a round with an Energy Drink, they must decide in their current initiative order whether to use theirs. The order currently looks like this:



As the Hot Rod is highest in the initiative they must decide first. They decide not to use it, as it gives them no benefit this round. The Junker decides to use theirs and moves to the top of the initiative. The Muscle also decides to use theirs and moves ahead of the Junker.

The Hot Rod can no longer change their mind and must keep their Energy Drink for a later turn. Before the first turn the initiative order has changed to this:



HARPOON: PULLING CARS



The Off-Roader and Junker are as above when the Off-Roader uses their Harpoon. 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 B, the Harpoon will pull the back of the Junker towards that space, forcing the front of the Junker to also move:



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:



BARRICADES



LOCATION

PLAYERS

LAPS

DIFFICULTY

DRIVING SCHOOL 2 3 4 T

3

SPIKEY

Tired of the constant noise, neighbours of the school have planted trashcans and spike strips along the track. Instead they've given you a chance to rev your engine even louder. Smash the trash! Use the spike strips to slow yourself down! Let the beating of your heart match the beating of your flat tires. We can worry about the consequences tomorrow.

TOKENS REQUIRED

STARTING SPIKE STRIPS

TRASHCANS



CONTAINMENT BREACH



LOCATION	PLAYERS	LAPS	DIFFICULTY
WAREHOUSE	2 3 4 T	3	LOW

Someone's dumped a containment unit in the middle of the circuit, and the Beetle-Gator has burst loose! Weave around both as best you can, there's work to be done.

Note: If the Beetle-Gator is damaged by a Defence Grid space it will immediately move but the control token will stay where it currently is.

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.

BEAST ON THE LOOSE!



The Beetle-Gator starts on the space containing this icon. After setup give its control to the player lowest in initiative (see page 8 for more details).



NATURE IS HEALING



LOCATION

PLAYERS

LAPS

DIFFICULTY

OVERPASS

2 3 4 T

2

MEDIUM

The highway has collapsed, the trees are starting to regrow, and the Hippaboon has claimed this territory as its own. Best get out of here quickly. Hope that trash doesn't slow you down.

TOKENS REQUIRED



BEAST ON THE LOOSE!

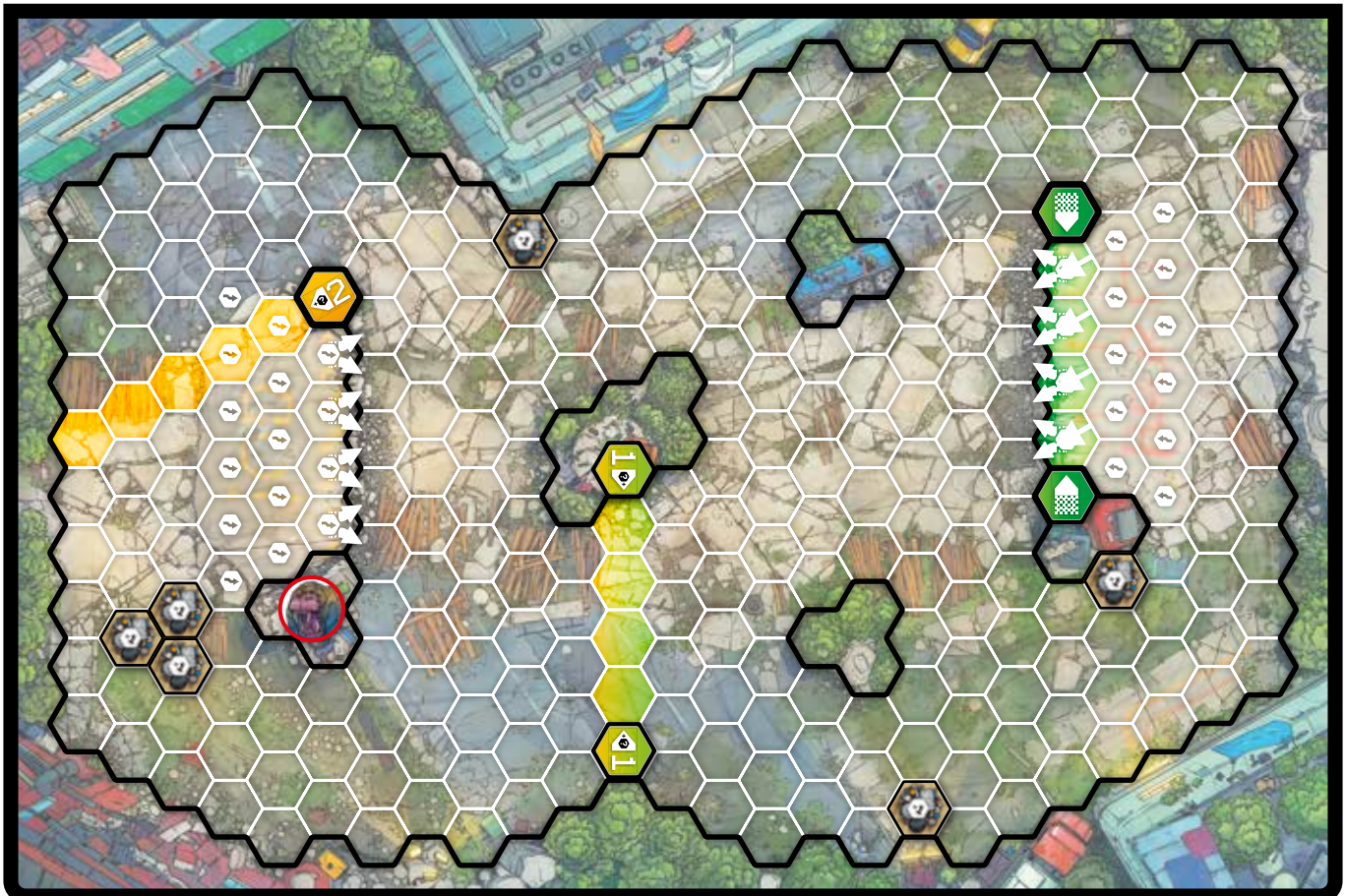
The Hippaboon starts on the platform containing this icon. After setup give its control to the player highest in initiative (see page 5 of the Big Day Out race guide for more details).



TRASHCANS



x6



BEACH DAY



LOCATION

PLAYERS

LAPS

DIFFICULTY

VOLCANO ISLAND

2 3 4 T

5

BABYISH

The holiday season is over and the beach is empty. Perfect timing for an easy loop. Just hope the gum left lying around doesn't attract any unwanted wildlife...

TOKENS REQUIRED



x2

BEAST ON THE LOOSE!

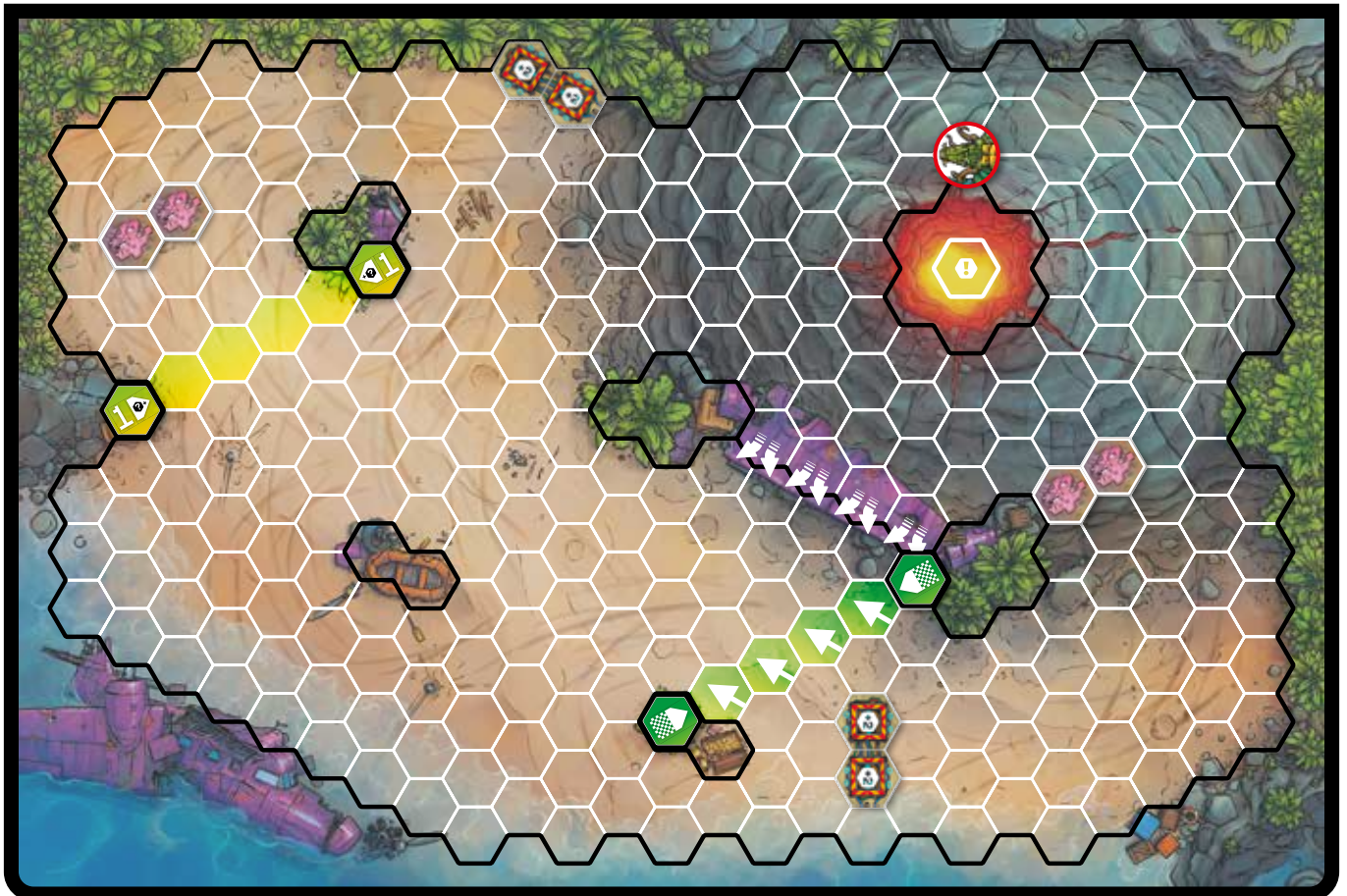


The Beetle-Gator starts on the space containing this icon. After setup give its control to the player lowest in initiative (see page 8 for more details).

STARTING GUM TRAPS



x4



SPLASH ZONE

WELCOME RACERS

LOCATION

PLAYERS

LAPS

DIFFICULTY

WONDER ZOO

2 3 4 T

2

HIGH

Welcome to the grand reopening of the Wonder Zoo. Our new combined aquarium and stunt track is bound to draw in the crowds so they too can jump the shark.

TOKENS REQUIRED



x6



SUNDAY DRIVE

WELCOME RACERS



LOCATION

PLAYERS

LAPS

DIFFICULTY

JUNKYARD / WONDER ZOO

2 3 4 T

2

LOW

Give the junkyard regulars a day off with a trip across the Rainbow Bridge! This extra-long track will give you plenty of opportunity to stay in very high gears.

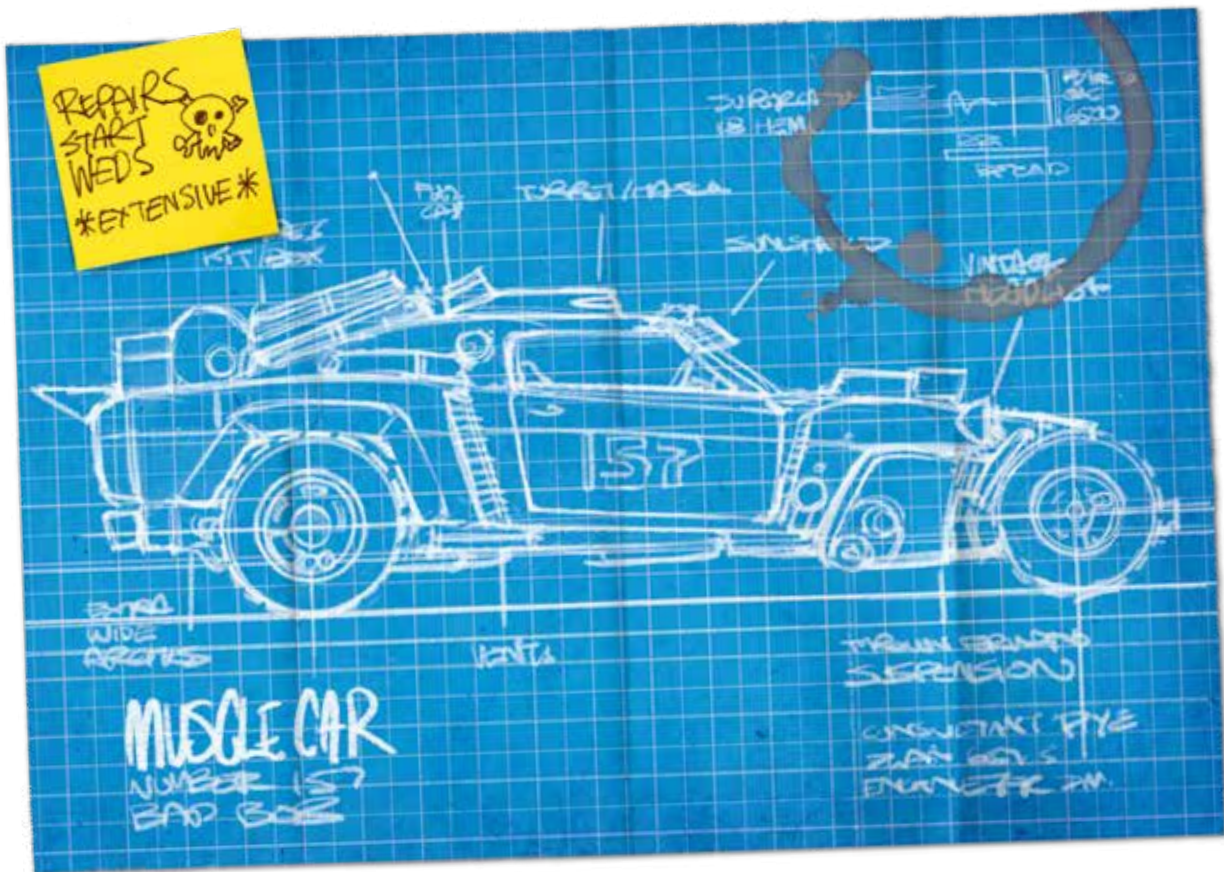
TOKENS REQUIRED

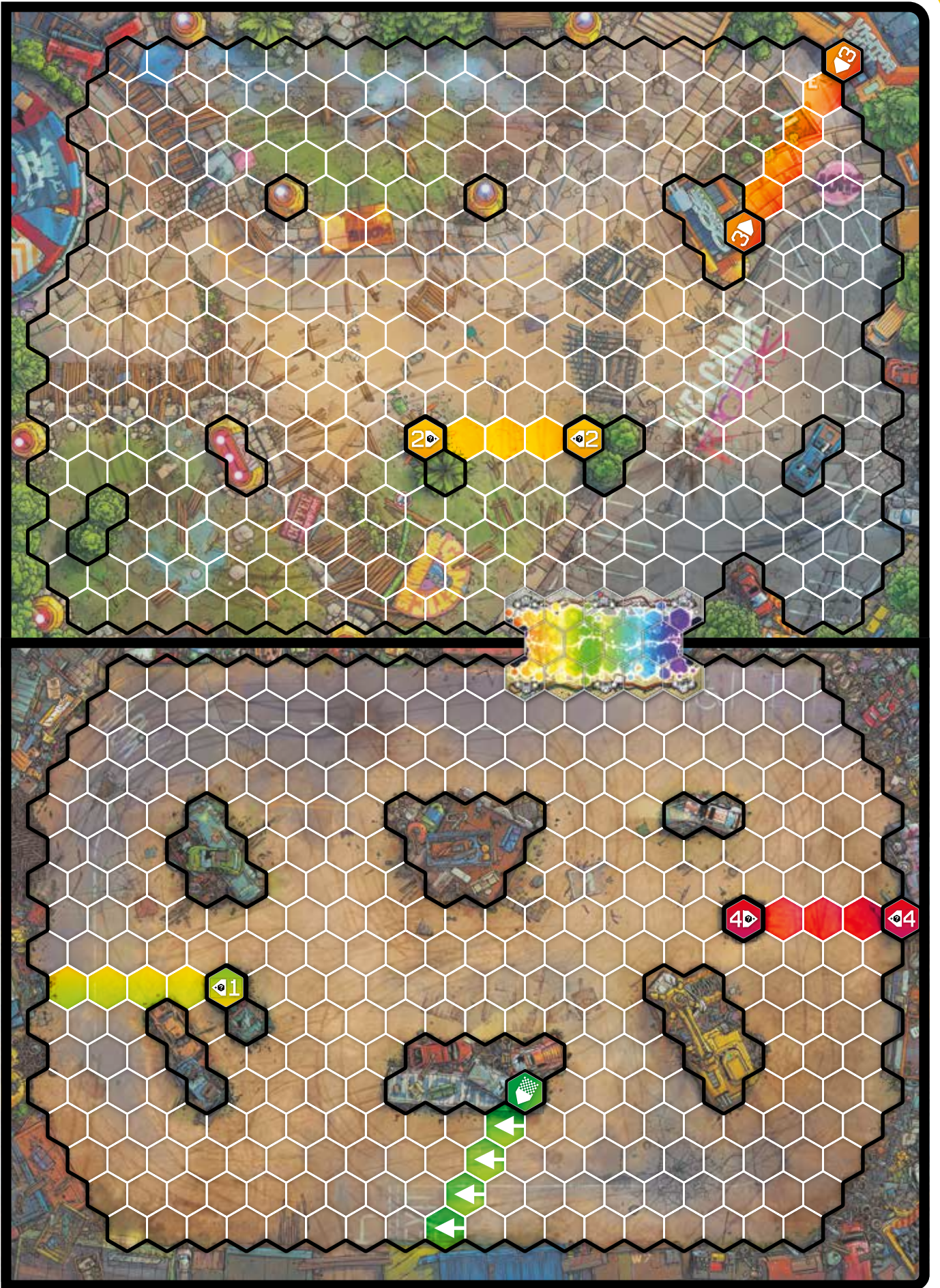


AN EXTRA TREAT



Give every player a Nitro item during setup.





ADVANCED TECHNIQUES

LOCATION

PLAYERS

LAPS

DIFFICULTY

DRIVING SCHOOL / OVERPASS

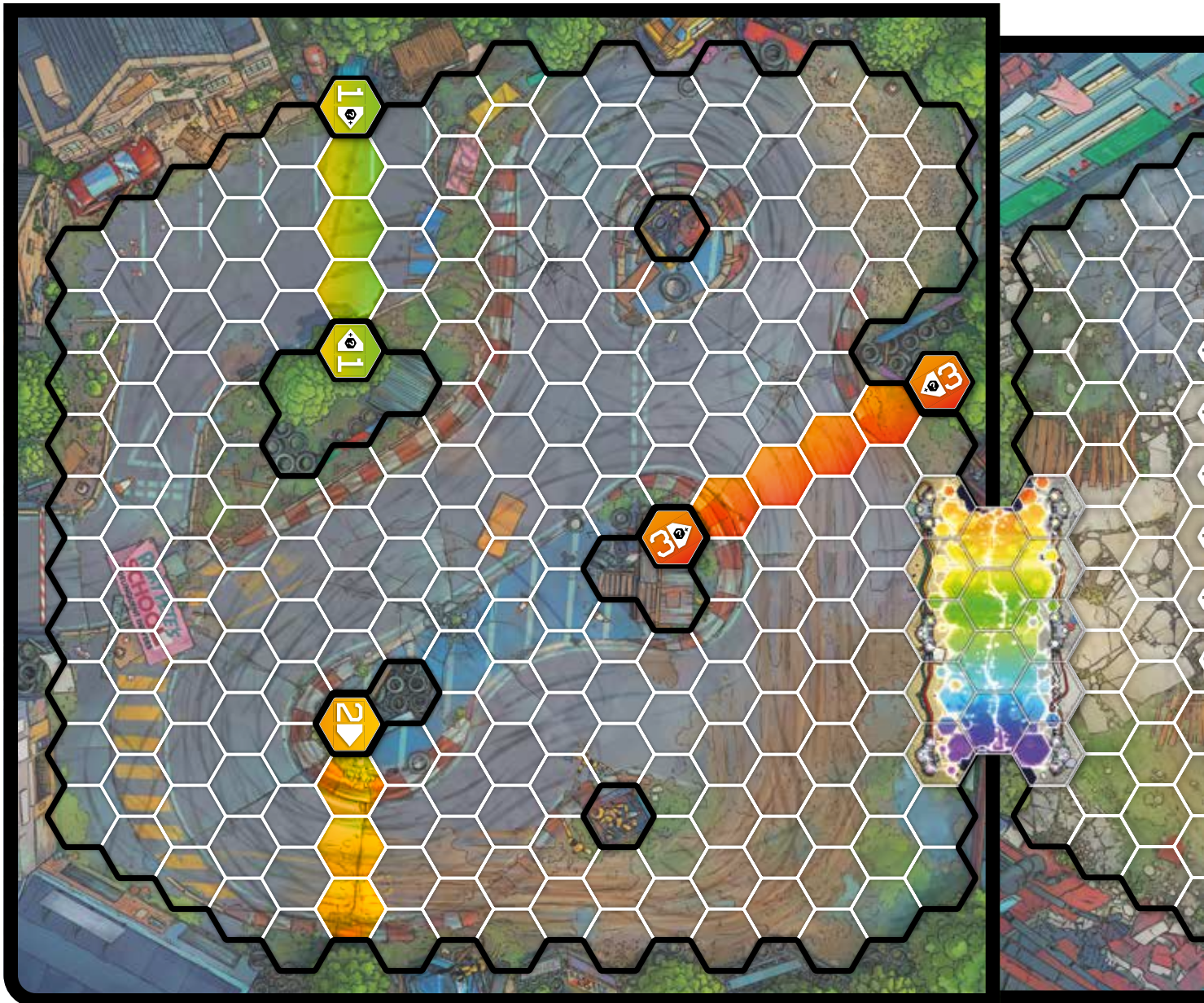
2 **3** **4** T

2

MEDIUM

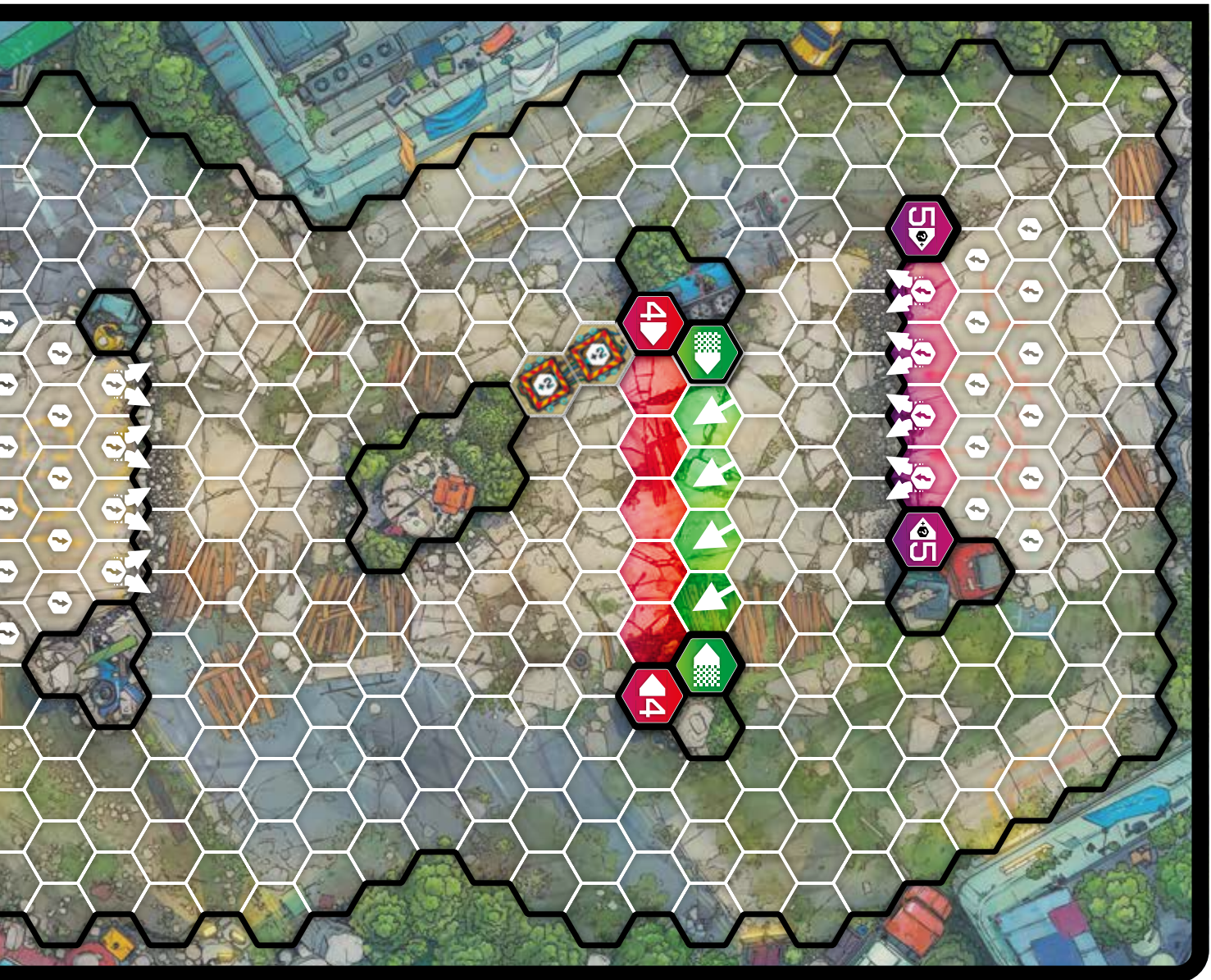
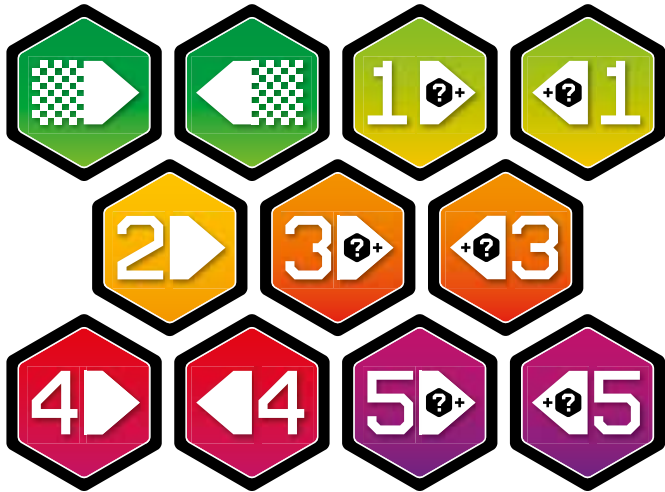
The highway may be busy, but there's always time to learn. Cross the rainbow bridge to the Driving School, where the massive speed you've built up will teach you lots about sharp corners and oncoming walls.

Consider your approach to the centre ramp, and whether that sneaky boost strip is worth taking advantage of.





TOKENS REQUIRED



SECRET LAIR



LOCATION

PLAYERS

LAPS

DIFFICULTY

VOLCANO ISLAND / WAREHOUSE

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

1

MEDIUM

Was the volcano a façade all along? Peek behind the crater to the warehouse, smashing through the hastily piled trash while you're there. Then make a hasty escape back to the beach.

This track uniquely features a huge fourth checkpoint and in a single-lap race.

TOKENS REQUIRED



TRASHCANS



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

SAFARI ABILITIES

SLOTH & STEADY

During your **Roll** move in Gear 1, you **may** choose the result of your **Roll** move. If so, treat your **Roll** move as moving 1 space that many times. You may steer each time.

You **may** use this effect in reverse.

You **may not** use this effect with the **Nitro** die.

ITEMS

ANCHOR

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).

ENERGY DRINK

This must be used before any players have taken their turn this round.

If multiple players have an Energy Drink at the start of a round, the player(s) higher in initiative must decide whether they are using theirs before the player(s) lower in the initiative decide.

GUM TRAP

The effect only applies when the **front** of your car moves **out of** the gum trap (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 Gum Trap.

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

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

HARPOON

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

TAXI ABILITIES

TAXI!

If using this ability, you **must Steer**.

You **can** use this ability if you have already **Steered** this turn.

RATE CARD

Though visually different, this is a normal permanent ability. You may spend coins to buy any combination of effects you wish and may buy multiple effects in the same turn.

Spend \$2 during **Lock** to choose the value of one locked die before moving, like **Precision Driving**.

Spend \$3 to gain an item during **Start**, **Shift** or **End**. The item is chosen at random from the available pile.

Spend \$4 during **Roll** to choose the value of 1 rolled die after rolling but before moving.

car to move, move the other part of that car into the space the first part is moving out of.

SPIKE STRIP

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

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

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

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

BEETLE-GATOR

This beast ignores all special spaces. It can travel over a Jump barrier in the direction of the arrows, but then moves normally.

For the purposes of items and abilities, the Beetle-Gator counts as a car.

TRASHCAN

You **can** hit a Trashcan, reveal a Rubbish Bag, then hit that Rubbish Bag in a single move. Doing so reduces your movement both times. The token will be removed as it moved twice in a single turn.

Hitting a Trashcan or Rubbish Bag **does** reduce the move granted by **Tail Swing**, **Turn Signal**, **Push Off** and **Here Please** from 1 to 0.

It **does** reduce the distance of **Donut**.

PIRATE VAN ABILITIES

BOARDING PARTY

This ability must be used on your turn.

You **do not** have to use the item immediately. Add the item to one of your item slots as though you had gained it normally.

If both of your item slots are damaged, you **can** use this ability to take an item from another player and discard it.

FULL SAIL

This is added at the start of a move. If your movement is halved by a **Rear-End**, Gum Trap or Anchor, add this bonus first then halve the total amount.

This **does** add +1 to the **Nitro** die.

This adds +1 per die used, so **does not** add anything to a move that would otherwise be 0.

PUSH OFF

This **does not** move the car you are moving away from.

This **can** cause a collision with a car in the space you are entering.

SPECIAL SPACES

BOOST

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).

JUMP

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

If you cause a **Pile-Up** by pushing a car halfway off a jump, only skip to **End** if **you** took damage from that **Pile-Up**.

MAGNET +

If one car is adjacent to multiple spaces, or multiple parts of a car are adjacent to one space, that player may choose which part of the car is pulled onto which space.

If multiple cars are adjacent to the same space, the player whose turn just ended decides which car is pulled in.

MAGNET -

If rotating out of the space causes a **Pile-Up** flip the polarity.