

WELCOME TO

JOYRIDE UNLEASHED!

This expansion includes a new car, new item, new obstacles and the mutated Beetle-Gator, a beast that scurries across the board scattering cars left and right.

JOYRIDE: UNLEASHED INCLUDES

NEW CAR

Safari 4x4

Dashboard
Wooden Car
5 Dice
1 Gear Stick
3 Ability Tokens

NEW ITEM

Gum Trap

4 Item Pickups
1 Item Description

NEW MODULE

Beetle-Gator

1 Wooden Beast
1 Control Token

New Obstacles

4 Single-hex Obstacles

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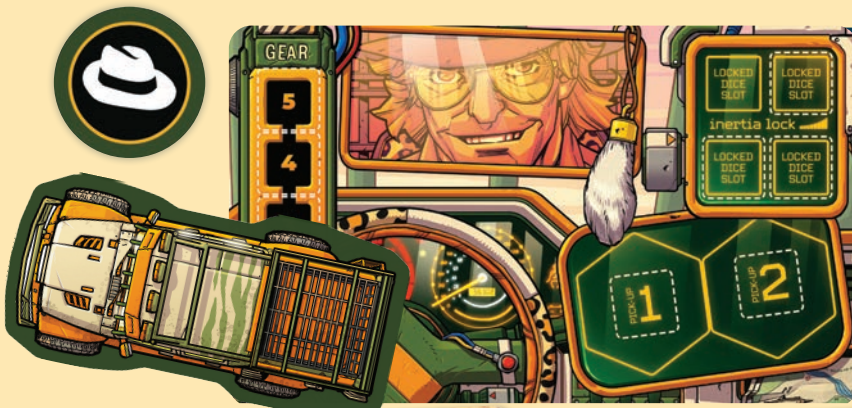
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SAFARI 4x4

Driver
RICKIE CLARK



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.

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.



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.

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.



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.

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 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.

ITEMS & OBSTACLES

GUM TRAP

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

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).

SMALL OBSTACLES

Use these smaller obstacles to remix existing tracks or design your own!



SAFARI EXAMPLE

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.

