

© DUNCAN MOLLOY & PETE WARD © PYE PARR



JOYRIDE

SURVIVAL *of the* FASTEST

PROTOTYPE RULEBOOK

This is a work in progress rulebook which does not reflect final checks and playtesting. Additionally, the physical components supplied with this copy of the game do not reflect the final component quality. Notably, only three of the four locked dice slots on the dashboards should have damage slots and the final "Extra Grip" spaces on the Overpass map will have updated iconography to improve their clarity.

The final rulebook will contain additional sections on accessibility modifications, advanced driving techniques, quickplay rules and tips on building your own track layouts.

Should you have any rule questions or other queries about this game, please contact unplugged@rebellion.co.uk

**Some race for money, some for glory,
and some are just here for the...**

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 enroute and your car itself to mess with your opponents, but only the fastest will win.

The heart of Joyride is in the other racers. The most successful players will strike a balance between finding the perfect racing line for their own car while knocking the other players off theirs.

There are two booklets in the box: this rulebook and the race guide. The rulebook will give you a comprehensive overview of how the game works. The rules are simple, but we've included plenty of examples and diagrams to help understand the nuances that can arise during play.

The bars at the top of each page split the book into different sections:

Components	3-7
Rules	8-13
Reference	14-15
Examples	16-19

JOYRIDE and JOYRIDE DUEL contain unique boards, cars, items and obstacles. The race guide will give you a detailed breakdown of each, as well as a variety of track setups and game variants for different player counts. Everything is compatible, allowing you to mix and match your way to your perfect race.

If you've played before then feel free to skip directly to the race guide. There's a rules reference on the back page if you need a refresher.

A HELPFUL GUIDE

Tips and examples are kept separate from the main rules in text boxes like this. The header at the top of the box specifies which rule(s) it applies to.

REBELLION
UNPLUGGED

Creative Director and CEO: **Jason Kingsley**

Chief Technical Officer: **Chris Kingsley**

Head of Rebellion Unplugged: **Duncan Molloy**

Production Manager: **Alysa Thomas**

PR: **Pete Ward & Travis Smith**

Game Design: **Duncan Molloy & Pete Ward**

Additional Development: **Filip Hartelius**

Artwork & Graphic Design: **Pye Parr**

Copyright © 2023 Rebellion. The Rebellion name and logo, and the Joyride name and logo are trademarks of Rebellion and may be registered trademarks in certain countries. All rights reserved.

The stories, characters and incidents featured in this publication are entirely fictional.

Published by Rebellion Unplugged, Riverside House, Osney Mead, Oxford, OX2 OES, UK

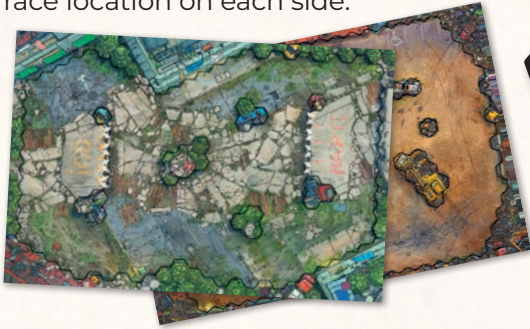
If any components are missing, please visit rebellionunplugged.com/contact-us/



Contents

Shared Components

A double-sided board with a different race location on each side.



Checkpoint Tokens



A series of one, two or three-hex Obstacles



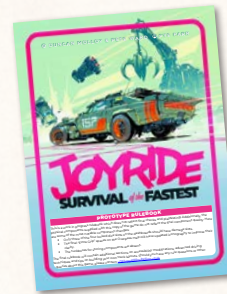
Initiative Track



Damage Tokens



This rulebook



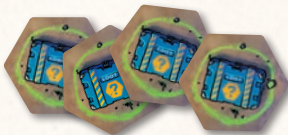
The race guide



Items

Each item includes:

- ▶ Four hexagonal pick-ups
- ▶ An item description.



Driver Set

All the components associated with a single car.

This includes:

- ▶ One wooden car
- ▶ One wooden gear stick
- ▶ Five wooden dice
- ▶ One Initiative marker
- ▶ One Dashboard
- ▶ Three standard Ability tokens
- ▶ Three unique Ability tokens
- ▶ A Player Aid



Some vehicles may have additional components.

If so, they will be listed in that vehicle's section of the race guide.

Shared 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.

Checkpoint Tokens

These tokens come in pairs that set the **starting line** (checkered 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.

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.

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.

SPACES & BARRIERS



A section of a board with spaces on the left and a black-bordered barrier on the right.

CHECKPOINT TOKENS



The starting line.



Checkpoint 1, normal side.



Checkpoint 2, item side.

OBSTACLES



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

TRACK LAYOUTS

The race guide contains a series of track layouts for each location, allowing you to pick the perfect race for each game. Each layout includes a race title, location, suggested player counts and item mix, the number of laps played, a difficulty rating and a short description.

Below this is a breakdown of the checkpoints and obstacles required for this track, including which side should be face-up. If the track includes items scattered on the board, the quantity will be listed here. Any special rules for the race will be explained in a grey text box. The position of the tokens on the board is detailed in the diagram at the bottom, with a visual indication confirming the intended row of spaces for each checkpoint.

Starting Positions

The arrows on the starting line indicate the direction cars should be pointed when placed during setup. This direction is only important during setup – you may cross the starting line in any direction.

THE INITIATIVE TRACK

This mini board sets 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 take 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 9).

AN INITIATIVE ORDER



The end that says “Initiative” is considered the top, whichever way the board is oriented.

If the initiative track looks like this at the start of the round, the black car (L) will take the first turn, followed by the green car and finally the red car (R).

TRACK LAYOUT GUIDE

TRAINING WHEELS

LOCATION	PLAYERS	LAPS	DIFFICULTY	RECOMMENDED ITEMS
JUNKYARD	2-4	2	*	MISSILE OIL SLICK NITRO MINE

New racers should start with this race which provides plenty of opportunities to effectively use the standard abilities.

Tight cornering is required heading into checkpoint 2, and a long straight to the finish allows you to start the second lap with a burst of speed.

Don't be afraid to reverse over checkpoint 1 if you get turned around early - cutting the corner should make up for the overall loss of momentum.

TOKENS REQUIRED



REMINDER: ITEM CHECKPOINTS

Gates with a *? symbol grant you an item when you cross them each lap. Take a random item when you complete your move (not your turn), reveal it, and place it on an empty space on your dashboard. Items can be used immediately or held until a later turn. If both item slots are full you must discard an item you've already collected (if possible) before revealing the new one. If both slots are damaged reveal the item, then discard it.



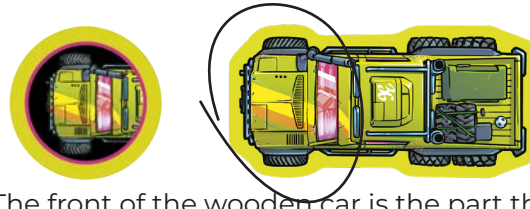
A sample track layout for the Junkyard.

Player Components

Each car comes with its own set of matching components called a driver set. Each die and gear stick pawn are coloured to match their car, but are otherwise identical. Every one of these dice has the same six faces: 1-1-2-2-3-3.

In addition to the wooden components, every set includes an initiative token which matches the car, two sets of driver abilities and a dashboard. There's also a player aid, listing the turn sequence on one side and the effect of collisions on the other.

INITIATIVE TOKEN



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

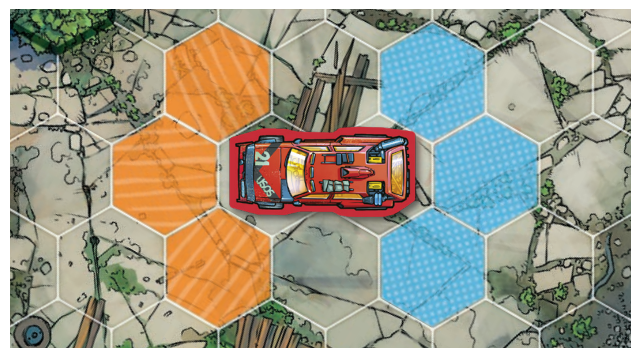
CARS ON THE BOARD

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.

The spaces directly to the sides of the car are where the front or back of the car will rotate into if someone hits it on the side. **Movement** is explained in detail on page 10

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.

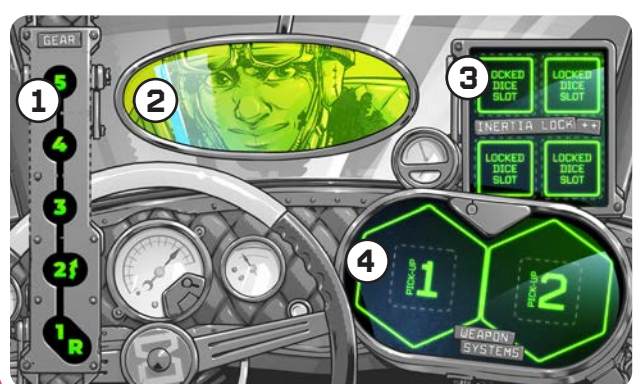
THE DASHBOARD

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

1. A column of spaces showing gears 1 to 5.
2. A rear-view mirror, where your dice are placed between turns.
3. Four locked dice slots.
4. Two item slots.

The top three gears, three of the locked dice slots and both item slots also contain a red dashed outline. These are damage slots, meaning these parts of your dashboard can be permanently disabled. We'll get to **Damage** on page 11.

DASHBOARD ELEMENTS



DRIVER ABILITIES

Each car comes with two sets of three ability tokens: a standard set, and a set which is unique to them. The standard set can be quickly identified by the grey icons in the background of the tokens and is detailed on page 15. Each unique set 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 indicates the five steps of your turn: if a light is illuminated, the ability can be used during that part of your turn.

Recharging Abilities

Most driver abilities are flipped to their "low power" side when used and cannot be used again until they are re-powered, flipping it face-up again.

When you complete a lap, you may repower one ability for each car that finished the lap ahead of you:

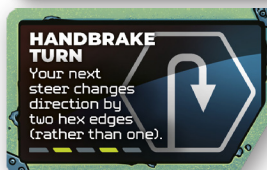
- ▶ The first car across the finish line gets no abilities back.
- ▶ The second car gets one back.
- ▶ The third car gets two back.
- ▶ The fourth car gets all three abilities back.

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 re-power it on your turn.

Non-standard abilities

- ∞ 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 can only use one side of a toggleable ability per turn.

THE PLAYER AREA



The area in front of each player should look something like this after setup.

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

The first player to cross the finish line after the number of laps indicated in the track layout 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.

Cars always move in a straight line, so your first move will often be used to line yourself up to the edge of a corner, then your second move will send you around it. In higher gears you have more dice to play with but you'll have to use all the dice on your dash, so be careful not to drive too fast and overshoot the corner.

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

START > LOCK > SHIFT > ROLL > END

START

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

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.

LOCK

Choose which dice on your mirror you want to lock the result of 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 change the direction of your car. This is called **steering** and is explained on page 10.

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.

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 10).

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.

Then shift down if an effect forced you to do so this turn. Finally, place any damage tokens you gained this turn on an empty damage slot.

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 top and lowest at the bottom. If you are in the same gear as another player, stay where you are relative to them but move above / below people in lower / higher gears.

This means you can jump ahead of your opponents on the initiative order by taking the extra risk of staying in a high gear.

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 attacks, or beating them to the finish line. Remember the first person to cross the finish line wins – you don't finish the round!

Driving


MOVEMENT

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 forced to stop as a result of a crash, item or ability 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 with a player's turn). Steering is simple – on the first space of a move, move the front of your car into the space to the left or right of your front arc instead, then continue in that direction.

You may only steer at the start of a move, and can only steer once per turn: during LOCK or during ROLL.

Gear 2 provides a bonus steer, as indicated by this icon on the dashboard . This allows you to steer during LOCK and ROLL, but does not allow you to steer twice in a single move. You must be in Gear 2 during ROLL for the bonus to apply.

Reverse [R]

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. **You may check the result of your roll before deciding whether to reverse.**

SMASH

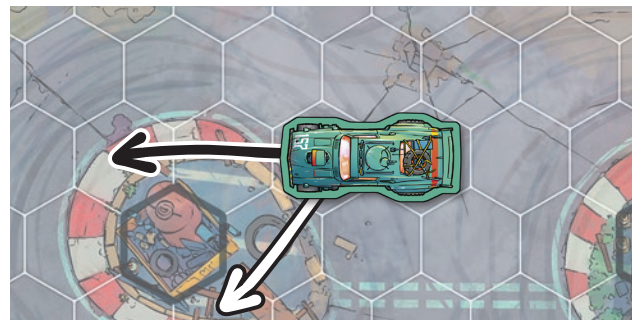
Sometimes you're just going too fast. When you cannot move into a space because there's a barrier in the way, you SMASH. Stop moving, take 1 damage and drop to gear zero (removing your gear knob and all dice from your dashboard).

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.

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

DAMAGE

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.

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

SHOW ME

For a full series of movement and collision examples turn to page 18.

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 clockwise or anti clockwise until it is no longer blocking your movement.

REAR-END

When you 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 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 (yours still moves forwards).

PILE-UP

If a barrier or a third car is blocking the movement or rotation from a collision there is a PILE-UP. Every car involved in the PILE-UP (including you) takes 1 damage and drops 1 gear, then immediately skip to your END step.

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 it 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 at the end of your turn.

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.

DAMAGE SLOTS



Damage tokens (left) can be placed on damage slots (right).

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 revenge. 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 & 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.

Special Effects

There are several special effects which can impact a race:

- ▶ **Items** are picked up during the course of a race. The pool of potential items is decided during setup.
- ▶ **Special Spaces** are permanent effects that apply to some locations.
- ▶ **Driver Abilities** are specific to a given car and chosen during setup.

The standard items and abilities are listed on pages 14 and 15. All other special effects are explained in the race guide. Each of these 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

Items are discussed on page XX, while Special Spaces and Driver Abilities are covered in the Race Guide.

DROPPED ITEMS ON SPECIAL SPACES



The Oil Slick's effect contradicts that of the Extra Grip space. The Oil Slick is an item, so it takes precedence. The Mine does not contradict the Extra Grip effect, so both rules apply.

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 1 damage AND drops 1 gear at the end of the current turn.
- ▶ Any car in an adjacent space takes 1 damage.
- ▶ Any item in that space or an adjacent space takes 1 damage, removing it from the game and potentially causing another explosion.

For the avoidance of doubt, the damage caused by an explosion is 1 per car, not 1 per affected space. Any car that is in two of the spaces affected by a single explosion will only take 1 damage.

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 Rocket explodes in the space shown, all the highlighted spaces would be affected.

ITEMS

Most tracks include a variety of special items which can help you or hinder your opponents. Each item type comes with four hexagonal pick-up tokens and a description.

When an item is used it is removed from the race, meaning no single item can be used more than four times in a game. 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. If your item slots are already full, discard one of the items on your dashboard before revealing the new item. If both your item slots are damaged, reveal the item to all players then discard it.

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

TYPE INDICATORS



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 on your turn.

They show the ground in their background.



Fired Items

These items shoot out from the front 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 stages of your turn.

They show the sky in their background.



Activated Items

These items help you in some way but do not get placed on the board.

Activated items will specify when they can be used.

Their background shows the interior of a car.



Standard Items

Rocket



Fired items travel over dropped items, but will stop when they hit barriers or cars

Mine



Remove the mine after it explodes. Taking damage causes the mine to explode.

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. If the front of your car is on an oil slick at the start of a move, you must immediately steer and cannot steer again this turn. 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).

This effect does not apply to cars that are pushed out of the space due to a collision or other effect.

Nitro



This item includes the nitro die – a special die with the following faces: **2 2 3 3 4 ⚡**

You must decide whether or not to add the nitro before you roll your dice.

You may use the nitro to make a rolled 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.

Standard Driver Abilities

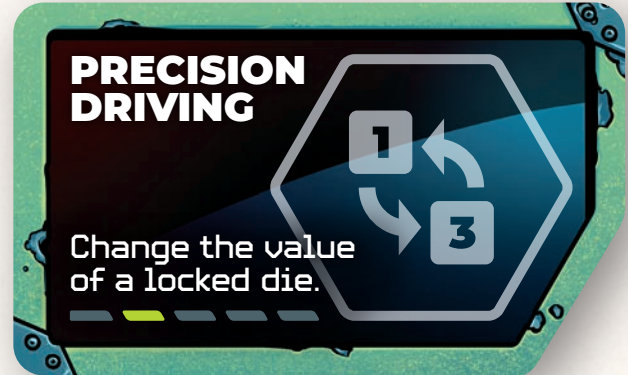
Gear Master



This ability can be combined with SHIFT DOWN to drop two gears without penalty, or with ENGINE BRAKE to drop three gears and take 1 damage.

It's great for a burst of speed coming out of a corner, or as an emergency slowdown if another player has spun you in the wrong direction.

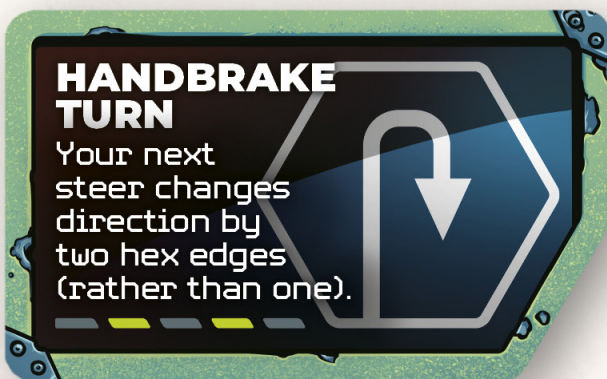
Precision Driving



This ability allows you to choose the face of **one** locked die before your locked move. The new result remains even when you return the dice to your mirror at the end of your turn, so clever planning will gain you a benefit over multiple turns.

It's best used to find the perfect line so you can steer effectively on your rolled move, but can also give you the additional inch you need to reach the finish line (or get out of the firing line).

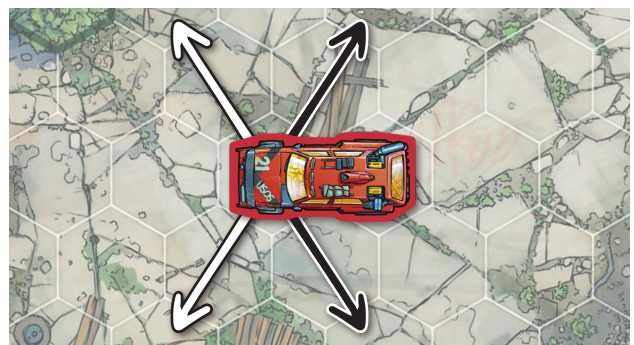
Handbrake Turn



This ability makes you steer more sharply. Instead of moving into the left or right of your front arc, the front of your car will move into the space directly to the left or right of your car. The back of the car moves into the space the front is moving out of as usual.

The car then continues in the direction it is now facing, remembering that performing this manoeuvre counted as moving one space.

HANDBRAKE DIRECTION



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

Examples: Collisions

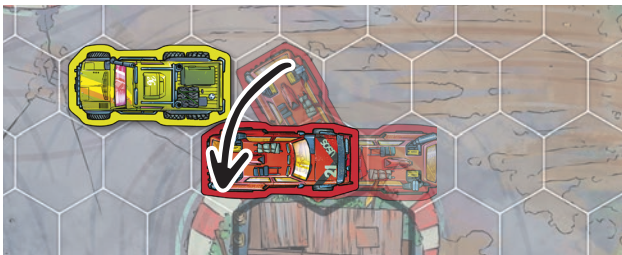
SIDE-SWIPE



The yellow car has locked dice with a total of 3, which will cause them to side-swipe the red car.



The rear of the red car rotates two spaces, out of the path of the yellow car.



If the yellow car steers to the left during ROLL, the red car will rotate again.

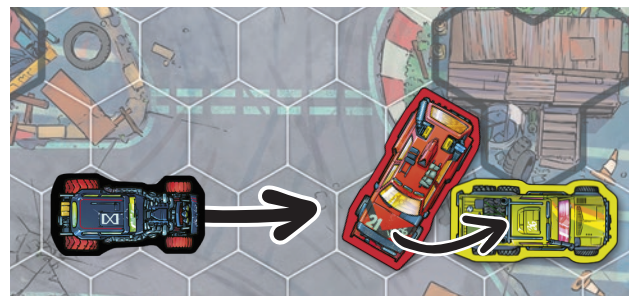
PILE-UP: SIDE-SWIPE



The black car's move of 5 means it will side-swipe the red car.



The red car cannot rotate fully out of the way due to the barrier. It rotates as far as possible, then both cars PILE-UP.



If the yellow car was in this position at the start of the movement, the red car would not be able to rotate at all.



The black car would move as far as possible, then all three cars would PILE-UP.

REAR-END



The red car's driver notices that they can use the yellow car 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 yellow car.



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

PILE-UP: REAR-END



The red car's driver tries the same trick a third time, but this time both cars are a little closer to the barrier. The result of their ROLL is 7, so they move forward two spaces and REAR-END the yellow car. The remaining move is 5, meaning both cars should continue moving 3 spaces, but this brings the yellow car into contact with the barrier.



Both cars then move as many spaces as they can then PILE-UP. Both cars drop 1 gear and take 1 damage.



If the green car is in this position at the start of the red car's movement it would block the yellow car from being pushed.



The red car moves as far as possible, then all three cars PILE-UP. Each car drops 1 gear and takes 1 damage.

Examples: Collisions (continued)

HEAD-ON



The red car's driver wants to use the yellow car to slow themselves down again, but this time the yellow car 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 driver of the yellow car gets to decide what happens next.



If they choose to not to move the red car's movement ends there. Both cars immediately SMASH, ending the red car's turn.

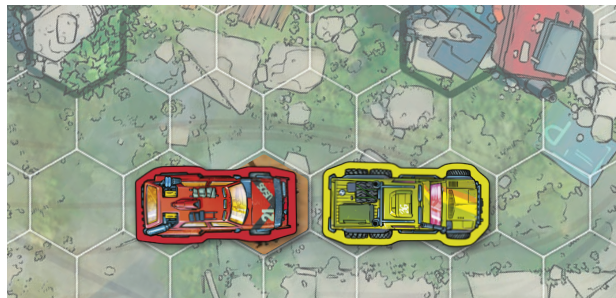


Instead they let themselves be pushed. The remaining movement of 2 is halved, so both cars move 1 space.

COLLISIONS & OIL SLICKS



The red car has a move of 8 and starts directly behind the yellow car. The yellow car will not be affected by the oil slick as it is being pushed, but the red car will be affected.



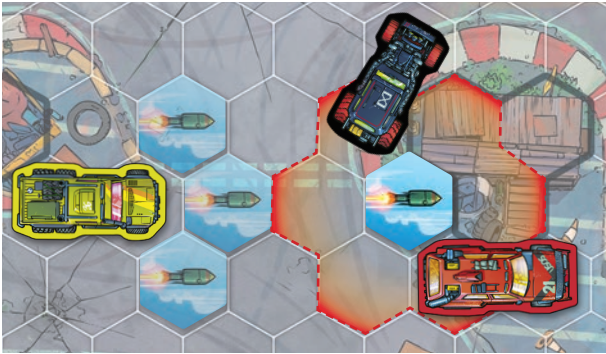
Both cars move forward 3 spaces until the red car hits the oil slick and is forced to steer. This has used 6 of the red car's 8 movement.



As soon as they steer they are no longer part of a REAR-END and their movement is no longer halved. They choose to steer left, moving the 2 remaining spaces and end up as shown.

Examples: Fired Items

FIRING AT A BARRIER



The driver of the yellow car is choosing a target to fire their rocket at. From this position they could directly hit the black car by firing from the left space their front arc, or the red car by firing from the right space of their front arc. Instead they aim at the barrier directly in front of them. The red and black cars are both adjacent to the explosion, so both take 1 damage. Neither car was hit directly, so no gears are affected.

CHAINED EXPLOSIONS



The black car sees an opportunity, and fires a rocket into the back of the green car. The green car takes 1 damage and drops 1 gear. The red car and mine also take 1 damage as they are adjacent to the explosion. This causes the mine to explode. The green



car takes 1 additional damage from being adjacent to the second explosion. The oil slick also takes 1 damage, removing it from the game.

FIRING OVER DROPPED ITEMS



The red car fires a missile over the oil slick, hitting the green car. The oil slick is not adjacent to the explosion, so is unaffected.

Rules Summary

Goal

Be the first to cross the finish line after the number of laps indicated in the track layout.

Setup

Choose a track layout from the race guide, and set it up as described. Read aloud any special rules for that race.

Shuffle together the item tokens in play and place them in a face-down pile by the board. Place the initiative track, damage tokens and relevant item descriptions by the side of the board.

Each player picks a driver, then chooses between their standard and unique abilities. They place their dashboard in front of them, with the gear stick on gear 2, and the ability tokens, player aid and dice alongside.

Shuffle the initiative tokens of the cars in play, and randomly place one at the bottom of the initiative track. That player places the front of their car on an empty space on the starting line, pointing in the direction indicated in the track layout. Repeat this until all vehicles are on the starting line.

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

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

Player Turns

Every round players take their full turn in the order indicated by the initiative track. Every turn follows the same five step sequence:

START with your previous die rolls on your mirror. The quantity of dice matches 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 shift down two gears, taking one 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 top and the lowest at the bottom.

If multiple drivers are in the same gear they remain in the same order.

The player at the top of the initiative begins the next round.

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 - when you hit a barrier remove all dice and your gear stick from your dash, then take 1 damage and end your turn. You must shift up next turn.

SIDE-SWIPE - when you hit a car from the side push the end you hit (rotate it). Leave the other end in place.

REAR-END - when you hit a car from behind move both cars half your remaining distance (round up).

HEAD-ON - when you hit a car head on the other driver decides whether both cars **SMASH**, or it's a **REAR-END** with their car moving backwards.

PILE-UP - If you cause another car to hit a barrier or a third car, all cars involved drop 1 gear and take 1 damage. End your turn.

Damage

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

Specials

Items, special spaces and driver abilities all take precedence over the standard rules, in that order.

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

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.