

# TRAILER PARK WARS!

2-6 players, 60-90 minutes, ages 14+

You have finally landed the job of your dreams: *Trailer Park Manager!* To be the Best Darn Trailer Park Manager in town you must place quality tenants in your trailers, create a fun and friendly atmosphere by adding some sweet amenities, and go about destroying the other trailer parks ...no matter what it takes!



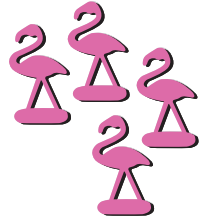
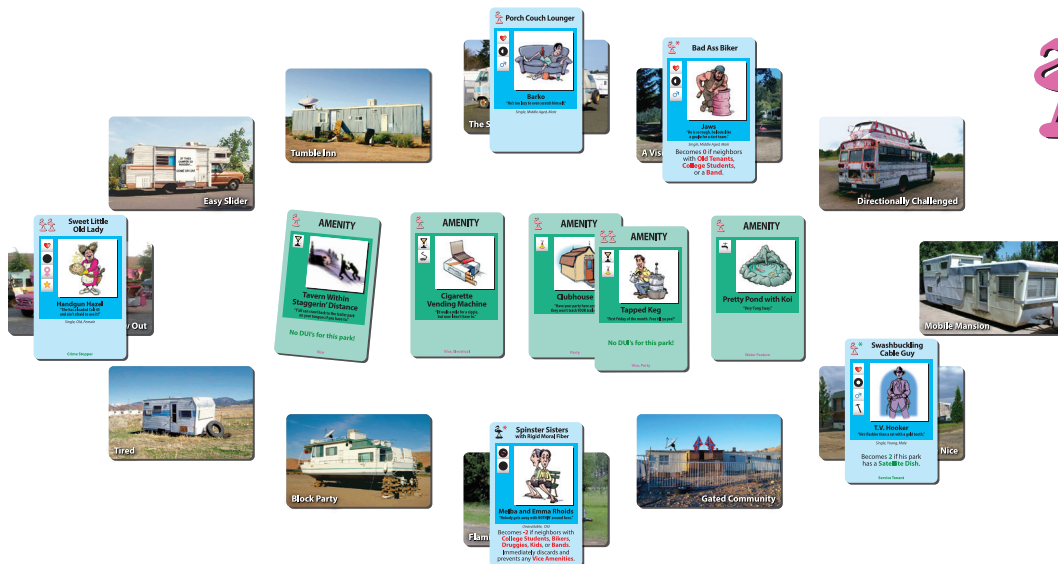
**The Object** of the game is to become the *best darn Trailer Park Manager in town* by collecting the most yard flamingos as points.

**Contents:** These instructions, 48 Trailer Cards, 100 yard flamingos, 130 'Trailer Park Wars!' cards as a draw pile, and 24 trailer park name tiles. **Get Started!**

**Don't read all of these silly instructions... Just start doing them!**

**Draw Pile: Shuffle and deal seven cards** from the "Trailer Park Wars!" deck to each player, as their **hand**. Place the remaining cards in the center as a draw pile. If the draw pile is ever exhausted, shuffle and replace it. Discards go face up next to draw pile.

**Trailer Cards: 3-6 players: Deal out all of the trailers.** (A two player game? Both players get 18 trailers.) Players arrange their trailers face up in an oval in front of them. These are the trailer parks. Diagram is of a trailer park after a couple of turns.



**Naming the Trailer Parks:** Trailer park name tiles have a number on one side and a name on the other side. Place them all, number side up, on the table. **Players take one of each number (1, 2, and 3) and place them in numerical order, name side up, at the outside top of park.** These are the trailer park names.  
\*Three blank tiles are included to create your own trailer park names.



**Flamingos:** Place in the center of the table in a pile. This is the "Flamingo Store". Flamingos are the points that the players collect at the beginning of each turn (after each player's first turn) for tenants and amenities in their trailer park. See 'More about Flamingos' for details later!

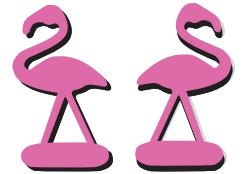
## Lets Play!!

The player with the nearest birthday in the future goes first.

On each player's first turn begin with step 3.

### Steps:

1. Count the pink flamingos that are on the tenant and amenity cards in your trailer park, subtract any negative (black) flamingos. (Not on the first turn though) Take flamingos and place them around your park *attractively*. Flamingos are not given up for a negative score.



2. Resolve any events that other players caused in your park. (Example: A player gave your park 'Rat Infestation' but you can rid your park of them with the 'Crazy Cat Lady' who is *already* a tenant in your park. Discard the 'Rat Infestation'.)

3. Play up to three 'Trailer Park Wars!' cards from your hand. Players are allowed to play cards on other parks. Play tenants **onto** any vacant trailer, any park. Play amenities into the **center** of any trailer park. *Play good stuff on your trailer park, bad stuff on other trailer parks.* Read cards out loud with attitude! (More about 'Cards' below.)

4. You may discard one unwanted card from your hand.

5. Replenish hand back up to seven cards. Read your cards during other players' turns so you know what to play next turn. (Duh.)

Play continues to the left. **The game ends the instant the last flamingo is taken. If more flamingos are owed to that player for the last turn...tough luck!**

The winner is the player with the most flamingos!

### Symbols On Cards



Male



Female



Either



Young



Old



Middle Aged



Unavailable



Available



Druggie



Vice Amenity



Electrical Amenity



Party Amenity



Water Feature



Band



Animals



Service Tenant



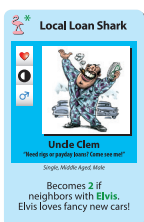
Crime Stopper

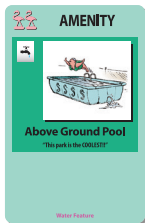


Kids

### Card Types:

**Tenants: (Blue)** Place on any vacant trailer in any park. Tenants are not moved once "homed" unless a card allows. If required to place a tenant with no vacant trailers, discard tenant. Flamingos are pictured on tenant cards and represent points: pink = positive, black = negative. Flamingos can change according to the tenant's contentment level. The cards will outline positive and negative effects. Example: If you have 'Uncle Clem' as a tenant and add 'Elvis' as to your park, Uncle Clem becomes two flamingos instead of one.





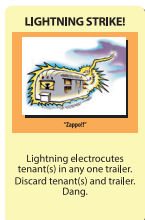
**Amenities: (Green)** Players place **amenities** in the center of any park (preferably your own). Flamingos are pictured on amenity cards and represent points, which are collected at the **beginning of each turn** if that amenity is still functioning. Some **amenity cards** will increase a **tenant's** flamingos! Example: If you have 'Starla, the Chain Smoking Stripper' as a **tenant**, and then add the 'Cigarette Vending Machine' as an **amenity**... Starla changes from one flamingo to two flamingos each turn that you have the combination!



**Other Trailer Parkin' Cards:** Play on **any** park if the card applies. Play to the center of a trailer park if it is for the whole trailer park or on a **tenant** or individual trailer as it applies. Use the sound effects and quotes on the cards for adding color to the Trailer Parkin' trash talkin' experience!

If attacked, players may play an appropriate card for defense *only if* a card allows. Otherwise players **wait until their turn** to deal with the attacks **after** counting and collecting flamingos.

**"Hitch Up"** A park manager may not hitch up two **tenants** who don't get along. If their points are affected negatively as neighbors... surely they won't get along hitched, now will they?



**Natural Disasters: (Yellow)** These occur **immediately** and are resolved as described on the card. Card text takes precedence over rules.

**More about Flamingos:** Flamingos are collected at the beginning of each player's turn (except everyone's first turn). Players add the positive flamingos (pink) on the cards in their parks (**tenants**, **amenities**, etc) and subtract the negative (black). Collect and place the flamingos *attractively* around the trailer park. Flamingos for **amenities** and **tenants** are awarded every turn that they are in your park and functional! If players are to ever turn in flamingos (a penalty from another player) they go back into the box. This is the Flamingo Dumpster. When counting, be sure to check for modifiers. Example: If a 'Heavy Metal Band' is placed as a neighbor to an **old tenant**, the **old tenant's** flamingos go from one to zero. In some cases, there may be a toxic neighbor on both sides and additional flamingos would be subtracted. Dang.

### **End of Game and Winning Condition:**

The game ends immediately when the last flamingo is taken from the Flamingo Store. The winner is the player with the most flamingos.

Game owner settles any disputes that arise during the game.

### **Optional House Rules and Variations:**

**Flamingo Store:** A longer game? Put flamingo's back into the 'Flamingo Store' instead of creating a dumpster, or get more flamingos. Gut Bustin' Games has bags of 100 Yard Flamingos available in many colors!

**Hard Core:** If a player sets a card into play to begin their turn and forgot to collect flamingos, it is too late! We are not even suggesting a drink penalty.



# TRAILER PARK WARS! TERROR

IN THE TRAILER PARK

Just when you thought it was safe to manage a trailer park... ALL HECK BREAKS LOOSE!

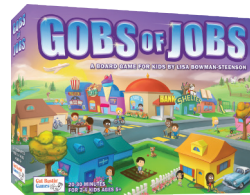
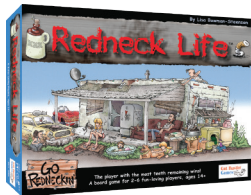
The Trailer Park Wars! Expansion is available in stores and online at [www.GutBustinGames.com](http://www.GutBustinGames.com).



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## [www.GutBustinGames.com](http://www.GutBustinGames.com)

For a Gut Bustin' great time, also play...



### Designed by Lisa Bowman-Steenson.

Illustrated by Greg Ellingson. Graphic design by Brandon Jon McGee.

Dedicated to Lori, who never... wait, wait, I mean always thought I could do stuff like this.

### Photo Credits:

Michael Con"-man"ser (Ungrateful Dead)

"Trailer Park Pete" Almen (Ma and Pa's Giddy Up and Stay)

Angela "Queen of the Courts" Walker (The Collection, Pig with Lipstick)

Bonnie and David Bro'man (Loserbago)

Valerie and Paul "Prison Boss" Epling (The Retreat)

Raina "Hawk Eye" Steenson (Sexy Silhouettes)

A big shout out to **Starlite Classic Campground** for the awesome vintage trailer photos.



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Small parts not intended for children 0-3 years. Don't eat stuff that isn't food!

Don't copy this stuff, blah, blah, blah. Short blue work van, striped jumpsuit, blah, blah.

