



Redneck Life: Bustin' a Gut!

**You must have Redneck Life Board Game
to use this expansion!**

Set Up Instructions:

1. Shuffle the new Go Redneckin' Cards into the original Redneck Life Board Game's Go Redneckin' Cards. The expansion cards are marked with "Bustin' a Gut" for separating the cards after playing.
2. Use the new set of 10 Homes. Shuffle, place face down on the game board. If these run out during the game, bring in the 10 Homes from the original Redneck Life Board Game. The expansion Homes have a blue back for separating the cards after playing.
3. Use the new expansion Rig Rodeo. If this Rig Rodeo runs out of Rigs during the game, bring in the Rig Rodeo from the original Redneck Life Board Game. The expansion Rigs have a blue back for re-sleeving the Rig Rodeos after playing.
4. Use only the new charts with the mixed Go Redneckin' Cards. There are specific Go Redneckin' Cards for these charts.
5. If you run out of Check 'N Scrams, use a token as a \$500 debt (beer cap, real dollar, pork rind... you choose).
6. Choose one side of the new Name Chart to use for the game. Place over the original Name Chart in the center of the board.
7. Game owner settles disputes that arise during game.

Expansion Chart 1: Education, Career, & Rig

Congratulations! You are 18! Do 2 steps...

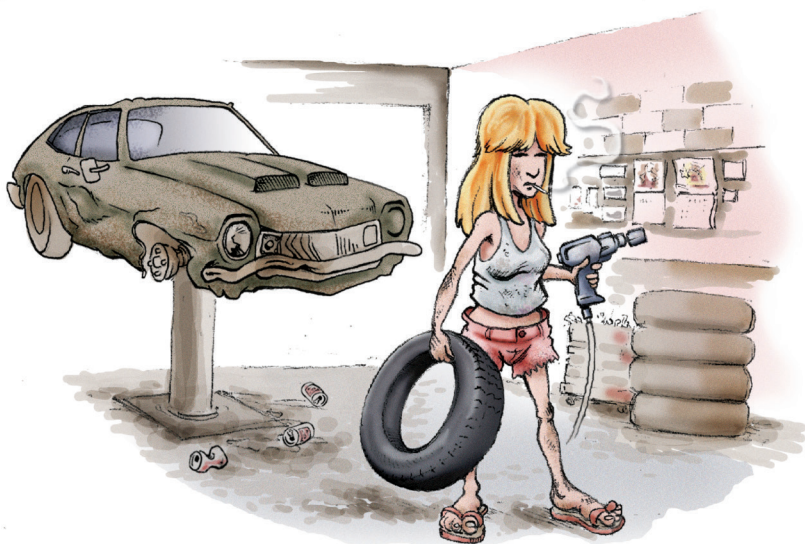
Step 1: Get Education & Career! Roll 2 dice. No duplicate careers at the start of the game. Second roller must re-roll. Note grade, career, and Payday on score sheet.

School Grade Completed: (number on dice)	Career:	Payday Amount:
2 = 2nd Grade	Porch Couch Lounger	\$250
3 = 3rd Grade	Carnie	\$270
4 = 4th Grade	Chainsaw Artist	\$290
5 = 5th Grade	Mud Wrestler	\$320
6 = 6th Grade	Bass Fishing Guide	\$350
7 = 7th Grade	Tire Guy/Gal	\$370
8 = 8th Grade	Night Club Bouncer	\$400
9 = 9th Grade	Pawn Shop Manager	\$420
10 = 10th Grade	Long Haul Trucker	\$450
11 = 11th Grade	Uncle Clem's Collection Agent	\$470
12 = 12th Grade	Personal Injury Lawyer	\$500

Step 2: Purchase 1 or 2 Rigs from "Uncle Clem's Rig Rodeo".

Pay listed amount(s) using Uncle Clem's Check 'N Scrams.

Remove Rig(s) from plastic sleeve and keep them in front of you.



Expansion Chart 2: Get Hitched & Housed

Do all 5 steps...

Step 1. Roll 2 dice for new spouse's name.

Note on "First Spouse's Name" line on score sheet.

Step 2. Wedding Expense: Roll 1 die:

1 = Show up intoxicated at your wedding. **Win \$200** for submitting footage to "Most Embarrassing Home Videos" show.
How proud you must be!

2 = Get hitched at the Monster Truck Rally half-time show. **Free!**

3 = Cake fight between you and your new spouse at the "Wild Hair Wedding Chapel". **Pay \$200** for damages and **lose a tooth**.

4 = Honeymoon! Go on a bass fishing trip for a honeymoon!

If you are a Bass Fishing Guide...**Free!**

If not, **pay \$300**. Bass Fishing Guide collects. Pay bank otherwise.

5 = Your Wedding Getaway Rig (your most expensive one) is stolen!
You must replace Rig if it was your only one.

6 = Revenge of the red-headed step kids: **Darryls!**

Roll 1 die to see how many you add to your young'ens list.

Pay \$300 for a wedding trip to escape the "Little Monsters".

Lose a tooth by mentioning **that** to your new spouse.

Step 3. Housing: Take top Home Title Deed card. **Pay listed amount.**

Step 4. Furnish entire home. **Pay \$100** to The Goodwill.

Step 5. One and only chance to purchase insurance.

See score sheet. Check "Yep" or "Nope" on insurance purchases. **Pay amount chosen.**



Expansion Chart 3: Get Divorced! Do All 3 Steps.

Step 1. Roll 1 die to see "grounds" for divorce:

If you are a Guy: "No doubt it was her fault because..."

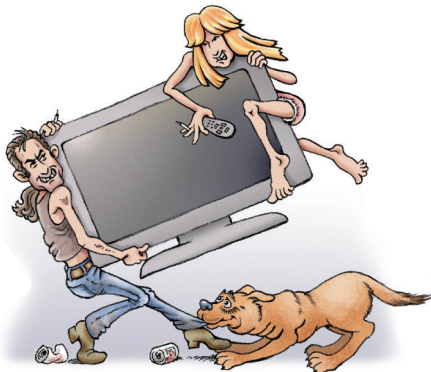
1. ...she collected WAY too many critters". Sell some. **Collect \$200.**
2. ...she won the State Fair Hog Callin' Contest. Now, that ain't right."
3. ...she changed from beer to moonshine. I can't afford her no more."
Pay \$100.
4. ...she had two Darryls she didn't even tell me about!"
Add 2 Darryls to to your list.
5. ...she got all crazy-mad over TV channels and wholoped on me!"
Lose a tooth & replace TV. **Pay \$300.** Pay a Personal Injury Lawyer an extra **\$300** if there is one.
6. ...I had to get some more Scrams from Uncle Clem to bail her outta jail again. THAT'S THE LAST TIME!" **Pay \$500.**

If you are a Gal: "Dang right it was his fault because..."

1. ...he went off to jail on a weapons charge & I ain't waitin'." Sell weapons to another player, you choose. **Collect \$200** from them.
2. ...he left me for one of his nieces. Dang."
3. ...he BBQ'd two of my pets!" **Pay \$100** to replace.
4. ...I told him I don't want no more young'ens!"
(Add twin young'ens. Both boys. Names: Barney and Festus.)
5. ...we was competin' in a sack race and he tripped me on purpose so's he could win!" **Lose a tooth** and **pay \$300** medical expenses. Pay a Personal Injury Lawyer an extra **\$300** if there is one.
6. ...he mud-bogged my Rig!" Lose a Rig. Insurance doesn't cover it.

Step 2. Roll 1 Die: See if you keep your home or if your ex gets it: Roll insurance is available: Before rolling, you may purchase **one** number lower than die roll for \$100. (Example: Pay \$100, you roll 5 but call it 4.)
1-4 = You keep your home. 5-6 = Your ex gets the home.
Purchase another. Not fair? Nobody said it was.

Step 3. Pay Divorce Lawyer **\$200** (Bank) unless you choose to sleep with the Divorce Lawyer-then receive a **\$100** discount. Rates have gone up.



Expansion Chart 4: Re-Marry!

Do all 3 Steps...

- Step 1.** Roll 2 dice for second spouse's name. Note on score sheet.
- Step 2.** Roll 2 dice to see how many red-headed step kids named Darryl you add to your young'ens list. That's right... **2 dice!** Use the back of your score sheet if needed.
- Step 3.** Go on a honeymoon! **Pay \$300** or roll 1 die and pay that number times \$100. Reno, Baby!

Expansion Chart 5: Day of Reckon'n!

Do all 5 Steps

- Step 1.** Sell your Rigs and Homes for half price.
- Step 2.** **Collect \$50** from each of your young'ens (bank) to help with expenses.
- Step 3.** Pay a **\$25** fine for each Redneck Revenge Card you still have. (It does not pay to be nice in Redneck Life, and NO, we don't care if you couldn't use them.)
- Step 4.** Pay off as many Check 'N Scrams as you can.
- Step 5.** **If you have money**, purchase teeth back for \$100 each, up to the original 28 teeth.
If you are still in debt, cross out a tooth for each Check 'N Scram you still have, down to 0 teeth, as Uncle Clem came collectin'! Check 'N Scrams just count as debt after you have no more teeth to lose.
- Step 6.** On your score sheet under Final Score, note the number of teeth remaining, any Check 'N Scrams (\$100 debt) you still have, and the amount of cash you have left-over.

The winner is the player with the most teeth!

In case of a tie with teeth, the player with the most left-over cash wins! If none of the players have teeth remaining, then the player with the least amount of debt wins.



Expansion Moonshine Chart: Roll 1 Die

- 1 =** Sell each player a jug of Moonshine. **Collect \$50 per player.** If they are currently hitched (married) charge \$50 for their spouse's 'Hooch' as well.
- 2 =** Consider yourself unfit to parent (as does the county) with your Moonshinin'. Keep any Darryls, but must give any non-Darryl young'ens up to other player(s).
- 3 =** All night party at your place! **Collect \$200** for pocket pickin'! You decide how much you picked from the other players, up to \$200 total.
- 4 =** Impaired judgement: **Lose \$300** playing Texas Hold'em. If hitched, **lose a tooth** as spouse finds out.
- 5 =** Was it the 'Moonshine Talkin'? Pay a **\$200 fine** and **lose a tooth** for an inappropriate comment made to a waitress at the nightclub. If there is a Bouncer, they collect. If **you** are the Bouncer, lose your job, the tooth, and begin a new job as a Poultry Processor, taking a \$100 Payday cut.
- 6 =** **Lose a tooth** crashing into another player's Rig when leaving tavern parking lot. Both Rigs are destroyed. You choose which player **and** which Rig. Players may purchase a Rig at half price if insured. **Your** vehicle insurance is cancelled after this. Go back 7 spaces for time spent in county jail and follow directions on that space. If you are a Long Haul Trucker: lose job. Become a Porch Couch Lounger. Reduce Payday by \$200. Dang.



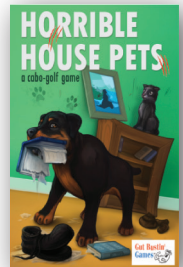
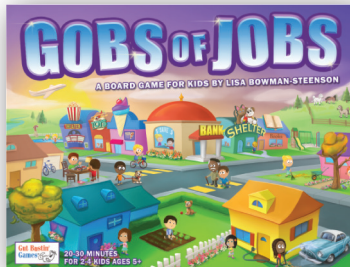
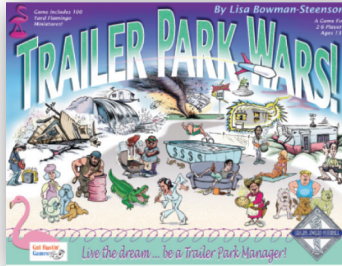
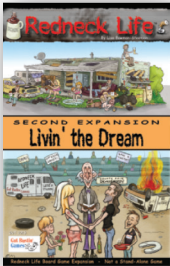
Expansion Tobacco Chart: Roll 1 Die

- 1** = Your pal in this game (you choose) attempts to light your ciggy with a flame torch. **Lose 2 teeth**, but sue them and **collect \$400!** If there is a Personal Injury Lawyer you must split the settlement with them.
- 2** = Sponsor a personal fund raiser at the little league game selling chewing tobacco. **Collect \$200**, but **lose a tooth** to decay.
- 3** = Turn in a gob of 'Ciggy Pack Points'. May purchase a new Rig at half price. It must be the least expensive Rig in the Rig Rodeo.
- 4** = Your gun case key fits a ciggy vending machine! Open it and **collect \$100**.
- 5** = **Pay a \$200 fine** and **lose a tooth** for being disgusting. You left your chew spit can on the bar of the tavern. Somebody chugged it! BLECCH!
- 6** = Accidentally drop a live ciggy in your Rig. "Hot Burnin' Fireballs!" Rig is destroyed. If needed, purchase a new Rig. Half price if insured, full price if not. Plus **pay \$200** to replace your shotgun as it got burned up real bad. Dad-gumm-it.



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