



# Redneck Life™



2-6 Players

Ages 14+

60-90 Minutes


**Object:** To be the player with the most **teeth** remaining on The Day of Reckon'n.

## Set Up:

- Shuffle the **Go Redneckin' Cards** at least three times.  
Place the cards face down on the **Go Redneckin'** space on the game board.
- Place **Title Deed** cards face down on the **Title Deed** space on the game board.
- Slip all **Rig Cards**, photo side showing, into plastic sleeve. This is **Uncle Clem's Rig Rodeo**.
- Each player chooses a moving piece. (*We strongly recommend your favorite beer cap in place of the cheap pawns we have provided.*)  
Place all moving pieces on the **Start Here** space in the upper left corner of the game board.
- All players get a score sheet, find a pencil, and choose their gender (Guy or Gal).
- Each player rolls 2 dice for their names. See the **Name Chart** in the center of the game board.  
**Red Die = First Name. Blue Die = Middle Name.** Write your new name on the top line of your score sheet and refer to the other players using their new names during the game.
- Players receive no money to start the game. Surprised!? This ain't the government!

## To Play:

The player with the biggest feet goes first. Players follow these steps on their turn:

1. Roll 2 dice and move that many spaces on the game board. (*Add an extra die if you're in a hurry.*)  
*The green arrows on the board are directional aids only.* 
  - Players must end their movement when they reach a **STOP** space, losing any additional movement left on their roll.
  - If a player occupies the space you would land on (other than a **STOP** space), continue moving one space in the direction traveling until you reach an unoccupied space or a **STOP** space, whichever comes first.
2. Follow the directions on the space you land on.  
*See additional instructions below and on the next page for STOP, Go Redneckin', Moonshine/Tobacco, and Payday spaces.*

The game continues clockwise to the next player.

The game ends when all players have arrived at **The Day of Recknon'n**.



## Owe Money? Check 'N Scrams!

Any time a player owes money and can't pay, they must take a red **Check 'N Scram** as a \$100 payday advance. For example, if you owe \$20 to the bank and can't pay cash:  
take a **Check 'N Scram** (\$100 debt) and \$80 cash from the bank.

Players are to pay off **Check 'N Scrams** as they pass **Payday** spaces or receive a cash award.

*If your game runs out of Scrams, use a token (pork rind, beer cap, etc.) to act as a \$500 debt.*

## Lose a Tooth

When a space, card, or player causes you to lose or break a tooth, black out a tooth on your score sheet.

Start at the top (28) in the *Teeth Remaining* column. You cannot lose more than 28 teeth.

Take a **Check 'N Scram** if you have 0 teeth and are instruction to lose yet another tooth.

## STOP Spaces

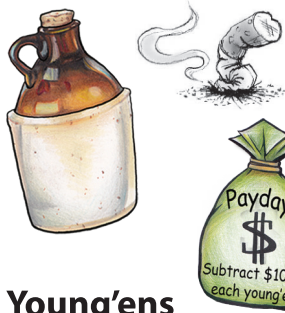
All players must end their movement on each **STOP** space and follow all of the steps on the corresponding charts as they go around the board. We sound a little bossy, but it's important!



## Go Redneckin' Spaces

Draw a **Go Redneckin' Card**, read it out loud and follow the directions.

*Revenge Cards* are the exception... you want to keep these secret! They can be used immediately or kept face down until needed. Once a player reaches **The Day of Reckon'n**, they cannot use or have *Revenge Cards* used against them. If y'all can't agree on what a *Revenge Card* means, the player with the fewest teeth settles the dispute.



## Moonshine/Tobacco Spaces

Roll 1 die and follow the instructions on the **Moonshine/Tobacco Chart**.

## Payday Spaces

Collect *Payday Amount* when landing on or passing a green **Payday** space.

Subtract \$10 for each young'en on your list each **Payday** (see details under **Young'ens**).

**Payday** is generally an opportunity to pay off your **Check 'N Scrams**.

Collect a \$20 bonus if you land on a **Payday** space.

## Young'ens

When adding a young'en, note their name(s) on your score sheet in the *Young'ens* column. Reduce the *Payday Amount* amount by \$10 per young'en in the *Reduced Payday Amount (\$)* column next to the new young'en's name. For example, if your *Payday Amount* is \$300 and you add one young'en, you would write \$290 on the blank to the right of the first young'en listed. This is the new *Payday Amount* to collect for **Payday**. If you reduce your number of young'ens, your pay increases! There is no limit to the number of young'ens you can have. If you get "too many", just use the back of the score sheet to list more!

What if your young'ens cost more than you have comin' in on **Payday**?

Take some **Check 'N Scrams**, you would-be deadbeat!



## Rigs (Vehicles)

Noted on each vehicle card is the number of young'ens (capacity) you can transport in that **Rig**.

When your number of young'ens exceeds this capacity, you must purchase another **Rig** from **Uncle Clem's Rig Rodeo** (no tradin' in... Clem does not want that piece-a-crap **Rig** back in his **Rig Rodeo**).

Your new total **Rig** capacity is combined between all of your **Rigs**.

If your **Rig** is stolen, wrecked, blown up real bad, etc., you must still accommodate all of your young'ens and purchase another **Rig**. If you lose a **Rig** but can still accommodate your young'ens, you don't have to purchase another unless the space or card demands it. **Rigs** are not added back into **Uncle Clem's Rig Rodeo** when discarded unless all **Rigs** are gone from the **Rig Rodeo** and a player needs to purchase a new **Rig**.

If another player catches you with a **Rig** capacity shortage for your young'ens, that player collects a **\$100 fine** from you and you will need to purchase a new **Rig** immediately.



## Homes

Homes are purchased on the second **STOP** space when y'all "**Get Hitched & Housed**".

If your home is burned down, blown up real bad, or otherwise destroyed, replace your home only if instructed to purchase another. Otherwise you can just live out of your **Rig**! However, you cannot label your **Rig** as a home for trading purchases (the *Witness Protection Program* card as an example).

## End of Game and Winning

Players use the **Day of Reckon'n Chart** (Chart #5) when they reach the end of the game. No **Go Redneckin' Cards** may be played by or against a player who has arrived at the **Day of Reckon'n**. Compare final scores after all players are finished. **The player with the most teeth remaining wins!** 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.

**www.GutBustinGames.com**

Please visit our website for information on Redneck Life and our other games. You'll also find new Rigs and Homes, and score sheets to download and print. Be sure to send us your Redneck Home and Rig photos. You'll win some cool Gut Bustin' prizes if we include your photo in the game!

For a Gut Bustin' great time, also play: **Redneck Life** expansions **Bustin' a Gut** and **Livin' the Dream**, **Trailer Park Wars!** and it's expansion, **Terror in the Trailer Park!**, **Oh Gnome You Don't**, **Cheap Shot**, **Flea Marketeers**, **Creeps of Keister Island** and **Horrible House Pets** card games, and **Gobs of Jobs** Board Game for Kids!

Developed and produced by Lisa Bowman-Stenson, Grand Pooh-Bah.

Designed by Lisa Bowman-Stenson. Dedicated to "Grandpa Don" White for his tremendous influence.

Illustrations by Two Tree Art. Graphic design by Brandon Jon McGee.

Small parts not intended for young'ens under 14. Don't eat stuff that's not food!

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