

By Lisa Bowman-Steenson

TRAILER PARK WARS! TERROR IN THE TRAILER PARK

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

OH NO!

Why would you unleash such a reign of fright and mayhem onto the trailer parks in your town? **WHY?**

What were you thinking?

Too late now... it's time for **TERROR** in the Trailer Park!

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

CONTENTS

Instructions, 24 Trailers, 75 Trailer Park Wars! Cards, 50 Purple "Variable Value" Flamingos, 12 Trailer Park Name Tiles



All expansion cards have a Bunny Crab-Spider icon for easy sorting from your base game.

TRAILERS

Shuffle the new Trailers into your base game Trailers and deal an even number to each player, up to 18 Trailers each. Place any extra Trailers back into the box. Each player arranges their Trailers photo-side up in an oval in front of them. These will be each player's trailer park.



TRAILER PARK WARS! CARDS



Combine with base game cards. Shuffle, shuffle, shuffle the Trailer Park Wars! cards several times. When you think you have shuffled enough, shuffle some more. There is way too much death and destruction to have just the expansion on top of the draw pile!

Follow the base game rules for set up: Deal 7 cards to each player as their hand. Create a draw pile in the center. If there are 5 or 6 players, split the draw pile for easy reach of all players. There is only one discard pile for the Trailer Park Wars! Cards. Trailers will be discarded into their own separate pile. If the draw pile is ever exhausted, shuffle and replace it.

NAME TILES

Use all of the new tiles plus enough from the base game to accommodate the number of players. Place name tiles, number side up, on the table. Each player draws a 1, 2, and a 3. Place them in order at the top of your trailer park and proudly announce the name of your park.



FLAMINGOS

Flamingos are the points that players collect at the beginning of a turn (after each player's first turn). The game ends immediately when the last flamingo is taken from the Flamingo Store.

Decide how long of a game your group would like to play:

- **45 Minutes:** Only use the 50 purple flamingos as 1 point each.
- **60 Minutes:** Only use the 100 pink flamingos from the base game as 1 point each.
- **90 Minutes:** Combine the purple and pink flamingos. All flamingos count as 1 point each.
- **120 Minutes:** Combine the purple and pink flamingos. Count pink flamingos as 1 point each, and purple flamingos as 2 points. At any point you may exchange one purple flamingo for two pinks to make "flamingo change".

If players are ever to turn in flamingos (a penalty from another player), they go back into the box. This is the "Flamingo Dumpster".

HOW TO PLAY

Use the same rules from the base game for starting, steps in a turn, and points. See Trailer Park Wars! rules (page 2).



STEPS IN A TURN (OVERVIEW)

1. Count flamingos on cards that are already in your park, if any (pink are positive, black are negative), get matching score from Flamingo Store, and place flamingos attractively around your park. **If a player sets a card into play to begin their turn and forgets to collect their flamingos first, it is too late! Dang.**
2. Resolve any events in your park. Refer to "After Points Are Counted".
3. Play up to three Trailer Park Wars! Cards from your hand.
4. May discard one unwanted card from your hand.
5. Replenish your hand back up to seven cards.

PRO TIP:

To speed up gameplay, count up the points in your park **before your turn begins**.

TRAILER PARK TERMS

Action Against Your Park

If another manager attempts to play a card that will affect your park, this is an action *against* your park. If you can block the action with a protective card (Gnomes, Torches, Sickles, and Brooms), the action will have no effect on your park. An action may include the placement of a tenant, in which case the tenant would be discarded if blocked by a protective card.

Your protective card does not cancel an action on other parks that a card is targeting. For example: Flamingos Escape - All players must give up flamingos. You play a protective card and don't participate.

One player may not interfere between two other parks' wars.

If an action was only targeting your park, the action card must be discarded, but still counts as a played card.

"After Points Are Counted"

You cannot resolve any evil bad things against your park until AFTER you count up and collect flamingos as points. If there is an evil bad thing in your park when your turn starts, you must take the penalty first, then resolve.

For example:

Brandon has the Bacon Vending Machine (+2 points) in his park and Jill plays the Hog Farm (-2 points) into his park. Brandon must count his points and collect flamingos on his turn **before** he can discard the Hog Farm.

Jill has the Hog Farm in her park and plays the Bacon Vending Machine on her turn to immediately discard the Hog Farm. She already took the penalty for the Hog Farm at the beginning of her turn.

Bad Thing

This is something that you do NOT want in your park. Does it cost you points, or move, kill, or hitch your tenants? Then it is a bad thing.



"In Your Park"

A Trailer Parkin' card or amenity that is in your trailer park, or an amenity that is shared with a neighboring park.

Live Thing

Does it have a pulse? All Tenants are live in the base game and expansion, as well as raccoons, locusts, gators, roaches, aliens, and rats. Zombie Chihuahuas are not live (we Googled it)!

Poison, Kill, Destroy

These actions require you to discard the card to the appropriate discard pile.

SPECIAL CARDS

Curtis the Hideous 50-foot Child

In order to play Curtis on an opponent's park, there must be two vacant, neighboring trailers. Curtis occupies both trailers. Position the two trailers next to each other (not overlapped) and place Curtis on top of both trailers so both trailers are still partially visible underneath him.



Deflector Mirror

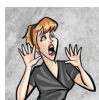
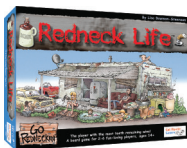
The Deflector Mirror is the only card played directly from a player's hand outside of their turn. Use this card to not only prevent an action being taken against your park, but you play that same action back against them.

Shared Amenities

Both parks collect on each of their turns when an amenity is shared between neighboring parks. A shared amenity card can be used to take an amenity that is already shared between two parks if one of them is your neighbor.



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