

- ❗ Losing a Turn: A redneck can only lose one turn per round. When a redneck loses a turn (either through "pick a fight", landing on a space, or going to jail), a "round" is defined as once around the board.
- ❗ A redneck that has lost a turn is NOT immune to being sent back by another player that has landed on "Piss Off Your Neighbor"!
- ❗ Pick a Fight: A redneck that lands on a Pick a Fight space MUST choose a player to pick a fight with.
- ❗ Rednecks that have made it to the end (Family Reunion) are still required to participate in money transactions with the bank or other rednecks as the game dictates. But they are protected from being sent back by another redneck that lands on "Piss Off Your Neighbor".

How to Win

Collect the following based on when you arrived at the family reunion:

- 1st: 3,000 dollar bill
- 2nd: 2,000 dollar bill
- 3rd: 1,000 dollars
- 4th: 500 dollars
- 5th: 250 dollars

Repay any unpaid loans and count all your money. The redneck with the most money wins the game.



Instructions

Quick Start

- Fan out the blue High School Grad and High School Dropout job cards face down.
- Each redneck rolls the dice. If an even number is rolled, draw a High School Grad job card. If an odd number is rolled, draw a High School Dropout job card.
- The redneck that rolled the highest number during the job selection process takes the first turn. Then continue clockwise. As in real redneck life, start the game broke.
- Choose a race car, roll the dice and move the car that many spaces from the Start Circle. Follow the instructions on the space.



Draw a Cow Pie card



Draw a Beer card



Piss off your neighbor! Roll the dice again and choose a redneck to move back that many spaces.



Bar Brawl! Each redneck rolls the dice. The redneck that rolls the lowest pays the bank \$100



Pick a fight! Choose a redneck to pick a fight with. Each rolls the dice. The redneck that rolls the lowest loses a turn.

* If a tie occurs for the lowest roll during a bar brawl or pick a fight, those players roll again. Continue as necessary to break the tie.



Paycheck. If you land on, or pass by this space, collect a paycheck

Roll Again - If instructed to Roll again. Roll the dice and move forward. Follow the instructions on the new space.

Go Back - If instructed to Go Back. Roll the dice and move back. DO NOT Follow the instructions on the new space.