

Jeff Foxworthy's™



# You Might Be a Redneck if...

## Game

For 2 to 4 Players

Ages 16 & Up

### Contents

Game Board, 800 Redneck Jokes on 200 Cards, Card Box,  
30 Dumb Luck Cards, Redneck Coin, 4 Rednecks with Stands,  
4 Recliners, 4 Hound Dogs, 4 Flyswatters,  
4 TVs, 4 Satellite Dishes, 4 Jerky

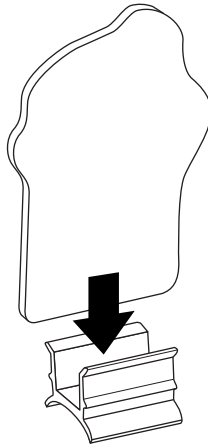
## RULES

### Object

Be the first Redneck to collect a Recliner, a Hound Dog, a Flyswatter, a Jerky, a TV, and a Satellite Dish, and return home to your trailer.

### Set-Up

- Put the Rednecks into their stands.
- Put the Game Board in the center of the playing area.
- Put the Recliners, Hound Dogs, Flyswatters, Jerky, TVs, and Satellite Dishes in their designated spots on the Game Board.  
*HINT: Recliners at Uncle Junior's Recliner Liquidator, Hound Dogs and Satellite Dishes at the Mother-in-Law's trailer, Jerky at the Pit 'N Get, and TVs at the Flea Market.*
- Shuffle the Dumb Luck Cards and put them off to the side of the Game Board.
- Put the Redneck Coin and Card Box with Redneck Cards nearby.
- Everybody sit around the Game Board. The trailer right in front of you will be your home. Each player takes the color-matching Redneck character and place it on your trailer.



### Play

- Check your neck! The biggest Redneck goes first, and you all take turns.
- On your turn, have somebody else draw a Redneck Card and read it to you. The cards have multiple-choice jokes, with three possible punch lines. Two are fakes, but one is original – made up by Jeff Foxworthy himself. You have to pick which of the three is “Foxworthy.” (The Foxworthy joke is shown in bold red type.)
- On every card there's a Redneck to give directions on how many spots to move, depending on whether or not you picked the right choice to fill in the blank. When you move, you may move in any direction you want, but you can't change directions during a turn. It's okay for Rednecks to share spots.
- If you land on a spot where you can get something you need for your trailer, leave your Redneck right there on the game board, but take the loot and put it in your trailer. That's it for your turn.

- Lucky for you, some of the places where you can get stuff for your trailer have more than one way in and out. As you move your Redneck around the game board, remember that each entrance/exit spot on the path counts as one, and actually landing inside a place also counts as one. Once you're in a place, you can leave by any other spot that has a entrance/exit point.
- When you get to your mother-in-law's house, you may choose either a Hound Dog from under the porch, or a Satellite Dish off the roof. You can only get one item per turn though! You're going to have to go back another time to get the other.
- If you land on a spot with a sign on it, read it aloud and then do what it says... *for the duration of the game*. Then that's it for your turn.
- If you land on a spot that says “Dumb Luck,” take a Dumb Luck Card and read it aloud. Then flip the Redneck Coin. If you get heads, you must do what the card says. If you get tails, you must give the card to the Redneck of your choice, who then must do what the card says. Then your turn is over.
- If you land on a blank spot, your turn ends.
- Throughout the game you'll be getting stuff for your trailer, but you might be losing some stuff too. Just keep on going and try to get everything you need. If you lose something you already collected, just try again for another one.
- Once you get everything you need for your trailer, get to your trailer as quickly as you can! You still have to take turns and try to pick the real Foxworthy joke to move, but you don't need to land on your own trailer by exact count when you get there.

### Winning

If you're the first Redneck to get a Recliner, a Hound Dog, a Flyswatter, a Jerky, a TV, and a Satellite Dish, and get back to your trailer, you win!