

Hip Hop Inspired Games

Written by Robert ID2908

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With Hip-Hop being so prominent in today's culture, The Gameologist Group, LLC believes the timing is right to introduce the BLING BLING2002 line of hip hop inspired games to mainstream audiences. CEO Jeff Smoke McGill states, "It is a game that our demographics can relate to, the lingo, the situations, the pit falls and the come ups".

The Gameologist Group, LLC is a minority owned game development company that creates and designs games ranging from casino slot machines, casino table games, board games, lottery card games and video games. Most of the game concepts are Hip Hop inspired. This is one of many games on schedule to be introduced this year.

The name of the game is BLING BLING 2002, The TAKEOVER Part 1 an urban reality board game for 2 to 8 players, taking 1/2 hour to 1 hour to play and about 5 minutes to learn. Players are adventurers in an inner city setting trying to gather up money and properties, a theme which is somewhat overused, but with a big twist. BLING BLING 2002 is based on a popular dice game called C-LO. The three dice street game, has been played in the videos of some of the biggest HIP HOP and R&B artist in the music biz! Rappers rap about it, Singers sing about it, now you can play it in the new reality board game BLING BLING2002. Players use the C-LO game play to make moves on the board and accumulate money to buy property and erect urban city projects with an option to do one of four things during their turn; win money, loose money, move their playing piece to "the bank statement" and play C-LO heads up with the "bank" for cash or land on "Now what?" and find out your fate in the unfortunate and sometime hilarious inner city hoods. The player that acquires most of the properties and cash, is crowned the "Ultimate Hustler" with numerous options for bragging and talking trash.

A portion of the proceeds will be donated to "The Gameologist Group Community Trust The Gameologist Group will distribute those funds to help finance Inner City and Urban Programs in the metropolitan Atlantic City areas.

BLING BLING2002 The TAKEOVER Part I. is the first board game in history to feature a Sound Track featuring new exclusive tracks from some of hip hops hottest existing and new artists.

Wanna have a featured song on the Mixtape CD? We have 6 spots left. Send your songs now to gameologist01@456productions.com along with your contact number. If your song has beEN selected, you will be contacted.

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To view or order the BLING BLING Board Game, visit www.456productions.com