

Hip Hop Board Game - BLING BLING The TAKEOVER Part I

Written by Robert ID3440

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The Gameologist Group LLC presents the hottest hip hop board game going "BLING BLING" The TAKEOVER Part I. Hustle Hard with 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.

The hip hop board game BLING BLING 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 board game BLING BLING 2002.

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, lose 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 sometimes 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.

C-lo From Wikipedia, the free encyclopedia.

C-lo (sometimes spelled cilo, celo, cee-lo, or cee-low) is a game of chance played with three six-sided dice. The game is stereotypically played in urban settings such as alleys or stoops. Each game involves two or more players. A bet amount is decided upon and each player puts that amount in the pile or pot. Each person then goes on to roll all three dice at once, and continues to do so until a recognized combination or number, is rolled. The most common combination is two of the same number, and a third different number. The value of the roll is the third unique number. The objective is to have the highest valued roll to win. However, there some special combinations: 1-2- 3 The lowest possible roll. 4-5-6 The highest possible roll. "Trips" If you roll three of the same number, this is known as rolling "trips". All other players must now roll a higher number with trips or 4-5-6 to win. If two or more players roll the same highest combination, a new round of the game begins between those players. Sometimes each one deposits twice as much money into the pot as he did in the previous round. The rolling process again occurs, with only those left in the game rolling. The game ends once there is a single winner in a round, with all the money in the pot going to them. Common variations A common practice is that if a player wins with trips or 4-5-6, all players must pay double the original bet. If a player rolls the dice 5 times without getting a combination, they are out. C-lo is sometimes played that if a 4-5-6 is rolled then it is an automatic win and no one else can even

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tie it. Likewise, a 1-2-3 would be an automatic loss and the person who rolled it would be automatically out. This loss includes for all "pushes" that may occur in a hand. In the West Coast Version, besides a 4-5-6, the highest pair wins and the 3rd number is of no meaning. 1-2-3 is meaningless, but roll "trips" and you're out. In a two player game if you roll the dice and If the odd dice is a "1" you "aced out"...lost automatically If the odd dice is a "6"..."head crack"... you win automatically... In the event of a draw between two or more players, the players who tied must play another round, but players must double their last bet.

To view or order BLING BLING2002 Board Game, visit www.HOODGOODIES.COM