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Stolen Property Fencing Game from Ghettopoly.com Inc

Da Object... The object of the game is to become the richest playa through stealing, cheating and fencing stolen properties.

Equipment... The equipment includes: a board, 7 character pieces (Pimp, Hoe, Crack Cocaine, Machine Gun, 40oz Malt Liquor, Basketball and Marijuana Leaf), 2 dices, 40 crack houses, 17 projects, Hustle and Ghetto Stash cards, Pink Slip cards, a Loan Shark's tray and counterfeit money.

Preparation... Each playa is given: 2 each of \$500's and \$100's; 4 each of \$50's; 6 \$20's; 5 each of \$10's, \$5's and \$1's. Totaling \$1600.

Counterfeit money that remains and other gears go to the Loan Shark's tray.

Loan Shark... A Loan Shark must be picked from the group. A Loan Shark who plays in the game must keep his or her counterfeit money separate from the Loan Shark. The Loan Shark is in charge of paying money to all the playas. Each time when a playa passes the iSteal \$\$\$ ithe Loan Shark will have to hand over \$200 to the playa, because that playa just robbed him. When a playa PAWNS his or her stolen property the Loan Shark will pay to the playa the pawn value. When money has to be paid to a playa due to the GHETTO STASH or HUSTLE the Loan Shark will pay it. Loan Shark also holds the Pink Slip cards and crack houses and projects before a playa buys it.

To Begin... Each playa takes turn throwing the dice. The first playa throws a 7 or a 11 starts first the next playa throws a 7 or a 11 goes next, and so on: Place your character piece on the corner mark Let\$ Roll and roll the dice and move your game piece in the opposite direction of the bullet, going counter clockwise.

When you land on a space that is not owned by anyone you have the right to buy the stolen properties ñ If it is owned by someone else you will be force to pay protection fees.

If you throw doubles on the dice, you move as usual but you get to go again. If you throw a iSnake Eyesî go to the iEmergency Roomî immediately, do not steal \$200 from the Loan Shark.

iLet\$ Rollî... Each time when a playa's piece lands on or passes by "Let\$ Roll", the playa will then rob the Loan Shark, the Loan Shark will then hand over \$200 to the playa.

Buying Stolen Property... A playa owns a stolen property when he or she buys the PINK SLIP card from the Loan Shark. Whenever you land on a stolen property that is not owned you may buy that stolen property from the Loan Shark but if you refuse it, the Loan Shark will hawk the stolen property to the highest bidder.

Paying Protection Fees ... When you land on stolen property owned by another playa, you have to pay that playa protection fees that is listed on the Pink Slip card. If a playa pawned his or her stolen property no protection fees will be collected. It is smart to have all the cards of the same color pattern because protection fees are double.

"Hustle" and "Ghetto Stash"... When you land on either of the two spaces you must take the top card. After the playa read it out loud the playa must then place the card back in the bottom of the deck.

When a playa gets a card that he or she is entitled to some money the Loan Shark will pay the playa, but when a playa draws an unlucky card that forces he or she to pay money, the playa will have to place the loot on the center of the board, and will stay there till someone gets the stash by landing on "Just Loitering".

"Emergency Room"... You land in Emergency Room when your character piece lands on the space marked "PAY ME THE \$500 YOU OWE ME OR PAY A VISIT TO THE EMERGENCY ROOM!" or the playa draws a card marked "Go to Emergency Room"; or the playa throws a snake eyes. When you are in the "Emergency Room" you cannot steal your \$200 from the Loan Shark.

When you land on "Just Chilling" you are just chilling you are not really in the "Emergency Room".

You can get out of Emergency Room by... paying the loan shark \$500 ...or...throwing a 7 or a 11 on any of your next three turns; if you roll the lucky numbers move forward the number of spaces you thrown ...or... using the "Early Recovery from Emergency Room" card. If do not have the card you can buy it from another playa.

If you do not throw 7 or 11 by your third turn, you must pay \$75 for the medical bill, to the center of the board. You then get out of Emergency Room and move your game piece according to the number on the dice rolled. Even though a playa is in the "Emergency Room", a playa can buy and sell property, buy and fence crack houses and projects and collect protection fees.

Crack Houses... If a playa owns all the stolen property in the same color pattern, the playa can start buying crack houses from the Loan Shark and set them up on their stolen properties. The playa may not set up more than one crack house per stolen property until all the other properties on that color pattern has the same # of crack houses. A playa can buy as much crack houses as the playa desires at anytime, only if he or she owns all the stolen properties in the same color pattern.

Projects... If a playa has four crack houses on each of the stolen property of a particular color pattern, he or she can buy a project from the Loan Shark and set it up on any of the stolen property of that color pattern. Playa must return the crack houses that are taken down to the Loan shark.

"Just Loitering"... When a playa lands on this space gets whatever counterfeit money that was collected from the center of the board. When there is no money in the center of the board, each playa will roll the dice, the playa with the highest number rolled gets \$500 from the Loan Shark.

Fencing Stolen Property... Anytime when a playa is running low on loot he or she can fence off their PINK SLIP cards, crack houses, projects, and even their souls to another playa at a price they agreed upon.

Pawned... The playa has the rights to PAWN his or her stolen properties to the loan shark, at the price listed on the back of the Pink Slip Cards. The playa will then flip the PINK SLIP card over indicating that the stolen property has been PAWNED. When a stolen property is PAWNED, the Protection Fee does not apply. When the playa has enough loot, he or she can buy back the stolen property at the selling price. Also the playa has the rights to sell back the crack houses and projects back to the Loan Shark at the purchased price.

Gone Broke... If you are broke, you are force to fence off your stolen properties to another playa or PAWN your stolen properties to the Loan Shark. If you owe money to another playa you can pay him or her with your crack houses, projects, or PINK SLIP cards. If no playa is willing to take your stolen goods you must return all your stolen properties back to the Loan Shark, and he or she will have to fence off your PINK SLIP cards to the playa that is willing to pay the most for it. You will then be ejected by the game.