



THE HIP-HOP TRIVIA BOARD GAME TO MONEY, POWER & FAME

OBJECT:

The object of the game is to be the King or Queen of HIP-HOP...THE GAME!™ How? By correctly answering trivia questions, owning as many board positions as possible, and ultimately acquiring the most benjamins. The player who is left with the most benjamins in HIP-HOP...THE GAME!™ has MAJOR BANK, RECEIVES BIG PROPS...AND IS LIVING LARGE! THAT PLAYER IS THE WINNER!

EQUIPMENT:

- Dice
- Player pieces
- Ill'in and Chill'in cards
- Trivia cards
- Board position cards
- Benjamins denominations = \$500, \$200, \$100, \$50, \$20, \$10, \$5, \$1
- HIP-HOP...THE GAME!™ playing board

ESSENTIALLY YOU CAN PLAY BY YOUR OWN RULES!.....BUT JUST IN CASE, HERE'S HOW:

- The game can be played by 2 to 6 players.
- Each player then chooses a game piece to represent his or her moves around the board.
- All players start with five thousand (\$5,000) benjamin bills to be distributed as follows:

5-\$500's = \$2500	7-\$200's = \$1400	6-\$100's = \$600	5-\$50's = \$250
8-\$20's = \$160	5-\$10's = \$50	6-\$5's = \$30	10-\$1's = \$10

- Shuffle then place the Trivia and Ill'in/Chill'in cards face down on the allotted spaces on the board.
- To begin the game, each player must roll the dice to determine order of play. To start, the player who rolls the highest number on dice goes first (this player is also the benjamin holder or banker), order of play continues in a clockwise fashion. Play starts "From Jump."
- Players must complete one turn around the board before purchasing game board places.
- If a player throws any combination of seven (6 & 1 or 3 & 4 or 5 & 2), the player moves his or her figurine, and is entitled to another throw of the dice.

BOARD POSITION CARDS/PROPERTY IMPROVEMENT:

If a player decides to purchase a board position, he/she will receive the 411! A player can purchase a board position space from the bank after landing on it, or "make a deal" with another player to acquire a space that has already been purchased. Once you have purchased three board positions of the same color, you may start to purchase CDs and thus, earn benjamins as someone lands on your property! You can improve your board position with a maximum of 4 gold CDs. You may choose to trade 4 gold CDs in to the "Benjamin Holder" for a platinum CD. You can have a maximum of 4 gold CDs or 1 platinum CD per board space. Each time a player lands on your board position they must pay the designated space rent on the back of the card.

"YOU'RE ILL'IN/YOU'RE CHILL'IN CARDS":

You're either Ill'in or Chill'in when landing here! After landing on the space, pick a card from the "Ill'in/Chill'in" deck...and follow the instructions on the card. Good luck!

"CDs":

The purchase price of a CD is illustrated on the back of the board position cards. CDs can be purchased to improve a property only after the same player has acquired all spaces of the same color/grouping. CDs may be purchased during your turn of play.

GOING BROKE!:

There may come a time during the game when you have to pay a fine or you land on another player's space and do not have the benjamins to settle your debt. If you own board positions, you may sell the actual board position space(s) acquired back to the bank (the bank will pay you 50% of your purchase price). If you do not own any board position spaces, you must pay 50% of the benjamins you own to the bank. If you do not have board positions and/or enough benjamins left to continue play, you are broke and out of the game.

TRIVIA QUESTIONS:

If a player rolls the dice and lands on a HIP-HOP...THE GAME!™ trivia question, the next player in line to play will pick a card from the trivia question deck and ask the question to the player who landed on the space. Correctly answering the trivia question will result in one additional roll of the dice. Incorrectly answering a trivia question will result in the payment of \$50 benjamins to each player *and* \$50 benjamins to "The Stash." Please note: Sometimes the answer is within the question!

STUDIO FEE:

When landing here, you must pay the designated fee to "The Stash."

BEEPER CHARGES!:

When landing here, you must pay the designated fee to "The Bank."

THE STASH!:

When landing here, collect all the money in the Stash! If there is no money in "The Stash," proceed as usual.

FROM JUMP!:

When passing here, collect \$300 benjamins from "The Bank."