

You've gotta be innit to win it!

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RULES

WARNING: Get some kid wiv glasses to read this out, coz reading's well gay, innit?

Aim Of The Game: The aim of the game is to progress around the board buying items such as Pristine White Trainers and Lizzy Duke Earrings, but avoiding the dreaded ASBO on the spot fine and Child Support Agency squares...oh and don't forget to collect your benefits for passing START

Equipment: 1 game board

7 playing pieces 2 bling bling dice 40 council houses

15 high rise tower blocks

24 Community Pest and 24 Keep It Reel cards

Pawn shop receipt cards Counterfeit money

Preparation: Each player is given $2 \times £50$, $4 \times £10$, $1 \times £5$, $1 \times £2$, $2 \times £1$, 1×50 p, 5×10 p

The Community Pest and Keep It Reel cards must be shuffled and placed face down on the relevant spaces in the center of the board.

Each player selects a playing piece and places it on START.

<u>Pawnbroker</u>: A pawnbroker must be selected from the group. As this involves handling the money, the player deemed least likely to help themselves to extra cash while no one else is looking should be duly elected.

The pawnbroker works at CONVERTERS and his other responsibilities include handing out the council houses, tower blocks and pawn shop receipts and also collecting fines and other money owed.

<u>To Begin</u>: Players take it in turn to throw the dice. Players need a double to start. (Note: the double doesn't count as your 'real go')

If during the normal course of the game you throw a double you move as usual but you get to throw again.

If you throw 4 doubles in a row go straight to the Detention Centre and do not collect your benefits.

<u>Passing Start</u>: Every time a player passes START they receive £20 in benefits. An alternative rule you may wish to use is to receive double that amount if you land on the START square itself.

<u>Buying Squares</u>: Squares are divided into categories such as fags, food, booze, bling, clothes and cars.

When you land on a square that isn't owned by another player, you have first refusal to buy that square.

Otherwise an on the spot fine is payable to the owner. (but only if they ask you before the next player rolls the dice).

A player owns a square when they receive the pawn shop receipt from the pawnbroker. If you don't wish to buy a particular square, the pawnbroker auctions it to the highest bidder. You may also bid in the auction.

<u>Selling Squares</u>: You may sell an undeveloped square to any other player for a mutually agreed amount.

You may not sell squares which have council houses on them without first selling these houses back to the pawnbroker.

On The Spot Fines: When you land on a square owned by another player, you have to pay him or her the amount listed on the pawn shop receipt. If the player has pawned their possessions at Chav Converters no money can be collected.

If all squares within a category are owned by a player, the on the spot fine is doubled on any square in that category not yet built on.

The money must be asked for before the next player rolls the dice, otherwise they can get away without paying.

<u>Community Pest/ Keep It Reel Cards</u>: When you land on either of these squares, take the top card from the pack. Read the instructions out loud, then place the card at the bottom of the pack.

When a card directs you to receive money, the pawnbroker will pay you immediately. However, if you have to pay a fine, you must place the money in the centre of the board until a player wins this by landing on 'Parking On Double Yellow Lines'.

Juvenile Detention Centre: You will be sent to the Juvenile Detention Centre if:

- You land on the square marked 'You're Nicked'.
- Or you draw a Community Pest or Keep It Reel card which tells you to 'Go to the Detention Centre'.
- You roll 4 doubles in a row.

When you are in the Juvenile Detention Centre you cannot collect your £20 benefits.

When you land on 'Just Smuggling In Drugs' you are not in the Detention Centre.

You can be released immediately from the Detention Centre by paying the pawnbroker £10 or by throwing a 7 or 11 on any of your next three turns. You can also use a 'Human Rights Card - Get Out Of Detention Scot Free'. This card can be bought or traded with other players at any time.

If you do not gain your freedom by your third turn you must pay the pawnbroker £5 which will be placed in the centre of the board. Then roll the dice again and move your pawn accordingly.

<u>Council Houses</u>: If a player owns all the squares in the same category e.g. booze or bling the player can then start buying council houses and set them up on their squares.

The player may not set up more than one council house per square until all the other squares of that category have an equal amount of council houses.

A player can buy as many council houses as they desire at any time.

The more council houses on any given square the higher the amount of money will be charged for landing on these squares.

Council houses may not be built if any square of the same category is pawned.

<u>High Rise Tower Blocks</u>: To build a high rise tower block you must have already built four council houses on each square of a particular category. The council houses must then be returned to the pawn shop.

Only one high rise tower block per square is allowed.

<u>Parking On Double Yellow Lines</u>: When a player lands on this square they receive whatever money is in the centre of board collected from Community Pest, Keep It Reel, Juvenile Detention and Child Support Agency fines.

<u>Child Support Agency/ Job Centre Plus</u>: Players cannot own these squares. When a player lands on the Child Support Agency square they must pay a fine equal to the amount thrown.

When a player lands on the Job Centre Plus square they collect a payment equal to the amount thrown.

<u>Pawning Your Possessions</u>: If you desperately need money to pay off debts you can do what any self-respecting chav would do and pawn your possessions at Chav Converters for a fraction of their true value.

The amount you'll receive is listed on the back of the pawn shop receipts.

After pawning your possessions the pawn shop receipt must be placed face down. You can also sell your council houses and tower blocks back to the pawn shop for the price you paid for them.

When your possessions are pawned you may not collect on the spot fines or buy council houses/ high rise tower blocks.

There is a 10% premium to redeem items from the pawn shop. e.g. if you pawn the Burberry baseball cap for £9 you must pay £9.90 to redeem it.

<u>Winning</u>: If you owe the pawn shop or other players more money than you can raise from pawning and selling all your possessions, including council houses, tower blocks and pawn shop receipts then you are officially broke and out of the game. All your assets will be returned to the pawn shop and auctioned to the highest bidder. Alternatively the person who plays the longest without getting bored and going off to kill people on their Playstation can be confidently declared the winner. The loser then has to officially pack the board away, including neatly sorting the money into the correct denominations and putting all the houses back into their little bags.

Glossary: ASBO - anti social behaviour order

TWOC - taken without owner's consent

PAYG - pay as you go

C.H.A.V - council house and violent (unofficial definition)

OFFY - off licence MOD - modify

CHAVALIER - A Vauxhall Cavalier owned by a chav = Chavalier.

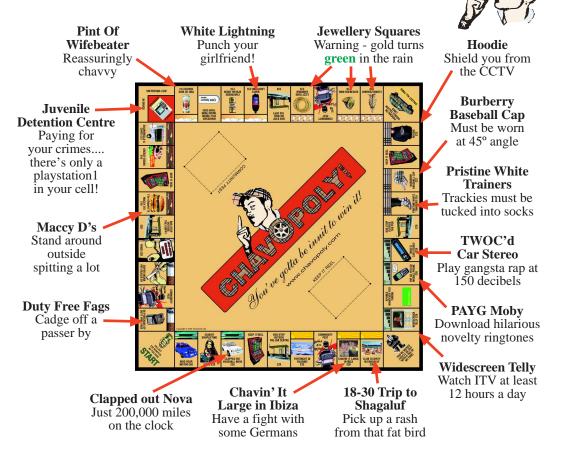
SKUNK - Super strength cannabis

BLING - Jewellery which may be expensive but is commonly cheap, used to give the impression of wealth

HAPPY SLAPPING - The practice of slapping or punching an unsuspecting person and recording it with a camera phone

BUY BACK - Selling goods to a pawn shop with the intention of buying them back later at an inflated price.





CHAV JOKES

- Q. Why are Chavs like slinkies?
- A. They have no real use but it's great to watch one fall down a flight of stairs.
- Q. What do you call a Chavette in a white tracksuit?
- A. The bride.
- Q. If you see a Chav on a bike, why should you try not to hit him?
- A. It might be your bike.

- Q. What's the difference between a Chav and a coconut?
- A. One's thick and hairy, the other's a coconut.
- Q. How do you identify the bride at a chav wedding?
- A. She is the most pregnant one.
- Q. What do you call a chav with half a brain? A. Gifted.

More chav jokes available on chavopoly.com.



Question: 1. Ha	ve you ever worn Burberry check?
-	we you ever decorated your car with any of the following: ling dogs or go-faster stripes?
Question: 3. Do	you own a pair of gold hoop earrings? ☐ No
Question: 4. Wo	uld you ever consider naming your daughter 'Chardonnay'? ☐ No
Question: 5. Are	any of your relatives called 'Kevin'?
Question: 6. Is y	vour mobile phone on a 'pay as you go' tariff? □ No
Question: 7. Ha	ve you ever gone to Pizza Hut on a date?
Question: 8. Ha	ve you ever worn Elizabeth Duke jewellery from Argos?
Question: 9. Is d	Irinking bottles of cider at your local bus stop a favourite pastime?
as a present?	ave you ever bought freshly cut flowers from a petrol station

~	ve you ever taken a Stena Line Ferry anywhere? □ No
Question: 12. Ha trainers?	ve you ever owned a pair of pristine white Reebok Classic
☐ Yes	□ No
-	ve you ever referred to a sofa as a 'settee'? □ No
~	ve you ever asked someone to sell you a cigarette? ☐ No
-	you know anyone that has been on 'Trisha'? □ No
squirrel, ornamer	ve you ever bought a garden ornament from B&Q, e.g. stone ntal wheelbarrow etc?
house at Christma	we you ever erected a flashing snowman or fairy lights outside your as? No
the loos in desper	ve you ever visited a Little Chef or Happy Eater apart from to use ration? No
-	you have 'tea' as your evening meal? □ No
_	s your mobile phone ring-tone ever been a Top 40 hit?

0-5 answers of yes - **Wannabe Chav**. You are 3% chav.



You clearly know you are not, nor will you ever be anything even closely resembling a bona fide chav but that doesn't stop you from jumping on the bling bandwagon every now and then. There's nothing wrong with a bit of pretending though you'll never be able to hold your own with the true Burberry brigade.

5-10 answers of yes - **Potential Chav**. You are 46% chav.



Do you find yourself reaching for the hair gel in the morning instead of your straighteners? Does the thought of your man in gold chains and sovereigns get you all hot under the collar? You've still got a fair way to go yet but there's definitely something of the chav in you and who knows, carry on the way you're going and one day you might even be able to show Brian Harvey a thing or two.

10-15 answers of yes - **Amateur Chav**. You are 69% chav.



You are the official chav-in-training, you know where you want to be but there are still a few obstacles to get through before you make it as a fully paid up member of chavdom. Keep on flying the Burberry flag, watch a few more episodes of Footballers' Wives and you'll be home and dry.

15-20 answers of yes - **Queen Chav**. You are 95 % chav.



Bleeding 'eck, your earlobes must be nearly round your ankles under the strain of all those Argos Additions gold hoops. For you are officially lord and master of all things chav, queen of the tracksuit and regular patron of Pizza Hut - though there was life before Burberry you know.

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