

the game of

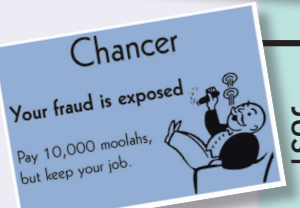
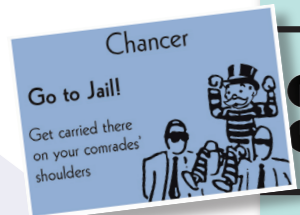
KLEPTOCRACY



Power and Self-Enrichment Board Game

BRIEF IDEA OF THE GAME

The idea of the game is to enhance one's power and enrich oneself by abusing one's position, befriending the rich and powerful or defrauding the public, with a view to becoming a KLEPTOCRAT. Starting from "GO", move Tokens around the Board on the throw of Dice. When a Player's Token lands on a space, Player must butter-up or defraud the resident. The OBJECT of doing so is to enhance one's influence or increase one's material possessions. National Purse and Chancer spaces give the draw of a Card, the instructions on which must be followed. Sometimes players land in Jail! The game is one of devious and self-serving thrills, all to the public's detriment.



concept & text by David Benatar Any similarity to Monopoly is coincidental. Any similarity to Kleptocracy is not.

FREE RIDING 	SHAIK STREET	ZUMA AVENUE	CHANCER 	GRAVY TRAIN STATION 	SKID ROW	NATIONAL PURSE 	BOULEVARD TRAVELGATE	GO TO JAIL
BRIBERY BEND								CHANCER
CHANCER 								KHAYELITSHA
JEWELLERY CITY								NYANGA
GRAVY TRAIN STATION 								GRAVY TRAIN STATION
KEBBLE CRESCENT	KATLEHONG	NATIONAL PURSE 	HAMMANS KRAAL					
YENGENI MILE	N2 GATEWAY	CHANCER 	GUGULETHU	GRAVY TRAIN STATION 	NATIONAL PURSE 	SOWETO	THEMBISA	COLLECT 800,000 MOOLAH SALARY AS YOU PASS
NATIONAL PURSE 	JUST VISITING 	CHANCER 	GRAVY TRAIN STATION 	NATIONAL PURSE 	SOWETO	THEMBISA	COLLECT 800,000 MOOLAH SALARY AS YOU PASS 	

RULES
None. All is fair in love and KLEPTOCRACY.

EQUIPMENT
KLEPTOCRACY consists of the Board with spaces indicating avaricious opportunities. There are two (loaded) DICE, four TOKENS (4x4, Illicit Diamond, Suitcase Stuffed With Cash, and Presidential Jet), 30 shacks, 15 budget houses (built with sub-minimum materials) and 5 mansions. There are two sets of Cards for CHANCER and NATIONAL PURSE spaces. Also included are "Moolahs" (the Kleptocurrency) in denominations of 10,000, 20,000, 100,000 and 1,000,000.

