

CAREERS[®]

game

For 2 to 6 players / Ages 8 to adult

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OBJECT

To be the first to “succeed” by achieving your own personal Success Formula of fame (★) + fortune (\$) + happiness (♥) by following various Career Paths.

EQUIPMENT

CAREERS[®] game board • 1 Score pad • 2 Dice • 6 Tokens • 5 College degrees
• Deck of Experience cards • Play money

YOUR SUCCESS FORMULA

At the start of the game, each player decides what her own personal Success Formula will be. Your total must equal 60 points, but you may make whatever combination of Fame ★'s, Fortune \$ and Happiness ♥'s you wish, as long as they total 60. Here are some examples:

20 ★ + \$20,000 + 20 ♥ = 60 points

0 ★ + \$60,000 + 0 ♥ = 60 points

50 ★ + \$ 5,000 + 5 ♥ = 60 points

31 ★ + \$11,000 + 18 ♥ = 60 points

The first player to reach or exceed all three parts of her Success Formula wins the game.

Remember to fold your Success Formula sheet so your opponents can't see it — you don't want them to interfere with your plans!

THE CAREER PATHS

Fashion Designer? Animal Doctor? School Teacher? Super Mom? Rock Star?
Which will you be when you grow up?

Take a look at the playing board: You'll notice that different careers yield different rewards — and risks — in terms of the number of ★'s, \$ and ♥'s you may earn — or lose! They also require you to perform different actions in order to earn the fame, fortune and happiness you need. For example, as a Fashion Designer you might earn lots of money, while being a Super Mom offers you lots of chances for happiness. As you travel around the board, pick Career Paths that will help you fulfill your own personal Success Formula — but don't limit yourself to just one career; go through as many as you need.

SETUP

1. Select one player to act as Banker, handing out all monies to herself and other players during the game, and taking in money paid to the bank for entrance requirements, shopping sprees, etc.

To start, the banker gives each player \$4,000 in bills, as follows:
2 \$1,000 • 3 \$500 • 4 \$100 • 2 \$50.

2. Each player takes a score pad. Note that we've already marked your starting salary of \$2,000 on it. (Every time you pass PAYDAY you'll earn your monthly salary, whatever it happens to be; this will change throughout the game.)
3. Now it's time to decide what your own personal Success Formula will be. Beginning players may make an easier Success Formula of 20 ★ + \$20,000 + 20 ♥. Advanced players may each decide their own Success Formula made up of whatever combination of ★'s + \$ + ♥'s they want — as long as they add up to a total of 60 points.
4. Shuffle all the Experience cards and put them face down in the center of the board.
5. Place the College Degree cards on their space on the board.
6. Each player rolls both dice: The high roller goes first and places her token on the "Fashion Designer" career entry space on the outer track; the next player to the left places her token on the next Career, which is "School Teacher"; the third player goes to the "Rock Star" space, and so on around the board until all players have selected a starting space.
7. Gameplay is always clockwise, to the left around the table.
8. On each player's first turn, she rolls one die and enters that Career Path where she's placed her token. Entrance requirements have been "waived" (you don't have to meet them) for the first turn only; any other time you enter a new Career Path, you must meet the entrance requirements.

NOTE: You will always roll two dice on the outer track and only one die on the inner Career Path tracks.

GAMEPLAY

See special rules for your first turn (#8 above). On each subsequent turn, you:

- Roll one or two dice, depending on which track you're on;
- Move the number of spaces rolled; if the space is already occupied, see BUMPING, below;
- Follow the instructions on the space you land on. As in real life, sometimes you have a choice — and sometimes you don't!

Example: Say you land on an Opportunity Knocks space that tells you to “Enter Rock Star career path — No entrance fee required.” Move your token to Rock Star — whether you want to enter that path or not. If you pass PAYDAY, collect your monthly salary. If you want to actually enter, immediately roll one die and move in as you would on a normal turn. If you don’t want to enter, just stay there until your next turn, when you will roll two dice and move ahead on the outside track.

- Whenever you land on a space at the entrance to a Career Path, you may elect to enter it — or not. If you don’t, or you can’t meet one of the entrance requirements, your turn ends.

If you do decide to enter that career, you must first meet one of the entrance requirements, then roll one die and move into the path that number of spaces; follow the instructions on the space you land on. You stay in this career path until you complete it — or until another player bumps you out or you are otherwise kicked out!

Inner track spaces that are shaded in light green require you to do something to earn the specified reward. You must perform if you land on one of these spaces. Your opponents will judge how well you performed — and decide if you’ve earned your reward or not! On white inner track spaces, you don’t perform, you just collect your reward for landing there.

Remember: On the inside track, roll only one die!

- Remember: Every time you pass PAYDAY, collect your monthly pay.
- Whenever you have completed a Career Path, put a check mark next to that career on your score sheet.
- If you land on “Win \$1,000 times the roll of 1 die”: Roll one die, then multiply that number by \$1,000. Example, you roll a 4 — and collect \$4,000 from the bank!

Bumping

If you land on a space and it’s already occupied by another player, bump that player to UNEMPLOYMENT, where she stays until her next turn, when she must roll — or buy — her way out. Exception: You may not bump a player out of the HOSPITAL or out of UNEMPLOYMENT; you both occupy the space.

A bumped opponent does not receive an Experience card or Experience credit when she’s kicked out of her career path. And she does not collect her monthly salary if she passes PAYDAY on her way to UNEMPLOYMENT.

The Experience Cards

When you’ve drawn a Bonus card, mark that bonus on your score sheet, then show the card to everyone and return it to the bottom of the deck.

If you’ve drawn an Insurance card, keep it face up in front of you until you need it. All other Experience cards must be used as soon as you draw them, then discarded. You may use only one Experience card on a turn.

Every time you've worked your way through a career path and exit from it, you will draw one Experience card. Follow the directions on the card first; if it sends you to another space on the board, follow the instructions on that space. If the Experience card did not send you away, follow the directions on the space you landed on as you exited from the career path. But if you leave a Career Path before you complete it (like if you're bumped out!) you do not draw an Experience card.

Experience

You've gained "Experience" when you've already been through a particular Career Path. So if you want to enter that path again later in the game (to collect more ★'s, \$ or ♥'s) you don't need to pay the entrance fee — you already have the experience for the job!

There is no limit to the number of times you may enter and complete any Career Path.

College Degrees

A certain College Degree will let you enter a certain Career Path — and only that path. If you have the right degree, you may enter without paying the entrance fee.

Example: You may use your FASHION degree to become a FASHION DESIGNER; your LIBERAL ARTS degree to become a SUPER MOM, etc.

When you have completed the College Degree inner track, you may pick whichever College Degree card you want from the stack.

Hint: It's a good idea to enter the College Degree track as early in the game as possible; this way, you may select which degree you want and go for the specific career that requires that degree. Each player gets only one degree during the course of the game, and those players who enter the College Degree track later have fewer cards to choose from.

Once you have earned a College Degree, you may not enter College again. So if you land on the COLLEGE entrance space, roll again.

While up to six may play, there are only five College Degree cards. You do not have to have earned a College Degree to win the game.

WINNING THE GAME

The winner is the first player to reach the Success Formula she set for herself at the start. It's okay to earn more ★'s or \$ or ♥'s than you need, as long as you have reached your goal for all three parts of your formula.



We will be happy to answer your questions or comments about the CAREERS game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

To order one additional score pad, write us at the same address. Request
"New CAREERS Score Pad" and include a check for \$1.25
(postage and handling included).

Proof of Purchase
CAREERS