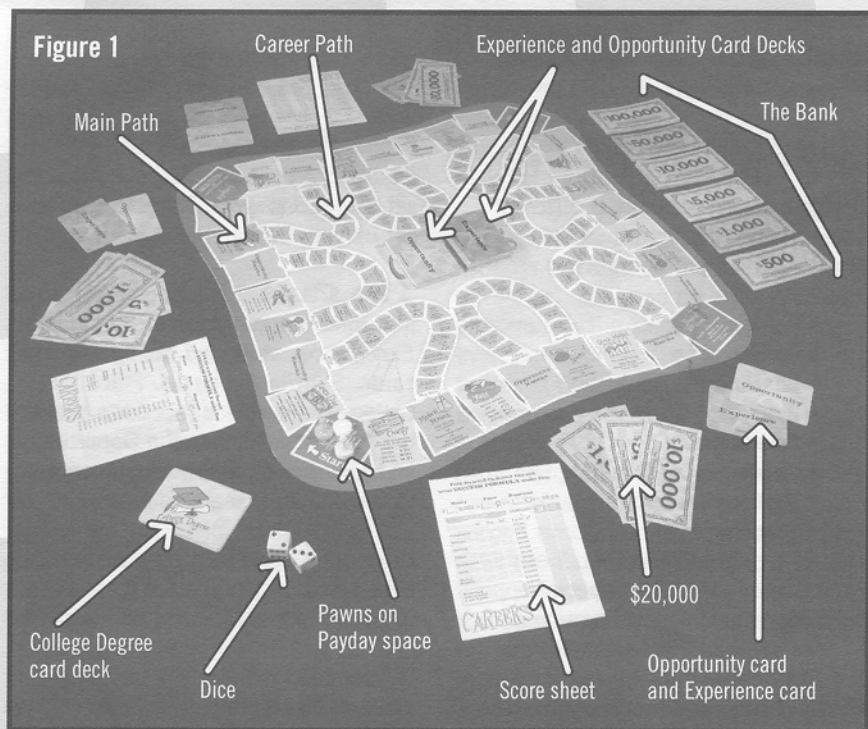


# CAREERS®

FOR 2 TO 6 PLAYERS  
AGES 8 AND UP



**Contents** Gameboard, 30 Opportunity cards, 30 Experience cards,  
6 College Degree cards, 6 Pawns, 2 Dice, Play money, Score pad

# CAREERS® Game Instructions

**Object:** The object of Careers is to “succeed” by collecting Fame, Fortune (Money) and Happiness points. Each player chooses his or her personal Success Formula — a specific combination of Fame (★), Money (\$), and Happiness (♥) points. Players score points as they move along the Main game path and the 8 Career paths. The first player to reach or exceed his or her Success Formula wins the game!

## A Look at the Career Paths

The gameboard includes 8 different Career paths (the light blue “side trips” off the Main path). They are:

- College
- Conservation
- Big Business
- Politics
- Entertainment
- Sports
- Medical Research
- Teaching

Each Career path offers special opportunities to earn Money, Fame and Happiness points; for example, the *Big Business* path offers the most Money points, and the *Teaching* path offers the most Happiness points. You decide which Career paths you want to travel (and how often) to reach your Success Formula and win the game!

## Set up the Game

Figure 1, on the cover, shows a game set up for 3 players. Refer to it as you set up your own game.

**The Cards:** Divide the cards into three decks: *Opportunity* cards, *Experience* cards, and *College Degree* cards. Shuffle the decks. Place the *College Degree* deck facedown beside the gameboard; place the *Opportunity* and *Experience* card decks facedown in the center of the gameboard.

Draw one *Opportunity* card and one *Experience* card, and place them faceup in front of you. All players do the same.

**The Money:** Pick one player to serve as the Banker. The Banker sorts the money into piles by denomination, and places them nearby. The Banker then gives each player (including the Banker) \$20,000.

**The Pawns:** Choose a pawn and place it on the Payday space. All players do the same.

**The Score Sheet:** Take a score sheet and place it faceup in front of you. All players do the same.

Now take a pencil (not included) and secretly write your Success Formula in the Money, Fame and Happiness boxes at the top of the sheet. All players do the same. The total must always equal 60 points, but you can divide it in any way among the three boxes. Note that \$10,000 equals 1 Money point; \$20,000 equals 2 Money points; and so on. See Figure 2. After recording your Success Formula, fold the top flap down so your opponents can't see it.

**Figure 2**

You chose a Success Formula of 20 Money points, 10 Fame points, and 30 Happiness points. Fold the flap to keep it a secret!

Other examples of Success Formulas are:  
 $\$200,000 + 20\star + 20\heartsuit = 60$  points  
 $\$110,000 + 31\star + 18\heartsuit = 60$  points  
 $\$600,000 + 00\star + 00\heartsuit = 60$  points

*2-player game suggestion:* If there are only 2 players, a Success Formula of 100 points makes a good game.

## How to Play

Each player rolls both dice; the highest roller goes first. Play then continues to the left.

### ON YOUR TURN

On each of your turns, follow these three steps. Each step is explained in detail below.

1. Roll or Play a Card.
2. Move Your Pawn.
3. Follow the Space Directions.

### 1. Roll or Play a Card.

**Rolling:** If your pawn is on the Main path (the large path along the outside of the gameboard), roll both dice. If your pawn is on a Career path (a smaller path inside the Main path), roll one die.

**Playing a card:** On any turn, you may play a card instead of rolling, to move to a specific space. See **OPPORTUNITY CARDS AND EXPERIENCE CARDS**, on page 6.

### 2. Move Your Pawn.

**Moving after rolling:** If your pawn is on the Main path, move it clockwise by the full count of both dice. If it's on a Career path, move it toward the end of the path by the full count of one die.

**Moving after playing a card:** Move your pawn directly to the space specified on the card. See **OPPORTUNITY CARDS AND EXPERIENCE CARDS**, on page 6.

**Bumping:** Pawns may pass over other pawns as they move. If you *land* on a space occupied by another player, that player gets “bumped” to the Job Search space, unless he or she gives you something you want – either cash, or a card, or both! If you both agree on a deal, the player can remain on

the space; if not, the player gets bumped. (*Exception:* A player can't get bumped off the Job Search or Hospital space.)

Players cannot bargain with salaries, College degrees, Career experience, Fame points or Happiness points.

A "bumped" player who passes Payday on the way to Job Search, cannot collect his or her salary.

### 3. Follow the Space Directions.

After moving your pawn, follow the directions on the space you land on. Your turn is then over. Space directions are explained below.



#### Opportunity Knocks spaces:

If you land on one of these spaces, draw an Opportunity card. See **OPPORTUNITY AND EXPERIENCE CARDS**, on page 6.



#### Career Path Entrance spaces:

If you land on one of these spaces, stay there until your next turn. You can then enter that Career path, if you wish to do so. See **THE CAREER PATHS**, on page 5.



**Lifestyle spaces:** If you land on one of these yellow spaces, you *must* spend

money on necessities like food, clothes, mortgage or taxes; or you *may* (if you wish) spend money to earn Money, Fame or Happiness points! Make all payments to the Bank.



**CORNER SPACES:** The 4 corner spaces have special rules, explained below.



**Payday:** If you land on or pass this space, collect your current salary (recorded on your score sheet) from the Bank.



**Hospital:** If you land on or are sent to this space, your turn is over. On your *next* turn, you must roll 6 or less to move off of the space; or pay half of your current salary to the Doctor (the player with the Degree in Medicine) or to the Bank, if there is no Doctor. After paying, move by the dice roll. *Note:* If you *are* the Doctor, there's no penalty for being on this space.



**Job Search:** If you land on or are sent to this space, your turn is over. On your *next* turn, you must roll 7, 11 or doubles to move off of the space. If you roll successfully, move by the dice roll. If you don't roll successfully, try again on your next turn. On your third turn, just roll the dice (or play a card) to move off of the space.



**Tropical Vacation:** If you land on or move to this space, score 4 ♥s. On your *next* turn (and any later turns), if you roll 7 or less you may either move off of the space by the dice roll; or stay there until your next turn and score 2 more ♥s. If you roll more than 7, you *must* move off that space by the dice roll.

## THE CAREER PATHS

**Entering a Career path:** To enter a Career path, you must either:

- Land on the Entrance space by exact dice count, *or*
- Move to the Entrance space after playing an Opportunity card or Experience card that lets you move there.

After you move onto an Entrance space, your turn is over. On your *next* turn, you *may* enter the Career path if you landed there by die count; you *must* enter the Career path if you moved there by playing a card.

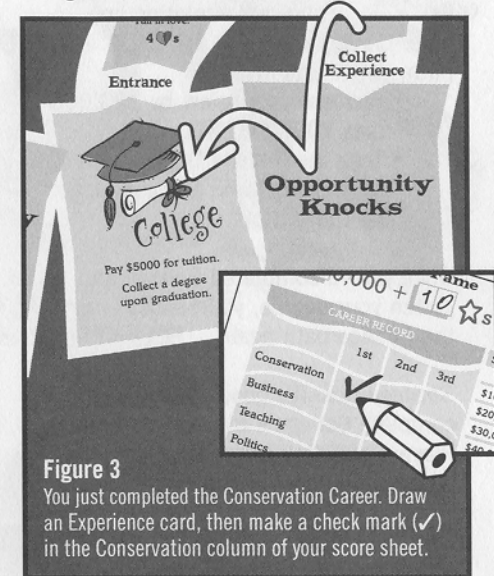
Before entering a Career path, you must meet one of the requirements listed on the Entrance space (unless you played a Special Opportunity card, which lets you in for free). For example, to enter the Medical Research Career path, you must pay the Bank \$30,000, *or* have a Degree in Medicine, *or* have gained experience by previously completing the Medical Research Career.

**Moving along a Career path:** While on a Career path, roll one die, *or* play an Experience card, to move.

If you land on a space that sends you to the *Hospital* or *Job Search* space, you must move directly to that space. You do not complete that Career; also, you cannot collect your salary if you pass Payday along the way.

**Completing a Career:** When you leave a Career path, continue moving clockwise along the Main path. After you move, take an Experience card from the deck and place it faceup in front of you. (*Exception:* See **Completing College**, on page 6.) Then make a check mark (✓) on your score sheet

next to the Career you completed. Figure 3 shows how to do this.



**Figure 3**

You just completed the Conservation Career. Draw an Experience card, then make a check mark (✓) in the Conservation column of your score sheet.

*Note:* The Medical Research Career path bypasses the Payday space; so you do not collect your salary when completing this Career. Sorry!

**Gaining Career Experience:** Career experience can give you an important advantage; so it can be good strategy to complete the same Career two (or even three) times! The only exception to this is College (see **Completing College**, on page 6.)

After completing a Career once, you can re-enter that Career for free. The second time you complete the Career, draw two Experience cards; the third time, draw three Experience cards. You can complete a Career as often as you want, but you can never collect more than three Experience cards after doing so.

After completing any Career (except College) three times, you're retired! See **RETIREMENT**, on page 8.



**Completing College:** Getting a College Degree is different from completing any other Career. When you exit the College path, do the following:

- Increase your salary by \$20,000 (see **YOUR SALARY**).
- Take the College Degree card of your choice, and place it facedown in front of you.

Once you've completed College and gotten your degree, you cannot enter the College path again.

*Strategy tips:* It's good strategy to complete College early in the game. Players with College degrees have an advantage when entering other Careers.

The two specialized degrees (Law and Medicine) are more valuable than the four general degrees. The first and second players to complete College would be wise to choose either of these degrees.

## OPPORTUNITY CARDS AND EXPERIENCE CARDS

During the game, you'll collect and play Opportunity cards and Experience cards. Play a card at the beginning of any turn instead of rolling, to move directly to a space. You may buy, sell or trade these cards at any time, as long as both players agree to the terms. Play your cards strategically, to move to spaces that will help you complete your Success Formula.



**Opportunity cards:** These cards let you move directly to a Career path

Entrance space or to the Tropical Vacation space, instead of rolling. To play an Opportunity card, place it

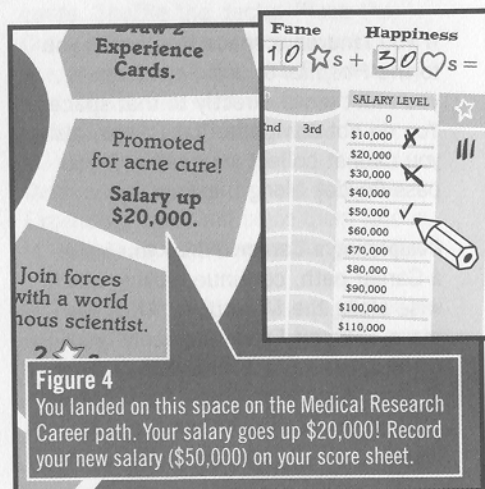
facedown on the bottom of the deck. Then move your pawn clockwise to the directed space. If you pass the Payday space, collect your current salary from the Bank. Your turn is then over. *Note:* If you moved to the Tropical Vacation space, score 4 ♥s before ending your turn.

**Experience cards:** These cards let you move 1, 2, 3 or 4 spaces. To play an Experience card, place it facedown at the bottom of the deck. Then move the number of spaces directed, and follow the space directions. *Exception:* If you land on a Career path Entrance space, your turn is over.

## YOUR SALARY

Your salary is the amount of money you collect from the Bank each time you land on or pass the Payday space.

You start the game with a \$10,000 salary. Whenever your salary increases or decreases, record it on your score sheet with a check mark (✓). See Figure 4 for an example. The next time you land on or pass the Payday space, collect your new salary.



Your salary can never be lower than zero. If you lose your salary, you may want to consider filing for bankruptcy! See **BANKRUPTCY**, below.

## SCORING MONEY, FAME AND HAPPINESS POINTS

**Money points:** Your Money points are not recorded on your score sheet: they are the number of dollars (in \$10,000's) of your "cash on hand" (the money you have in front of you). For example, if you have between \$50,000 and \$60,000 in front of you, you have 5 Money points.

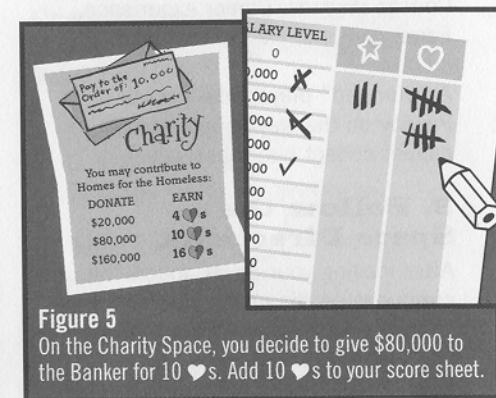
Your Money points increase with events like salary hikes, bonuses, awards, and fees paid to you by the Bank or by other players. They decrease with events like salary cuts, contributions, and fees paid to the Bank or to other players. Keep track of your Money points, so you'll know if you've reached that part of your Success Formula!

If you're directed to lose a percentage of your Money points, round down to the nearest \$500.

If you run out of money, you may try to raise cash by selling Experience cards or Opportunity cards, or by borrowing money from another player. *Note:* You can't borrow money from the Bank.

**Fame points and Happiness points:** Whenever you earn Fame (☆) or Happiness (♥) points, record them on your score sheet. Keep a running total, so you'll know how many points you need to reach your goal. See Figure 5 for an example. *Players cannot trade or sell Fame or Happiness points.*

You can never have less than zero (0) ☆s or ♥s; in other words, you can't lose more ☆s or ♥s than you have. If you're directed to lose a percentage of your ☆s or ♥s, round down to the nearest point.



Keep track of your Fame and Happiness points, so you'll know when you've reached those parts of your Success Formula! *Note:* Keep scoring points, even if they exceed that part of your formula. To win, you must reach *all three parts* of your Success Formula – and remember, you can lose points as well as earn them!

## BANKRUPTCY

You *may* declare Bankruptcy on any turn. You *must* declare bankruptcy if you land on a space that demands a payment you can't make, and you can't borrow money or sell anything for money.

To declare bankruptcy, do the following:

- Return all of your cards (including your College Degree card) facedown to the bottom of their decks.
- Turn in your cash on hand to the Bank.

- Erase everything on your score sheet *except your Success Formula*. Your salary will be \$10,000.
- Place your pawn on the Payday space.
- Take \$20,000 from the Banker.
- Draw one Experience card and one Opportunity card.

On your next turn, start all over again — and hope for better luck!

## RETIREMENT

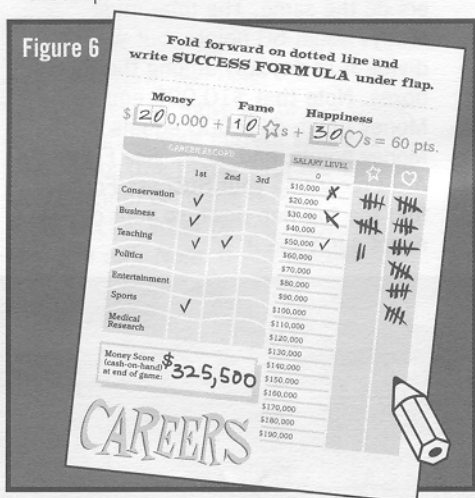
Once you have completed any Career (except College) 3 times, you're retired from that Career! As a retiree, you may move directly to the Tropical Vacation space on any turn instead of rolling or playing a card. If you pass Payday along the way, collect your current salary from the Bank!

Retirement can be a big plus for a player who still needs Money and/or Happiness points. *Note:* You can re-enter any Career you retired from, if it will help you reach your Success Formula.

## How to Win

If you're the first to reach (or exceed) your Success Formula, record your Money points in the Money Score box. Tell the other players that you've reached your Success Formula. Show them your score sheet to prove it — or to gloat about it!

Congratulations — you've won the game! Figure 6 shows an example of a completed score sheet.



## Partnership Game

This game can be played by two or three couples, with each couple playing as partners. The following rules apply:

- Each team uses a Success Formula of 120 points.
- The Salary Level and Career Record of each partner is scored separately.
- All Fame, Fortune and Happiness points earned by either partner are scored on one sheet against the same Success Formula.
- Money points and Experience and Opportunity cards are owned by the partnership rather than by the individual; one partner may use Money, Experience and Opportunity cards earned by the other partner.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. ©2003 Hasbro, Pawtucket, RI 02862. All Rights Reserved. ® denotes Reg. US Pat. & TM Office.

### PROOF OF PURCHASE



40858

**CAREERS**

40858



**HASBRO.COM**  
FOR NEW PRODUCTS AND OFFERS