

Careers[®]

For 2 to 6 Players/Ages 8–Adult

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Equipment

1 Game Board • 1 Scoring Pad • 2 Dice • 6 Playing Pieces • 6 College Degrees • Opportunity Cards • Experience Cards • Play Money

Object

To be the first to “succeed” by winning 60 points. You win points by earning Fame (☆), Money (\$) and Happiness (♥) in a number of different occupations.

The Success Formula

As in real life, you first decide what your own “Success Formula” will be. Your Success Formula is the combination of Fame, Money and Happiness that you choose to earn in order to win. Your total must equal 60 points and may be divided in any way among Fame, Money and Happiness. These sample Success Formulas all provide equal chances of winning:

$$20 \text{ ☆s} + \$20,000 + 20 \text{ ♥s} = 60 \text{ points}$$

$$0 \text{ ☆s} + \$60,000 + 0 \text{ ♥s} = 60 \text{ points}$$

$$50 \text{ ☆s} + \$ 5,000 + 5 \text{ ♥s} = 60 \text{ points}$$

$$31 \text{ ☆s} + \$ 11,000 + 18 \text{ ♥s} = 60 \text{ points}$$

The first player to reach or exceed *each part* of his or her Success Formula is the winner.

The Occupation Paths

Take a look at the board. You’ll see that there are five different occupation paths in which you can earn Fame, Money and Happiness. Notice that the different occupation paths offer different rewards. Big Business, for example, provides good opportunities for earning Money, while Sports offers many chances for Happiness, and Space leads to great Fame. The occupation paths that you choose to enter should be those with rewards that you need for your Success Formula.

Set Up

1. Shuffle the Opportunity Cards and Experience Cards and place them, face down, in the center of the board.
2. Carefully remove the College Degrees from their sheet. Then place them face up on the board, inside the College path.
3. Each player now does the following:
 - a. Select a playing piece and place it onto PAYDAY.
 - b. Take a score sheet, choose a Success Formula and write it down.
 - c. On your score sheet under PAY, enter the sum of \$1,000 on the top line. This is your starting Pay.

4. Select a player to be the Banker. The Banker's first duties are:
 - a. to separate the money by denomination; and
 - b. to give each player \$2,000. The rest of the Money belongs to the Bank. During play, the Banker must take care to keep his or her Money separate from the Money in the Bank.
5. Each player rolls the dice. The player who rolls the highest plays first; play then proceeds, in turn, to the first player's left.

Before you play, we suggest that you read the following rules very carefully.

Playing

To start playing, roll both dice and move the number of squares that you roll. Move in a *clockwise* direction around the *outside track* of the board. What you do next will depend on the square that you land on:

- a. If you land on a square that's *orange, blue, yellow or green*, follow the directions on that square and end your turn.
- b. If you land on a square marked *Opportunity Knocks*, take the top Opportunity Card from the draw pile. Be sure that no one else can see the card. Save the card and end your turn.
- c. If you land on a *white (Entrance) square*, first decide whether you want to enter that occupation path. If you *don't* want to enter, end your turn. If you *do* want to enter, meet one Entrance Requirement and end your turn.

Entering an Occupation Path

If you land on an Entrance Square to an occupation path, you must:

1. Immediately decide if you wish to enter that particular occupation path. If the rewards that it offers are what you need for your Success Formula, you probably will.
2. Then see if you can meet *one* of the Entrance Requirements for that occupation path.
 - a. If you can meet at least one Entrance Requirement, do so and end your turn. Then, on your *next turn*, you may start to move along that occupation path.
 - b. If you can't meet at least one Entrance Requirement, you may not enter that occupation path and must end your turn. Then, on your *next turn*, you must continue moving around the outside track.

Entrance Requirements

- a. *Fee*. Each Entrance Square lists a fee to be paid to the Banker. If you're able to meet one of the other Entrance Requirements, you don't have to pay this fee. If you choose to enter by paying the fee, pay it immediately.
- b. *College Degree*. With the appropriate specialized Degree, you can enter Big Business, Politics, Space and Sports *without* paying the Entrance Fee. The necessary Degrees are listed on the Entrance Squares.
- c. *Experience*. You have Experience in an occupation *only* if you've already completed that occupation path once before. With Experience in an occupation, you can enter that same occupation path again *without* paying the Entrance Fee.

You may enter any occupation path as many times as you wish.

Moving Along an Occupation Path

After meeting one Entrance Requirement and waiting until your next turn, roll *1 die only* and move the number of squares that you roll. Then follow the instructions of the square that you land on and end your turn. Continue to start your turns by rolling *1 die* until you've completed that occupation path.

Completing an Occupation Path

To complete an occupation path, you must pass all the way through and land somewhere on the outside track.

The *first time* you complete an occupation path, place a checkmark beside that occupation on your score sheet under OCCUPATION RECORD. Do this for every path that you complete.

Each time you complete an occupation path, draw 1 Experience Card.

Experience Cards

Draw an Experience Card whenever you land on a square that tells you to do so. This ends your turn.

Instead of rolling to start your turn, you may use an Experience Card to move. Move the number of squares shown on the back of the card. Then follow the instructions of the square that you land on and end your turn.

- You may use an Experience Card to move either along the outside track or along any occupation path.
- You may use only *one* Experience Card on a turn.
- You may use an Experience Card to move from HOSPITAL or UNEMPLOYMENT *only* if you first give the Banker $\frac{1}{2}$ your current Pay.
- If you leave an occupation path before completing it, you *may not* draw an Experience Card for that occupation path.
- After using an Experience Card, return it, face down, to the bottom of the draw pile.

Opportunity Cards

Instead of rolling to start your turn, you may use an Opportunity Card to move to the Entrance Square of the occupation that's named on the back of the card. If you can meet one Entrance Requirement, do so and end your turn. Then, on your next turn, you may start along that occupation path. If you can't meet one Entrance Requirement, simply end your turn and, on your next turn, continue along the outside track.

- When you use an Opportunity Card, move in a *clockwise* direction around the *outside* track. If you pass PAYDAY, collect your Pay.
- Although you may use an Opportunity Card to move from an occupation path, you do not receive Experience Credit or collect an Experience Card for any occupation path that you don't complete.
- You may use an Opportunity Card to leave HOSPITAL or UNEMPLOYMENT *only* if you first give the Banker $\frac{1}{2}$ your current Pay.
- In the deck are two Opportunity Cards marked "Send Any Opponent to UNEMPLOYMENT." Instead of rolling, you may play one of these cards and end your turn.
- After using an Opportunity Card, return it, face down, to the bottom of the draw pile.

College

There are six College Degrees—two regular Degrees and four specialized Degrees. The specialized Degrees are: Business, Law, Physical Education and Science. By earning a specialized Degree, you gain the right to enter a specific occupation *without* paying the Entrance Fee. If you decide to go through College, be careful in selecting a Degree. Your Degree should allow you to enter an occupation with rewards that you need for your Success Formula.

- To win this game, you do not have to earn a College Degree.
- A regular Degree *does not* allow free admission to any occupation. However, like a specialized Degree, it *does* earn you a \$2,000 increase in Pay.
- If you earn a Degree, you *may not* enter College again.

Bumping

By landing on a square that's already occupied by an opponent, you *immediately* "bump" that opponent to UNEMPLOYMENT. The bumped opponent must then wait until his or her regular turn to try to leave UNEMPLOYMENT.

- a. You may bump an opponent from any square on the board—except HOSPITAL and UNEMPLOYMENT.
- b. You may use an Opportunity or Experience Card for bumping.
- c. A bumped opponent does not receive Experience credit or an Experience Card for an occupation path that he or she is forced to leave.
- d. A bumped opponent does not pass PAYDAY on the way to UNEMPLOYMENT.

Scoring

Fame and Happiness. Score all ☆s and ♥s as you earn them. When you land on a square that raises or lowers either score, cross out the old score and write in the new.

Pay. Score your Pay on the score sheet, too. Your starting Pay of \$1,000 will increase or decrease according to the squares that you land on.

Experience. The first time you pass through a given occupation path, place a checkmark next to that occupation on your score sheet.

Winning

The winner is the first player to *reach* or *exceed* each part of his or her Success Formula. It therefore makes no difference if you exceed any part(s) of your Success Formula before reaching the total.

Example: Suppose your Success Formula is 20 ☆s + \$20,000 + 20 ♥s. And let's say that, at some point during the game, you find yourself with 34 ☆s and 25 ♥s, but only \$13,000 in paper Money. At this moment you've exceeded two parts of your Success Formula but have not yet reached the third. In this case you'd just continue to play until you finally reach \$20,000.

We will be happy to answer questions about this game.
Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915. Attention: Consumer Response Department.

For additional score pads, write to Parker Brothers at the same address. Request Score Pad #66A. Price: 2 for \$1.00, plus \$.50 for postage and handling.

