

Question: If I am sent to Hospital or to Park Bench do I collect my salary if I pass Payday?

Answer: No; you must go **straight** to either penalty square.

Question: I have just "Gone to the Moon" and find that I have bypassed the Payday square. May I collect my Salary anyway?

Answer: No: you have been away "too long" and have missed a whole year's salary. Sorry. But this is the price of adventuring!

Question: I am "broke" and land on the Park Bench. How may I comply with the rule "spend half of my money" when I have no money, and then go on to the next move?

Answer: If you have no money you cannot spend it, so go immediately on to the next move.

Question: If I land on a CAREER entrance space and wish to enter, do I take the amount stated for entrance off my salary?

Answer: No, you pay in cash. Your salary is neither raised nor lowered by any expenses you may have during the game.

*Questions on CAREERS will be answered gladly
if a 3c stamp is enclosed.*

Additional score pads may be obtained from your
local dealer or directly from

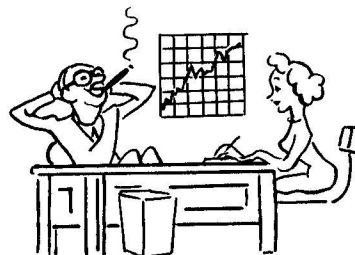
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Price 15c each or two for 25c

Rules for Playing the Game of

CAREERS

TRADEMARK



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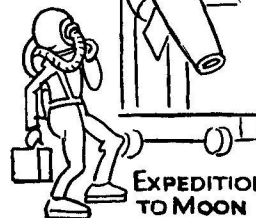
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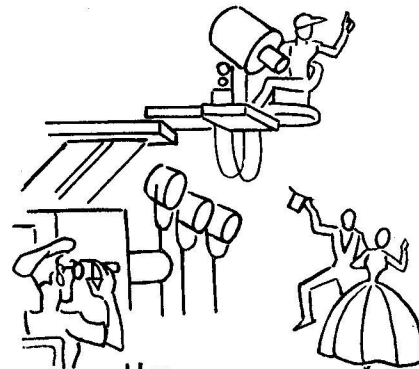
GOING
TO SEA



EXPEDITION
TO MOON



FARMING



HOLLYWOOD



COLLEGE

Rules for Playing the Game

CAREERS

TRADEMARK

For 2 to 6 Players

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PART ONE

BRIEF RULES

1. **OBJECT OF THE GAME** — The object of the game of **Careers** is to “succeed” but just as in real life, each player has his own idea of what success really means. In **Careers** each player decides upon his own success formula and writes it down privately before the game begins. The first player to achieve or exceed his own success formula is the winner of the game.

2. **PREPARATION** — In the **Careers** game you get the following: 1 Folding Board, 1 Pack of Opportunity Cards, 1 Pack of Experience Cards, 6 Playing Pieces, 1 Pad of Score Sheets, 1 Pair of Dice and a supply of Play Money. Shuffle each of the two packs of cards separately (the yellow “Opportunity Cards” and the orange “Experience Cards”), and put them face down in the spaces printed at the center of the board. Sort out the play money by denominations, study the board as you read the rules.

3. **THE CAREERS** — On the **Careers** board you see eight different Careers, starting with Farming, College, Big Business, and so on. In these Careers you can earn Money, Fame or Happiness depending on which of them, or which combination of them, you choose to

follow. For example you can go to Sea and earn Happiness by landing on the squares with the small red ♥’s. Or you can enter Politics and earn Fame by landing on the orange ★’s. Or you can earn Money by entering those Careers where you see the blue \$ figures printed on the board.

But you must first decide what your goal will be. Is it to be Money, Fame or Happiness? Or some combination of all three?

4. **THE SUCCESS FORMULA** — Before beginning the game you should each take a score sheet from the pad provided. Fold over the flap at the top of your score sheet along the dotted line. Write your Success Formula under this flap.

Sixty points mean Success, and your Success Formula must always equal 60 points. You may divide up these sixty points any way you like among the three goals, Money, Fame and Happiness. Following are some examples of Success Formulas:

\$ 20,000	+	20 ★s	+	20 ♥s
\$ 60,000	+	0 ★s	+	0 ♥s
\$ 5,000	+	50 ★s	+	5 ♥s
\$ 0,000	+	30 ★s	+	30 ♥s

Notice that the numbers written in each formula add up to exactly 60 points. Each formula is as “good” as any other as far as your chances of winning are concerned. Be sure to keep your formula secret from the other players.

5. **SCORING** — **Fame Points** are represented by orange ★s on the playing board. When you land on a square giving you a certain number of ★s, score this number in the “★” column of your score sheet. It is best to keep a running total. Each time you earn new ★s add them to the ★s already earned, writing down the new total and crossing out the old each time.

Happiness Points are represented by red ♥s. Score these as earned in the “♥” column of your score sheet, keeping a running total as you go. Happiness Points and Fame Points may not be traded.

Money Points are the number of 1000’s of dollars in cash (not Salary) you have on hand. Therefore, your Money Score at any time is simply the amount of money, in thousands of dollars, you have in your possession at that time.

Money, Fame and Happiness Points are all roughly equivalent

to each other. That is, a Happiness Point is just about as hard to earn as a Fame Point, or \$1000 in money, and vice versa.

6. THE PLAY — The players move clockwise around the outside track on the board by throwing both dice. **They move through the Career Paths by throwing one die only.**

Each circuit of the board is one “year” of the player’s “life.” Thus he collects his “annual” Salary everytime he passes the Payday square.

A player may enter any of the various Careers when he lands on its Entrance Square, or gets an Opportunity to do so. Career Experience is rewarded by Experience Cards, which allow the player to plan his moves.

Three times through any given Career entitles the player to retire to the Florida square. Retirement is an advantage, but does not necessarily win the game.

Players may interfere with one another by “bumping” each other to the Park Bench square. Or they may cooperate with one another by buying, selling and trading Opportunity and Experience Cards throughout the game.

Detailed rules of play are given below.

PART TWO

RULES OF PLAY

1. PREPARATION

- Give each player a score sheet, a playing token, and a \$1000-bill. Note that the starting Salaries of \$1000 are already checked on the score sheets.
- Make sure each player has **written down his Success Formula before the play begins.**
- Appoint one player Paymaster. He is in charge of the money and will pay out all Salaries and collect all bills.

- Place all tokens on the “Payday” square.
- Throw the dice to determine which player is the first to play. Play in a clockwise order around the board, starting with the player throwing the highest number.

2. MOVING AROUND THE BOARD — You are now ready to begin. To move from Payday at the start of the game, or from any other outside square on future moves,

THROW BOTH DICE AND MOVE THE INDICATED NUMBER OF SQUARES AROUND THE OUTSIDE TRACK. EACH THROW IS ONE MOVE.

- **IF you land on a white square . . .**
. . . you may enter the Career leading from it on your next turn to play. (See Section 3 on “Entering Careers.”)
- **IF you land on a square marked “Opportunity Knocks” . . .**
. . . draw a yellow Opportunity Card from the deck. Read Section 5 on “Opportunities” immediately, for you may wish to use this card on this same turn to play.
- **IF you land on a pink square, or a corner square . . .**
. . . follow the printed directions on the board. If you are required to pay a bill you cannot pay, see Section 9 on “Bankruptcy” immediately.

IMPORTANT NOTE: WHENEVER YOU LAND ON A SQUARE OCCUPIED BY ANOTHER PLAYER, see Section 7 on “Bumping” immediately. This rule applies to both inside and outside squares.

3. ENTERING CAREERS — To enter a Career . . .

- You must first land on, or move to, the white Entrance Square. Then, on your next move . . .
- You must meet one of the requirements or pay the fee listed on the Entrance Square. Then, on that same turn . . .
THROW ONE DIE ONLY AND MOVE THE INDICATED NUMBER OF SQUARES INTO THE CAREER. Each throw is one move. If you cannot meet requirements, you cannot enter and must continue on around the outside path.
- You need not enter any Career unless you have moved to its

Entrance Square by means of an Opportunity. (See Section 5 on "Opportunities.") Then you **must** enter.

While inside a Career . . .

- Continue moving by throws of **one** die. Each throw is one move. Start throwing both dice when and only when you are again on an outside square.
- Score all ★s, ♥s and Salary increases or decreases as you earn them. (See Section 8 on "Salaries.")

4. COMPLETING CAREERS — To complete a Career you must pass through it.

When completing any Career except College . . .

- Score your Experience in the "Career Record" column of your score sheet on the line for that Career.

The **first** time you complete a given Career, check it off under the column headed "1st"; the second time you go through that **same** Career, check it off under "2nd"; and so on. The **third** time you go through any given Career you may "retire." (See Section 11 on "Retirement.")

- Draw one or more orange Experience Cards from the deck on the turn on which you complete a career, that is when you pass from the narrow path back onto the outside path. (See Section 6 on "Experience Cards.")

The **first** time you pass through a Career, draw **one** card; the second time through that **same** Career, **two** cards; and so on. However, if you go through a Career more than three times, you are permitted to draw **only three** Experience Cards each time.

When completing College . . .

- Do **not** draw an Experience Card; instead score an automatic Salary increase of \$2000, and select a degree as you leave.
- If you are the **first** player to pass through College you may select any degree from the specialized degrees offered, and check this off in the "Education" column of your score sheet. However, **each degree may be awarded only once.**

Thus, if you are the second player to graduate from college and

the first graduate selected the Science Degree, your choice is limited to the remaining three; and so on for the first four players.

- If you are the **fifth or sixth** player to pass through College you may not score any of the specialized degrees. But you **may** score the regular College Degree and the normal Salary increase of \$2000. Any College Degree, specialized or regular, may be used for entering Big Business. A player selecting a degree in medicine becomes a Doctor. He receives payments from players in Hospital and does not have to pay himself.
- No player may go to College more than once.

5. OPPORTUNITIES — The yellow Opportunity Cards are used for moving to the Entrance Square of the Career specified. You reach that career by moving **clockwise around the board**. If you pass Payday on this move, collect your Salary. (See Section 8 on "Salaries.")

When you draw an Opportunity you may do one of three things . . .

- You may use it **immediately** by moving to the Career specified on the same turn of play on which the card is drawn. (Return the card face down to the bottom of the deck when used.)
- You may **save** it, and use it at any other time in place of one whole turn of play . . . that is, as a substitute for throwing the die or dice.
- You may **sell** the Opportunity to any other player for any price agreed upon between you at any time that it is either your or his turn to play.

Here are some things you may **not** do with Opportunities . . .

- You may **not** use them to leave either of the two penalty squares (Hospital or Park Bench).
- If you leave one Career before completing it, to enter another with an Opportunity, you may **not** score the experience or collect the Experience Cards for the Career you leave.
- If you move to an Entrance Square with an Opportunity, you **must** at least **enter** that Career. You need not stay, but you may **not** use Opportunities merely for moving around the board. **DON'T FORGET TO COLLECT YOUR SALARY WHEN PASSING PAYDAY**

6. EXPERIENCE CARDS — The orange Experience Cards are premiums for your Career experience, and allow you to plan your moves. Return the card face down to the bottom of the deck when used.

- An Experience Card may be used at any time in place of a normal throw of the die or dice. That is, it may be played from either outside or inside squares.
- Experience Cards may be bought or sold, for any price agreed upon, on either the buyer's or the seller's turn to play.

Here are some things you may **not** do with Experience Cards:

- They may **not** be used on the same turn of play on which they are drawn.
- You may **not** use them to leave either of the two penalty squares (Hospital or Park Bench).
- You may **not** use more than one of them on any turn to play.

7. BUMPING — When you land on any square occupied by another player on the Outside Path or the Career Path, you may “bump” that player to the Park Bench; or, you may prefer to bargain with him and collect a fee, or some other compensation, for letting him stay where he is.

The player who is bumped and cannot make a bargain, must go **directly** to the Park Bench square; that is, he does not pass Payday and does not collect his Salary.

8. SALARIES — Each circuit of the board is one “year” of your “life.” Therefore, everytime you pass Payday (except by being “bumped”) either by playing cards or throwing the dice, you may collect the Salary you are earning at that time.

- Your **starting** Salary is \$1000. (This amount is already checked as the first entry under “Salary Level” on your score sheet.)
- You may **increase** or **decrease** your Salary by your experience in the various Careers.

For example, by going through College you get an automatic increase of \$2000 which would raise your initial Salary to \$3000 a year. All other Salary increases must be earned by landing on particular squares in the other Careers.

- **Score** all increases or decreases by checking your new salary in the “Salary Level” column of your score sheet. Remember, you collect this new amount when and only when you pass Payday.

- While your salary may vary, it is neither raised nor lowered by any expenses you may have during the game.
- If, as a result of a penalty, your new salary is not in even thousands, write the actual amount alongside the printed salary figure nearest to it.

9. BANKRUPTCY — Any player may declare “Bankruptcy” at any time by turning in all his cards and cash and starting over again from the Payday square with a \$1000-bill, a \$1000 starting Salary, and a fresh score sheet. He may not change his Success Formula, but in all other respects he starts over again.

A player **must** declare Bankruptcy if he lands on a square requiring a payment he cannot make. However, he may first try to raise the necessary cash by selling any negotiables he might have, or by borrowing. (See below.)

10. SELLING AND BORROWING — Any two players may, during the turn of play of either of them, negotiate any contract whatsoever. This may involve selling, borrowing (with or without interest), deferred payment, investing or profit-sharing in one another's enterprises, or the like. Such contracts are, however, subject to the restriction that no player may sell, loan, or give away his Fame, his Happiness, or his Experience, which he has accumulated on his score sheet. Experience Cards and Opportunities are, however, negotiable.

11. RETIREMENT — When you have gone through any Career three times you may, if you like, “retire.” This means that you may take Florida vacations at will. That is, you may move to the corner square marked “Florida Vacation” on any turn of play **except** when you are on the Florida square itself, or in the Hospital or the Park Bench — unless, in the last two cases, you first pay the necessary fees. Thus, you may not use the Retirement privilege to avoid paying fees on the penalty squares. You always move in a clockwise direction and if you pass Payday, you collect your salary. **Note:** Once on the Florida square, even though retired, you must follow the instructions printed on that square.

12. PARTNERSHIP CAREERS — Partnership Careers requires either 4 or 6 players and its special rules are given in Section 2 of Part Three. It is better to learn the regular game first.

GENERAL INFORMATION

1. TIPS ON SOUND PLAY — To the experienced player, Careers is a game of skill. Once you have played the game a few times you will develop your own style of play. But to help you get started, here are some pointers on good play:

- Time your use of Opportunities wisely. Try to take the longest possible jumps with them so as to increase the number of times you collect your Salary.
- Use your Opportunities to “bump” other players when it will do the most good.
- Try deliberately to earn Experience Cards by going to the same Career more than once. But be careful of those Experience Cards: don’t use them up too fast.
- Plan your strategy ahead of time. Save up sequences of Opportunities and Experience Cards to execute your plans.
- But it is **not** a good idea to save very many Opportunities too long. Sell them, use them, or trade them . . . or you will find yourself with a stack of unused Opportunities at the end of the game.
- Bargain with the other players for the Opportunities you want that they apparently don’t need. Try to figure out what each of them is really aiming for.
- But try **not** to give the secret of your own Success Formula away. Careers is like poker in that there are possibilities for a good deal of “bluffing.”
- Experiment with different Success Formulas and different strategies of play.

2. PARTNERSHIP CAREERS — A pleasant variation from Regular Careers and certainly more like life is “Partnership Careers,” as played between two or three couples.

In this version of Careers the “partners” play as a team, consulting on moves, developing a joint strategy, working for common

objectives, and so on. In this, it is particularly adaptable to family play, for one parent can “team up” with one child, the other parent with another, and still have evenly matched and interesting games.

In Partnership Careers each partnership plays against a single Success Formula of 120 points, or double the number of points required for “success” in Regular Careers. The Salary Level and Experience Record of each partner is scored separately, but Opportunities, Experience Cards and Cash are held in common.

Thus, it is perfectly proper for one partner to “use” or “spend” the money or the cards “earned” by the other partner, provided this use is mutually decided upon. Secret consultation between partners is, therefore, frequently necessary in Partnership Careers.

You may want to play with the cards held in secret in Partnership Careers.

3. SPECIAL QUESTIONS — Sometimes situations arise that are not directly covered by the rules. Here are some of the most common ones:

Question: What happens when I am told I lose “ $\frac{1}{2}$ my Fame” when I don’t have any.

Answer: You lose nothing.

Question: I am on “Shopping Spree” and throw a “1.” I have \$13,150 in cash and “1/10” of this is \$1315. How do I pay the Paymaster this sum? The smallest change he has is a \$50-bill.

Answer: Pay only \$1300. In general, the Paymaster takes the loss when exact change cannot be made.

Question: I have just drawn a very valuable Opportunity. Must I tell the other players what it is if I don’t want to?

Answer: In general, yes; Opportunities should be kept face up in front of each player. This clarifies the play and speeds up bargaining. However, you may make your own rule about this.