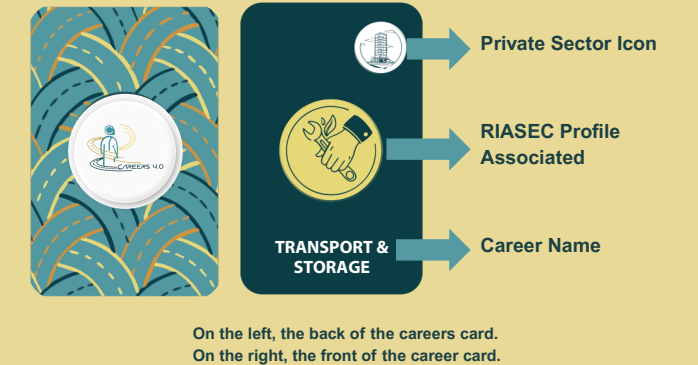


The Game

The Careers playing card set consists of 27 cards (including 21 Career cards and 6 special Unexpecteds cards), 9 Job Sectors cards and 1 6-sided dice.

Career Cards

Career cards represent the different career paths that can be pursued. Each Career card is characterised by the name of the career, a symbol indicating the RIASEC profile or profiles with which it can be associated, and another smaller symbol indicating whether this career is in the public sector, the private sector, or both. In this way, it is possible to visually associate the Career cards with the relative Job Sectors.



At the top right corner, there is a symbol indicating whether the career card belongs to the private sector, public sector or both (mixed). In the central part we find the RIASEC profile associated to the Career card. At the bottom we find the name of the Career.



Realistic profile



Artistic Profile



Investigative Profile



Conventional Profile



Enterprising Profile



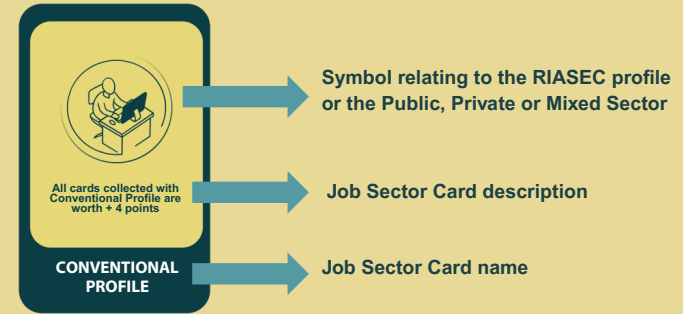
Social Profile

Each Career Card can belong to a maximum of two RIASEC profiles:



Job Sector Card

Each Job Sector card has the following features:



- In the upper part, we find the Symbol relating to the RIASEC profile or the Public, Private or Mixed Sector;
- Under the RIASEC Profile/Job Sector symbol, you will find a description of the card and the score assigned to each card drawn during the game.
- Finally, at the bottom we find the RIASEC Profile/Job Sector name.

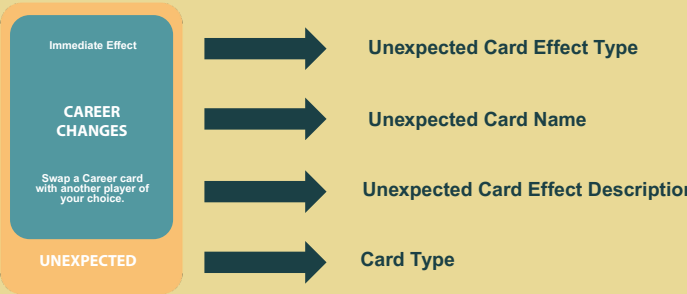
The description serves as a guide to the player, who must then attempt to collect as many Career cards as possible coherent with their Job Sector; coherent means all those Careers that possess at least one type or affinity among those indicated in the centre of the Job Sector card and in the description. A positive score is given by each Career card which possesses at least one of the types or affinities indicated in the Job Sector.

Unexpected cards

Unexpected cards are special cards that oblige the player to perform the actions they describe; each Unexpected card only takes effect once per round, once used by the player it will be discarded. Their functioning will be better explained later. They can have immediate or permanent effect:

- immediate effect obliges the player to perform the described action immediately;
- permanent effect, on the other hand, forces the player to perform the action at the end of the round.

Each Unexpected card is structured as follows:



- In the centre of the card, we find the name of the Unexpected and a description of its effect;

- At the bottom, we find the card type.

Preparing the game

The game has a minimum of 2 and a maximum of 4 players. You must shuffle and place the deck of Job Sector cards on the table so that the RIASEC profile/Job Sector object is not visible and, likewise, the Career Cards deck so that the Career card is not visible.

Starting the game

Each game consists of several rounds, within which players take one or more turns. The order of game play is decided at the start of the game by the roll of the dice; starting with the player with the highest score, proceed clockwise. This will be repeated for every new round. Following the order of play, players take turns drawing a card from the Job Sectors deck, without revealing its contents to the other players (their own Job Sector must remain secret).

Game objective

The objective of the game is to collect the Careers Cards related to one's Job Sectors during the various rounds in order to score the highest score and win the game.

Course of the game

Each round consists of one or more turns; at each turn the player rolls the dice and collects from the Careers deck a number of cards equal to the result of the dice roll. At the end of their turn each player can decide to continue his round or to end it, thus deciding not to collect any more Careers. Regardless of the choice made, the turn then passes to the next player. The contents of the collected Careers cards must be visible to all players. If you draw an Unexpected card, you must stop drawing Career cards for this turn, even if you didn't reach the number of cards given by the dice roll.

End of the game and victory

Each round ends when all players declare, after their turn, that they wish to end their round or when they have run out of cards in the Careers deck. At the end of the round, points will be calculated and awarded to each player according to their Job Sector and the collected Careers cards (more information in the section 'Awarding Points'). The score for each round will be

visible to all players. Once the calculation has been made, it will be possible to move on to the next round: the Careers cards are shuffled and placed back on the table and each player will roll the dice to establish the order of the game again, drawing a new card from the Job Sectors deck, again following the order of the game. Previously used Job Sector cards are set aside. The game ends when all cards in the Job Sectors deck run out or when a player scores 20 points over the course of several rounds, winning the entire game. Should no player score 20 points in the course of the various rounds, the player with the highest score at the end of the game, and thus when there will not be more cards in the Job Sectors deck, will win. In the event of a tie between two players at the end of the game, the winner will be decided by a roll of the dice.

Unexpected cards

If a player draws a card marked Unexpected from the Careers deck, he/she is obliged to perform the action described therein, potentially changing the balance and outcome of the game. The Unexpected cards force the player to immediately end the draw of the Careers cards, regardless of whether or not he has reached the number of cards indicated by the roll of the dice. Unexpected cards can have immediate or permanent effect: immediate effect obliges the player to immediately perform the described action; the permanent effect, on the other hand, forces the player to perform the action at the end of the round. Each Unexpected card will only take effect once per round; once the action described therein has been performed, this Unexpected card will remain unusable, and therefore set aside, until the beginning of the next round. Unexpected cards can be used against any player, including those who have already decided to end their round.

Awarding points

Points are awarded according to the specifications in the Job Sector Card. Each Career card consistent with one's own Job Sector will therefore have a contribution in points equal to the value indicated by their Job Sector card, and it will have a value of -1 if not consistent with one's own Job Sector.

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GAME RULES