

CAREER in America

WITH HANDHELD CARDS

This is an educational board game where players are able to dive into different identities in different fields of their career. Resources are limited to gender and cultural-based realities in America and tailored to each specific career determined by the players.

RULES:

- 2-5 players
- All players must agree on a career.
- Roll for a random identity: GENDER, ETHNIC/RACE and AGE
- Among the players, discuss and agree on a value (5-30 for 5 increments each) for each gender/sexuality and ethnic/race, keeping in mind of the realities their identity can be restricted to or advance in, in that career.
- Add up those points and that is the basic foundation of your worth. Use blocks to build your growth and advance through the game.
- Each block is worth 5 points of net worth.
- Players build worth by the action cards. Each card adds or subtracts your net worth. Lay down the positives or negatives of your health as you advance throughout your career.
- Players must always have 2 action cards in their hands, so draw a card each time you put down a card during your turn.
- Players advance throughout the career by adding a block to a four by four building block structure. You can add cards together to grow in your career.
 - Ex.
A coworker spoke highly of your work to your supervisor (5 points) + You got employee of the week (10) = Promotion (15)
- Add and remove building blocks as you play.
- 10-minute game per round so after 10 minutes, roll for another identity in a different career field. Play that character to see how they advance in terms of their career and compare.
- Feel free to play as many identities as you want in as many different careers as you want, with the restricted 10 minutes.
- You can see how far each identity advance by how tall each building block is.