

they receive seven points and the job card is put at the bottom of the deck.

Winning: At the end of the game, the player with the lowest score wins.

Alternative Play - for 2+ Players: Player 1 gives the hints while the others try to be the first to guess the career and receive the card as one point. The highest score wins.



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It's a Living

#TV7106

Includes: 50 Career cards.

Object: Guess your career with the fewest hints.

Game Preparation: Shuffle the cards and stack them face-down in the middle of the playing area. Each player takes a career card, keeping the career hidden from the others. Decide who plays first. Locate a timer, a pad of paper and a pen. Play proceeds to the right.

Game Play: Player 1 asks Player 2 *"What do I need for my career?"* Player 2 gives a one-word hint for the career on the card. If 'Pedicurist' is the career, 'toenails' is a good hint. Player 1 has one guess; if correct, they receive one point and it is now Player 2's turn. If they do not guess correctly, the question is repeated *"What do I need..."* Player 2 gives a new hint. One point is given per hint. If Player 1 still cannot guess the career after six hints,