

CAREER POKER

Career poker has its roots in ancient China where it is still played under the name of Zheng Shang You. It has been translated for you to the European way of life. The players are employees of the firm "Simple & Co." and are constantly struggling to achieve the best positions in the Company. In the game the position of the Boss is in jeopardy and before you know it the apprentice is suddenly calling the shots. As always someone has to be at the bottom of the heirarchy and has to do all the dirty work. In our example we call this person, for the sake of decency, "the gofor". What name you choose is for you to decide.

THE GAME'S CONTENTS:

- 104 Cards - 8 colours
with the value 1-13
- 4 Joker cards
- 8 Job titles
- 8 Plastic bases
- 1 Set of rules



note! In all games a joker can be used to replace any other card.
e.g. 11-11-joker-11 = a valid set of 4x11

CAREER POKER

PREPARATION

1 coloured set of cards is used for each player, however during the game the actual colour of the cards is of no importance. Any remaining cards should be placed to one side as they will not be used in the game.

Depending on the number of players the jokers are added to the pack as follows:

- 4-5 Players - 2 Jokers
- 6-7 Players - 3 Jokers
- 8 Players - 4 Jokers

1 job title is used for each player. The “Boss” and the “Gofor “ must always be included. The other titles can be selected by each player. The ranking of each job title always remains the same.

- 1st BOSS
- 2nd MANAGING DIRECTOR
- 3rd MANAGER
- 4th DEPARTMENT HEAD
- 5th FOREMAN
- 6th CRAFTSMAN
- 7th TRAINEE
- 8th GOFOR



THE JOKER

In our firm, the joker is the highest card, equivalent to a “14”, so if a joker is played, no other player can play a higher card in the same round.

THE FIRST GAME - DEALING THE CARDS

Before dealing the cards all the chosen job titles are placed in the centre of

the table. The Boss and the Gofor must now be determined. To do this a player is elected to deal the cards. After shuffling, each player is dealt 13 cards, face-down. The remaining cards are not used in the first round. In the first round each player plays for their own tricks.

The first player to play all their cards wins the right to be the Boss in the next round and takes the job title from the middle of the table, placing it in front of him. As subsequent players play all their cards they take the job title in accordance with the above mentioned hierarchy. The last player to be left holding cards is given the job of "Gofor".

SEATING ARRANGEMENTS

After each round the seating arrangements are determined by the job titles.

1. The Boss always remains in his chair.
2. All the other players sit to the left of the Boss in descending order according to their job title.
3. The Gofor is always the last and sits to the right of the Boss.

Naturally the above means that at the end of each round the players must move and take up their new positions.

Only the Boss of the round can remain seated.

THE GOFOR

When everybody has taken their rightful places after the first round it is time for the Gofor to do his work.

The Gofor always shuffles the cards and deals out 13 to each player. As reward for his effort he deals the remaining cards to himself. (The Gofor always has more cards at the beginning of each round than the other players). As play progresses it is the Gofor's job to collect all the tricks and stack them into one pile.

PERKS OF THE JOB

After the cards have been dealt the players who occupy the “higher jobs” are granted their “perks”. This allows them to swap their bad cards with the good cards of their subordinates. The table below shows how cards must be swapped. Low positions only get low cards, and high positions only get high cards.

POSITIONS	NUMBER OF PLAYERS		
	8	6-7	4-5
Boss and Gofor	4 cards	3 cards	2 cards
2nd Highest & 2nd Lowest	3 cards	2 cards	1 card
3rd Highest & 3rd Lowest	2 cards	1 card	
4th Highest & 4th Lowest	1 card		

When playing with 5 or 7 players the player in the middle position is not affected by the exchange of cards.

THE GAME

The round always begins with the Boss. Play then follows in a clockwise direction. During the round players have the option to play cards or pass. A trick is won by the player that plays the highest set of cards. The player that wins a trick begins the next hand.

To begin a round the player must decide whether to play one or more cards. If more than one card is played then they must all be of the same value. (e.g. 5-5-5). For subsequent players the rules are as follows:

1. The number of cards played must be exactly the same as player who started the trick.

2. The combined value of the cards must always be greater than the value of the cards played by the previous player.
3. If a player is unable to play as in 1 and 2 above he must pass and not play any cards. N.B. A player does not have play. It is permissible to pass at any time.

AN EXAMPLE WITH 5 PLAYERS

Player A begins and lays the cards 2-2-2. Player B lays 7-7-7. Player C does not have 3 cards that are higher than 7 and must pass. Player D plays 11-11-11. Player E has a set of 12-12-12-12 in his hand but would have to break them up and therefore passes. This means that player D played the highest set of cards and wins the trick (which is stacked by the Gofor). Player D then begins the next trick. Then players E, A, B and C follow him.

THE LAST TRICK

If a player wins a trick and has no more cards to play, the following rules determine who plays the next cards.

1. The right to play is transferred to the immediate superior.
NOTE! The Boss does not have a superior.
2. If the immediate superior has finished then the right to play is passed to the immediate subordinate.
3. If neither of 1 or 2 apply, the right passes to the highest ranking player.

THE END OF THE GAME:

The game finishes after a predetermined time (say 1 hour) or a number of rounds (say 10).

AIM OF THE GAME

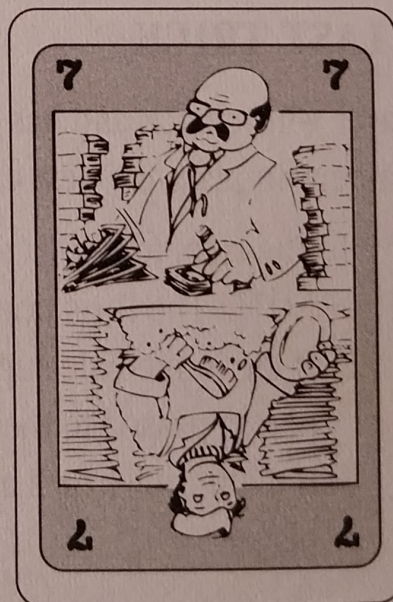
There is no concrete aim to the game, however each player should try and become the Boss at least once and should avoid being the Gofor at all costs

VARIATIONS:

1. Money and Co. (by Brian Walker)

In the firm of Money & Co., everyone wants to know who is the best. Furthermore, every service must be paid for dearly. Depending on the number of players, points are awarded for the respective positions after every round:

	Number of players				
Positions	8	7	6	5	4
Boss	10	8	8	6	6
2nd Highest	9	7	7	5	5
3rd Highest	8	6	6	3	2
4th Highest	7	4	3	2	1
5th Highest	4	3	2	1	
6th Highest	3	2	1		
7th Highest	2	1			
8th Highest	1				
Victory Points	50	40	40	2	1



When it comes to swapping cards (perks) then players in higher positions have to pay for exchanged cards. e.g. If the Boss wants to exchange 4 cards with the Gofor when there are 8 players, then he must pay the Gofor 4 points. The first player to reach a specified No. of points wins.

2. Chaos & Co.

In Chaos & Co the rule that each player must play as many cards as the first player no longer applies. In its place the following rules apply:

1. A player may play as many cards as he wishes, however at least as many as the player who played a card directly before him. (It is not necessary to take account of the amount of cards played by the first player)
2. If a player plays the same number of cards as the previous player then the value of the cards must be higher.
3. If a player plays at least one card more than the previous player then the value of the cards is not important.
4. All cards played at the same time must have the same value.

EXAMPLE:

Player A begins with 2-2-2. Player B plays 13-13-13. Player C plays 4-4-4-4. Player D plays 1-1-1-1-1 . Player E does not have a set of five and must pass.

note: In the Chaos & Co variation a joker can be used to replace any other card, e.g. 11-11-joker-joker-11 is valid as a set of 5.

Distribution:



FUN CONNECTION INTERNATIONAL · Head Office Europe ·
P.O. Box 20 02 16 · D-13512 Berlin · Fax (49) 30 371 01 17
© 1992 Schwerdtle & Schantz GmbH