

Instructions of the Includjobs Card Game



Content of the game

19 Job cards | 14 Wild cards
95 Task cards | 1 Code sheet

The cards are divided into **3 different colours**, each colour symbolises a different **employment sector**:

To play the game, you will have to **choose one of the colours**.



3

Objective of the game

Your goal is to promptly select **four Task Cards** corresponding to your **Job Card**. The first to collect all 4 cards wins the game.

Number of players

Starting from
2 players + 1 supporter
to
4 players + 1 supporter

4

5

Game

Preparation

1. Two piles of cards are prepared face down, **one pile of Job Cards and another pile of Task Cards**. Shuffle the piles separately and **place them on the table face down** separately.

2. Each player is given **1 Job Card and 3 Task Cards**. Each player **places the Job Card face up on the table in front of them**. That will be the job title that the player will have to describe their tasks.

Rules of the game

This game is played in turns. The youngest player will start. The move will focus on Task Cards. Each card represents a task, **there are three possible actions**:

1st option: If one of your 3 task cards matches the "job" card on the table, place it next to the "job" card.

2nd option: If several cards match, you can only place one card per turn.

3rd option: If none of your cards match the "job" card, discard one, two, or all three cards.

Before your turn ends, you need to draw from the pile the same number of cards that you have played or discarded. By the end of your turn, **you should always have 3 cards in your hand**.

After making these two moves, your turn ends, and **the player to your right begins their turn**.



7

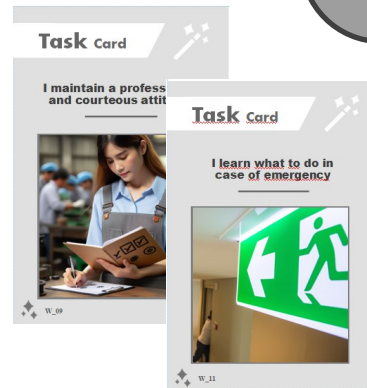
There are a total of **15 Wild Cards**, they can be easily identified as they are White.

These **Wild Card include tasks common to all jobs**, such as "behaving well with colleagues" or "arriving on time to work".

The number of Wild Cards varies depending on the "sectors" being played:

- For the "**Manufacturing**" and "**ICT**" sectors, **5 Wild Cards** are added to the Task Cards pile
- For the "**Tourism**" sector, **10 Wild Cards** are added to the Task Cards pile.

Wild cards



The **Wild Cards** are **incorporated and shuffled together with the pile of Task Cards**. These cards have the same function as the rest of the Task Cards.

IMPORTANT! Only one Wild Card can be used per player.

8

How do we know if we chose the correct card?



Each Task Card have the symbol of 3 stars and a **code number**. The supporter will be responsible to make sure that the Task Cards faced up correspond to the Job Card by comparing the codes with the ones provided in the **Codes Sheet** (included in the game)

9

End of the game

The game ends when a player manages to add 4 correct tasks to their job description card.



Game developed under INCLUJOBS Project

To obtain other materials developed in this Project, please visit the website:



inclujobs-project.eu

INCLUJOBS Partnership (game authors):



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