



Game Rules

Introduction

Jobopoly is an educational board game based on the board game prototypes produced at a Rural Youth Europe and MIJARC Europe study session in 2015. The study session took place in the European Youth Centre in Strasbourg. The aim of the study session was to empower youth to create sustainable work opportunities in rural areas in Europe. We at Rural Youth Europe wish you inspiring and exciting moments with Jobopoly!

The game is funded by Council of Europe (European Youth Foundation).

Jobopoly is also available for printing on our website:
www.ruralityoutheurope.com

About the Game

Jobopoly is a game about youth employment aiming to help you improve your skills on the job market. It has been developed by young people for young people in hope to provide a joyful tool assisting you to prepare for job interviews, learn more about yourself and gain knowledge while having a great time.

It is educational, it is entertaining, it is fun and it is for you!

For: 2-6 people, aged 14-32

Game Components

- 1 Game board
- 1 Game rules
- 1 Dice
- 12 Game pieces (2 of each colour)
- 87 Question cards
- 52 Situation cards
- 41 Self-reflection cards

Game Rules

The aim of the game is to advance from being unemployed to owning an enterprise. During the gameplay you will face challenges that may help you progress or make you fall back on the career ladder.

1. Select a colour and take both of the game pieces. One game piece will move around the board, and one will indicate where you stand on the career ladder.
2. Before the game begins, you should place one of your game pieces on the career ladder. Each player starts as *Unemployed*.
3. The oldest player starts the game. You begin your turn by rolling the dice.
4. To enter the board, each player has to roll a 3 or 6 on the dice. This represents applying for jobs but not being successful every time. Once you have successfully rolled a 3 or 6 on the dice, you should place your other game piece on the *START/Promotion* tile of the board.
5. After you finished your turn, pass the dice to the player on your left.
6. Once you entered the board, when it is your turn again, you roll the dice and move accordingly on the board.
7. When you land on



A question mark: The player to your left takes a *Question card* and reads it out loud for you. If you answer the question correctly you should keep the card.



A lightning bolt: You should take a *Self-reflection card* and read the question out loud. You should keep the card after the question is answered.



A star: You should take a *Situation card* and read the situation out loud. You should make a move according to the situation, either on the board or on the career ladder.

If you get a positive situation (i.e. move forward) and land on another star card or question card, it is still your turn, therefore you continue by taking that card. If the situation is negative and you move the indicated steps backwards, the turn goes to the next player and you should not draw any new card.

After your turn is over, you should discard *Situation cards*.

8. Two cards of any kind lead to a promotion. When two cards are collected you move one step up on the career ladder. You may also choose to save the cards for later use, this way you can have different tactics in how to advance on the career ladder. Please note that there are *Situation cards* where a player can lose a card, get demoted or even get fired! When you have used your cards, shuffle them back into the pile on the board.
9. A promotion is awarded every time a player passes the *START/Promotion* tile on the board.
10. If you get fired, you should move back your game piece on the career ladder to *Unemployed* and remove your other game piece from the board. This means you start the game from the beginning, so when it is your turn again, you repeat step 4. until you are able to enter the board again.
11. The winner is the player who first reaches the position of owner.