



# Job It

## Introduction

It is a cooperative game developed by 5 high schools from Croatia, France, Italy, Latvia, and Poland, thanks to the Erasmus+ program.

For 2 to 6 players



**Goal** All players must reach the multicolored center before the black track reaches "Hell".

**Components**

- A gameboard
- A black track
- A help die
- 6 meeples
- A bag containing 68 job cards (2 levels of difficulty: with rainbow logo: difficult level, plain card: easy level)
- 84 Dixit cards
- A one-minute timer

**How to start**

- Each player chooses a meeple and starts on the meeple matching color circle of the gameboard.
- Set the black track according to the number of players.
- Shuffle the job cards into the bag and place it close to the board. Then shuffle the Dixit cards deck and place it close to the board too.
- The youngest player goes first and becomes the active player.

**How to play**

1. The active player **first draws a job card from the bag**. S/he **keeps it hidden** from the other players. S/he will have to make other players guess it using Dixit cards. S/he is not allowed to speak. S/he can only use the words "yes" or "no".

2. So, s/he **then draws 8 Dixit cards and looks at them**. S/he **thinks how s/he will use them** to make the other players guess the job mentioned on the card. **When ready, s/he turns over the timer** and s/he has 1 minute to display the Dixit cards on the table and have other players guess the right job.

3. The active player can use all Dixit cards or just a few. S/he can also use the verso of the unused cards to hide some irrelevant parts of the Dixit cards as shown here:



4. **The other players didn't find the job within the 1 minute allowed.**

- i) **The players can roll once the help die. If they get a ....**

- ... 1. They fall down 2 squares on the black track.

- ... 2. The active player gives a clue and the other players have another 30 seconds to guess.

- ... 3. Nothing happens.

- ... 4. The active player takes another job card and with the same Dixit cards has 1 minute to make the other players guess the new job.

- ... 5. The active player takes 8 new Dixit cards and has 1 minute to make the other players guess the job.

- ... 6. The players have an extra minute to guess the job, but they fall down 1 square on the black track.

- ii) **The players decide not to use the help die.** They, then, fall down 2 squares on the black track or 1 square down if it is a rainbow job card.

5. **A player finds the job.** S/he moves on 1 square (or 2 squares if it is a rainbow card) on its colored track, as well as the active player. They also move the black track 1 square up but you can never exceed 18 live points.

**The game ends** When either all players are inside the multicolored center of the boardgame (it's a WIN) OR if the black track cursor reaches "HELL" (it's a LOSE)