



JOB HUNT is a silly game about serious business.

In this fast-paced casual card game, you battle the absurdity of the job market, armed with only your résumé and wits. Your ultimate goal: get the best job you can find—while trying to stop other players from swiping your meal ticket!

2-4 Players • 15-30 Minutes • Ages 14+ (mature language)*

THE DECKS

The game uses two decks: The **JOB** deck, and the **HUNT** deck. Here's what's in each:

JOB Deck

This deck has 20 white-backed cards, with jobs you compete for in one of three employment levels: Entry, Mid-Level, and Executive.



The **JOB** deck also has the *Get A Job!* card. Drawing this means the game is ending, and the player with the highest salary wins.



HUNT Deck

This deck has 60 purple-backed cards, with everything that you need to compete for jobs. The **HUNT** deck is further divided into the following categories:

Résumé (24 cards): You use these to apply for jobs. There are three Résumé suits: Skill, Experience, and Training.

Each gives you 1 point in a single suit. You can play these cards only on yourself.

Interview (24 cards): These cards are on an orange field. Use them during job interviews to apply bonuses or penalties, block interviews, or take extra actions to help yourself—or to mess with another player.

You can play these cards on yourself or other players.



Resolution (4 cards): These cards are on a yellow field. They affect accepted jobs, from modifying a salary to outright stealing someone else's job.

You can play these cards on yourself or other players.

Interrupt (8 cards): These cards are on a red field. They have special game effects that can be played at almost any time.

You can play these cards on yourself or other players.

THE RULES

This section shows how to set up and play **JOB HUNT**. Refer to each card's text for details on its use in the game.

1 SETUP

Dealer

To decide on the dealer, shuffle the **JOB** deck and have each player draw a card. The player who draws the highest salary is the dealer for the first round.

Select Jobs

Next, the dealer chooses the jobs that you'll play for. You can use the standard choices or select your own. If you choose your own, pick the quantity listed in [brackets] with each employment level, below.

(The game comes with extra **JOB** cards so that you can change the available jobs from one game to the next, to keep things fresh.)

- Entry Level [4 cards]:** *Bartender, Child Care Attendant, Dairy Farm Milker, Interior Decorator*
- Mid-Level [3 cards]:** *HAZMAT Diver, Nutritionist, Registered Nurse*
- Executive Level [2 cards]:** *Ambassador, Robotics Engineer*

*If you've ever gotten a rejection letter, you what kind of language we mean.

Just make sure that the requirements are balanced between Skill, Experience, and Training.

For instance, a deck that includes *Military Recruiter*, *HAZMAT Diver*, *Registered Nurse*, and *Robotics Engineer* is not balanced—it pretty much ignores Skill.

To balance job requirements, simply stack your choices in a cascade and tally the different Résumé costs. If each of the three suit totals is within a point of one other, you're good to go.

Once the available jobs are selected, put away the leftovers.

Shuffle the selected jobs and split them into two equal stacks. The player to the dealer's right inserts the *Get A Job!* card in the middle of one stack and puts the other stack on top. Put the **JOB** deck face down on the table.

Deal Hunt Cards

Next, the dealer shuffles the **HUNT** deck and distributes 5 cards face down, clockwise starting with the first player to the left. Each player gets one card in turn until everyone has 5.

GAMEPLAY

You play through a series of rounds. Each round is split into four phases, in this order: *Build Résumé*, *Apply*, *Interview*, *Resolution*.

Build Résumé, Apply, Resolution: Each player takes only a *single turn* in each of these phases.

Interview: This phase can go for multiple turns. Players can keep taking turns until everyone has passed.

Gameplay is clockwise, starting with the player to the dealer's left. On your turn, you take an *action* (play cards appropriate to that phase) or *pass* (if you cannot—or choose not to—play cards).

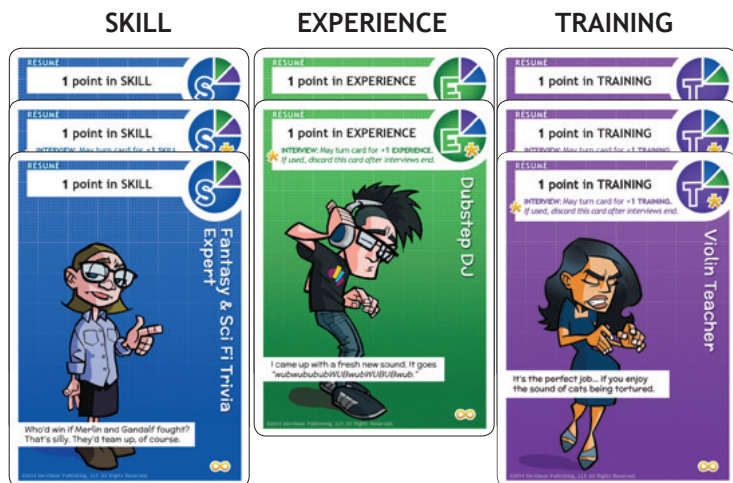
You may only play one card during Build Résumé phase. Otherwise, you can play as many cards as you like on your turn in every other phase.

2

PHASE 1: Build Résumé

On your turn, you may play one Résumé card in front of you, face up. You can only play a single Résumé card in a round.

Each suit goes in a separate stack (Skill on the left, Experience in the middle, and Training on the right, as shown).



Always put Skill on the left, Experience in the middle, and Training on the right. This keeps things consistent so it's easy to compare your score to a job's requirements, and to play bonuses or penalties on a particular suit.

If you don't have a Résumé card, you must pass.

3

PHASE 2: Apply

The dealer draws the top **JOB** card and plays it face up.

On your turn, declare if you'll apply for the job. If there's more than one job open, declare which one you're applying for.

Don't play cards yet! You're merely stating that you will interview.

To apply, you must have enough Résumé points and/or Interview card bonuses to meet the job's requirements. You may choose not to apply, even if you meet the requirements. You must pass if you don't meet any open job requirements.

If you pass, you cannot interview in phase 3. There is an exception: playing *Freelancer* or *Moonlighting* during the Interview phase *does* allow you to interview, though it counts as an "extra" job.

4

PHASE 3: Interview

Anyone can play cards in this phase, but only on someone who is interviewing.

Gameplay keeps going around the table as long as at least one person plays a card. You can pass on one turn, and then play a card on your next turn if gameplay comes around to you again. The phase ends once everyone passes.

This is the only phase where you can take more than one turn.

Bonuses add to your final score, while penalties subtract from it. Bonuses and penalties are cumulative—and your score can go negative. So, if you have 1 Training and someone plays the *-2 Burned Bridges* card on you, you now have -1 Training!

An Interview card stays in play until the phase ends, unless another card is played that forces the targeted card to be discarded.

To get the job you're interviewing for, you must...

- Meet the job's requirements through a combination of Résumé points and/or Interview card bonuses, *and*
- Have a higher total score than anyone else interviewing for that job.

If no one meets the job's requirements, the job stays open.

Once interviews are over, discard any Interview or Interrupt cards in play.

Resolving A Tie

If more than one player has the same *total score*, the one with the higher *Résumé score* wins (including any active Résumé bonus point options).

If players have the same Résumé score, the one with more cards in hand wins. If this is *also* the same, the player closest to the dealer's left wins. If the dealer is involved in the tie, the dealer wins!

Example: Pete and Otto are both interviewing for Ambassador. The job requires 2 1 2

Pete has 2 1 2

Otto has 2 1 1 and a (applied to).

Their total scores are tied, but Pete has a higher Résumé score. Pete gets the job. Otto is pissed.

5

PHASE 4: Resolution

At the start of this phase, each player who won a job moves it to his résumé space. It is now an *accepted job*.

Each player, in turn, may then play Resolution cards. If you play more than one, resolve the first Resolution card's effect and then discard it before playing the next one.

6 NEW ROUND

Once the Resolution phase ends, a new round begins. The next player on the left becomes the dealer, and draws from the HUNT deck to restore each player to a 5-card hand.

Gameplay then continues with a fresh Build Résumé phase.

7 END GAME

When the *Get A Job!* card is drawn from the JOB deck, the dealer plays it face up in the center of the table. One final job card is then played on top of it.

The round goes through each phase as normal. However, play ends once the Resolution phase is over. Each player then adds up salaries from all of his jobs. The player with the highest total salary wins!

Optional Rules

These optional rules can add to the fun, but may increase game duration and complexity. All players should agree before the game begins whether to use any optional rules.

OPTIONAL RULE: Extended Game

If you want a more epic game, simply add more JOB cards. Every five extra JOB cards tacks on roughly 15 minutes of gameplay.

OPTIONAL RULE: Interview Prep

With this optional rule, the dealer may announce “interview prep” *instead of* drawing a JOB card in Phase 2.

This means the dealer discards up to 3 cards from his hand, then draws the same quantity from the HUNT deck. Finally, he may play 1 Résumé card (if he has one) to his résumé space.

Phase 2 continues, but no JOB card is drawn. If there’s no open job already, interviews are not declared but round continues to the end, in case someone has cards to play on himself or others.

THE CARDS

This section describes the different card types, their functions, and abilities:

RÉSUMÉ

Each Résumé card gives you 1 point in one of three suits (Skill, Experience, Training). To determine your *Résumé score*, add up all the Résumé points, including any bonus point options you use in that phase.

Use Résumé points to apply for jobs each round. If you interview for more than one job in a round, your Résumé points apply equally to each job.

Unlike all other HUNT cards, you can only play Résumé cards on yourself (the suit icon is on the right hand side to indicate this difference).

PHASE: The card is played only during the Build Résumé phase.



SUIT: A pie chart icon is letter- and color-coded for each suit:

- Skill (natural or informal ability)
- Experience (practical “real world” work)
- Training (formal learning or education)

PERMANENT: The infinity symbol means the card stays in play till the end of the game. The only exceptions are if you use a card’s bonus point option (which requires discard afterward), or if the *The New New Economy* Interrupt card is played.

BONUS POINT OPTION: Some Résumé cards have an *option* you can use on your turn during an interview. By turning the card sideways, you get an extra +1 to that Résumé suit for the rest of the interview. However, you must discard the card when the Interview phase ends.

INTERVIEW

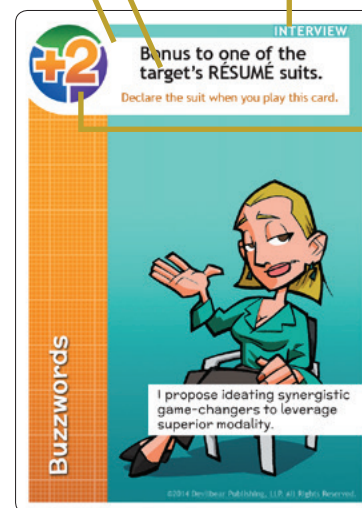
You can play an Interview card on yourself or another player. Declare who the target is when you play the card. The effect lasts to the end of the Interview phase, unless it is canceled or otherwise removed from play before then.

Adding your Interview bonuses and penalties to your Résumé score gives you your *total score*.

DESCRIPTION: This details the card’s effect in the game.

TARGET: This means any individual player, including the person playing the card.

PHASE: The card is played only during the Interview phase.



EFFECT: Each card’s icon has a symbol for the type of effect:

- BONUS:** Add point(s) to a player’s Interview score, from +1 to +3.
- PENALTY:** – Subtract point(s) from a player’s Interview score, from -1 to -3.
- BLOCK:** Stop a player from interviewing for a particular job. Indicated by a red “X”.
- EXTRA:** Let a player take an extra action (play a Résumé card or apply for an extra job). Indicated by a yellow or orange “+”.

Game Duration

JOB HUNT takes longer with four people than with two. It’s math, y’know? For a standard game, figure roughly...

- 2 players ... 15-20 minutes
- 3 players ... 20-30 minutes
- 4 players ... 30-45 minutes

Concept, design, and illustration: Charlie Bates

Rules edit*: Jon Leitheusser

Rules layout*: Brian Glass

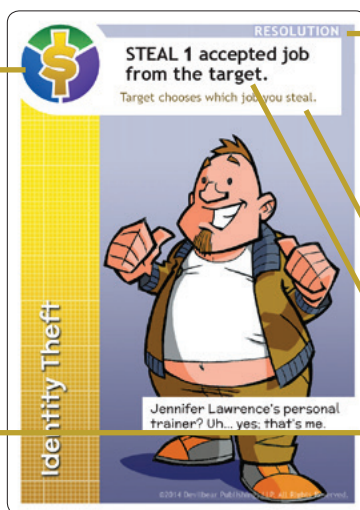
*Additional edits: Charlie Bates (any mistakes are mine!)

Design contributions: Matthew Crouch, Ina Georgieva, Brian Glass, Craig Grant, Scott Holden, Fred Yelk

Playtest: Matthew Crouch, Ina Georgieva, Brian Glass, Melissa Glass, Connie Holden, Vykintas Kazdailis, Matthew Lehosit, Cat Mills, Steve Oswald, Clayton Preston

RESOLUTION

Resolution cards give you a shot at success even after interviews end—whether changing a job’s salary, switching jobs with someone else, or even stealing someone else’s job outright. Resolution card effects are permanent, but may be canceled or reversed by other cards.



Resolution cards are played only on accepted **JOB** cards—either ones that you have or that someone else has won. Declare the targeted accepted job when you play the card.

PHASE: The card is played only during the Resolution phase.

DESCRIPTION: This details the card’s effect in the game.

TARGET: This means any individual player, including the person playing the card.

EFFECT: The “\$” means that the card effect applies directly to a **JOB** card.

INTERRUPT

Interrupt cards can have a dramatic impact on the game. For instance, another player may have more Résumé points or Interview bonuses, but an Interrupt card timed just right can wipe out that advantage to give *you* the edge!



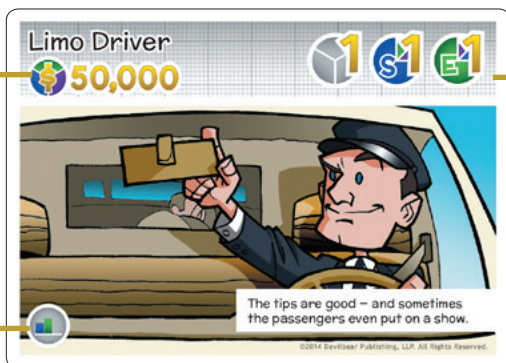
PHASE: The card can be played at virtually any time. See each card’s description for specifics.

DESCRIPTION: This details the card’s effect in the game.

EFFECT: The “!” indicates that the card can be played out of turn.

JOB

Tweaking your résumé, constant networking, countless rounds of interviews. It’s a pain, but landing a job makes it all worthwhile.



REQUIREMENTS: Your Résumé points and/or Interview bonuses must be at least equal to the amount of each listed suit to qualify for a job.

ANY: You can use any combination of Résumé suits to meet a silver pie chart requirement. If you commit points to a silver pie chart, you cannot also use those same points on specific suit requirements (Skill, Experience, Training) for that same job.

SKILL: Requires the listed number of Skill points.

EXPERIENCE: Requires the listed number of Experience points.

TRAINING: Requires the listed number of Training points.

The job goes to the player with the highest *total* score: the sum of Résumé score and any Interview card modifiers.

There is no limit to how many **JOB** cards you can collect.

EMPLOYMENT LEVEL: The bar graphs show the employment level:

- Entry
- Mid-Level
- Executive

SALARY: The “\$” indicates the job’s salary.

GAME TERMS

Accepted Job: A **JOB** card that a player has won. Each accepted job is placed, face-up, in that player’s résumé space.

Résumé Card: A **HUNT** card type that you play on yourself to build your résumé, available in three suits: Skill, Experience, Training.

Résumé Score: Your Résumé card total. Includes any points generated from using a Résumé card’s bonus point option ability. Does not include any Interview card modifiers.

Cascade: A stack of overlapping cards in a single straight column that displays the title, suit, and icon of each.

Deck: A stack of cards of the same type (**HUNT**, **JOB**).

Experience: A Résumé suit, indicated by the “E” green pie chart icon, which represents practical “real world” work.

Fanned: A stack of overlapping cards in a curving fan shape that displays the title, suit, and icon of each.

Hand: The cards that you hold, drawn from the **HUNT** deck. Keep the card faces hidden from other players.

Interview Card: A **HUNT** card type that you play on yourself or others in the Interview phase. It can apply a bonus or penalty, block someone from applying for a particular job, or allow someone to play an additional Résumé card or apply for an extra job.

Job Requirement: The minimum number of Résumé points that you must have to interview for a job.

Open Job: A **JOB** card on the table, and which no one has won. Any player can apply for an open job, as long he meets the minimum requirements.

Phase: A sequence within a round. There are four phases: Build Résumé, Apply, Interview, Resolution.

Résumé (Your): The Résumé cards that you’ve played face up on the table in front of you. These cards are visible to all players, but only you may use them.

Round: A sequence of play that starts with the dealer refreshing each player’s hand and ends with Resolution. The round progresses clockwise, starting with the player to the dealer’s left.

Salary Range: Jobs fall into one of three salary ranges: Entry level (\$20,000-\$30,000), Mid-level (\$50,000-\$80,000), and Executive (\$100,000-\$120,000).

Skill: A Résumé suit, indicated by the “S” blue pie chart icon, which covers any natural or informal ability.

Target: The player targeted by the card played. A target can be any individual player, including the person playing the card.

Total Score: The total of your Résumé cards, plus any Interview card modifiers.

Training: A Résumé suit, indicated by the “T” purple pie chart icon, which indicates formal learning or education.

Turn: A sequence within a phase. The Build Résumé, Apply, and Resolution phases have only a single turn. The Interview phase continues successive turns until all players have passed. You can play as many cards of the appropriate type as you like during your turn.

Sample Game Layout



Résumé space
 Interview space
 JOB deck
 HUNT deck



See Complete Rules for more details on gameplay and card types.

1 SETUP

JOB DECK: The dealer chooses the jobs you'll play for, putting away the leftovers:

Entry Level [4 cards]: *Bartender, Child Care Attendant, Dairy Farm Milker, Interior Decorator*
Mid-Level [3 cards]: *HAZMAT Diver, Nutritionist, Registered Nurse*
Executive Level [2 cards]: *Ambassador, Robotics Engineer*

Shuffle, then split into two stacks. The player to the dealer's right inserts the *Get A Job!* card in the middle of one stack and puts the other stack on top. Put the **JOB** deck face down on the table.

HUNT DECK: Clockwise starting with the first player to the left, the dealer distributes 5 cards face down. Each player gets one card in turn until everyone has 5.

GAMEPLAY

There are 4 phases: Build Résumé, Apply, Interview, Resolution. Each goes clockwise, starting with the player to the dealer's left.

On your turn, you take an action (play cards appropriate to that phase) or pass (cannot or choose not to play cards). You can only play one card during Build Résumé. Otherwise, you can play as many cards as you like on your turn in every other phase.

2 PHASE 1: Build Résumé

On your turn, play one Résumé card, face up. You can only play a single Résumé card in a round. Each suit goes in a separate stack (Skill on the left, Experience in the middle, and Training on the right).

If you don't have a Résumé card, you must pass.

3 PHASE 2: Apply

The dealer plays the top **JOB** card face up in the center of the table.

On your turn, declare whether you'll apply for the job. You must have enough Résumé points and/or Interview card bonuses to meet the job's requirements. If more than one job is open, declare which one you're applying for.

If you don't meet a job's requirements, you must pass.

You cannot interview in the next phase if you pass—unless you later play *Freelancer* or *Moonlighting* during the Interview phase.

4 PHASE 3: Interview

Anyone can play cards in this phase, but only on someone who is interviewing.

Gameplay keeps going around the table as long as at least one person plays a card. You can pass on one turn, and then play a card on your next turn if gameplay comes around to you again. The phase ends once everyone passes.

Bonuses add to your final score, while penalties subtract from it. These modifiers are cumulative (and your score can go negative).

Interview cards stay in play until the end of the phase, unless another card is played that forces the targeted card to be discarded.

To get the job you're interviewing for, you must...

- Meet the job's requirements through a combination of Résumé points and/or Interview card bonuses, *and*
- Have a higher total score than anyone else interviewing for that job.

If no one meets the job's requirements, the job stays open.

Once interviews end, discard any Interview or Interrupt cards in play.

Resolving A Tie

If more than one player has the same *total score*, the one with the higher *Résumé score* wins (including any active Résumé bonus point options).

If players have the same Résumé score, the one with more cards in hand wins. If this is *also* the same, the player closest to the dealer's left wins. If the dealer is involved in the tie, the dealer wins.

5 PHASE 4: Resolution

Every player who won a job moves it to his résumé space. It is now an *accepted job*. There is no limit to the number of jobs you can win.

Each player, in turn, may then play Resolution cards. If you play more than one, resolve the first Resolution card's effect and then discard it before playing the next one.

6 NEW ROUND

After the Resolution phase ends, a new round begins. The next player on the left becomes the dealer, and draws from the **HUNT** deck to restore each player to a 5-card hand.

Gameplay then continues with a fresh Build Résumé phase.

7 END GAME

When the *Get A Job!* card is played from the **JOB** deck, the dealer plays one last **JOB** card on top of it.

The round goes through each phase as normal. However, after this last Resolution phase ends, add the salaries from any jobs you have to determine your total salary. The highest total salary wins!

THE CARDS



Each gives you 1 point in one of three suits (Skill, Experience, Training). The point total (including any bonus point options you use in that phase) is your *Résumé score*. If you interview for more than one job in a round, your Résumé points apply equally to each job.

You can only play a Résumé card on yourself.



You can play an Interview card on yourself or another player. Declare who the target is when you play the card. The effect lasts to the end of the Interview phase, unless it is canceled or otherwise removed from play before then.

For your *total score*, apply your Interview bonuses and penalties to your Résumé score.



Play only on accepted **JOB** cards—either ones that you have or that someone else has won. Declare the targeted accepted job when you play the card.

The effects are permanent, but may be canceled or reversed by other cards.



These can be played at almost any time for various effects, from forcing others to discard a card to giving you extra **HUNT** cards.



To get a job, you must meet the requirements listed on the card. Requirements are listed by suit—Skill, Experience, Training.

For a silver pie chart, you can use any combination of Résumé suits to meet that requirement. If you commit points to a silver pie chart, you cannot also use those same points on specific suit requirements (Skill, Experience, Training) for that same job.

There is no limit to how many **JOB** cards you can collect.