CAREER PATH REEL

Rulrbook

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1 Player 15-20 Minutes Ages 9+



CAREER PATH REEL

INTRODUCTION

"Career Path Reel" is a card game that combines strategy and role-playing, where players take on the roles of characters from different social classes, experiencing their major career decisions and daily challenges. By managing stress levels, making critical choices, and using positive traits to offset stress, players navigate their career paths.

COMPONENTS

Character Cards



x 3

Dice



x 2

Base Trait Cards





x 10

Major Event Cards



x15

Minor Event Cards



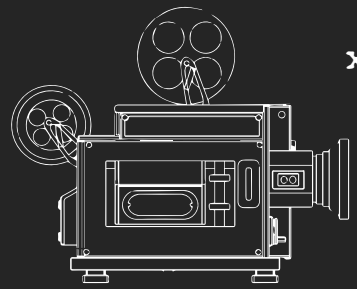
x 19

Stress Balloon



x 1

Projection Device



x 1

CAREER PATH REEL

TERMINOLOGY

1. Stress Points:

Stress points quantify the amount of pressure a player's character experiences when facing major or minor events in the game. Each time a player makes a choice or encounters an event, their stress points increase accordingly.

2. Life Traits:

Life Trait cards represent positive qualities that help players mitigate stress.

3. Minor events:

refer to the unpredictable daily challenges and unexpected situations in a character's career that directly impact their mental and physical state.

4.Stress Balloon:

The balloon symbolizes the player's accumulating stress, inflating as stress levels rise to represent the character's growing mental and physical burden.

5.Mitigation:

Mitigation involves using Life Trait cards to reduce or eliminate stress from events, slowing the stress balloon's inflation.

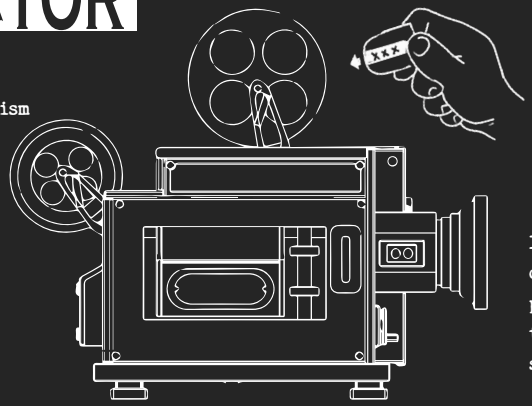
6. Major Events:

Major events are crucial in shaping the game's narrative, representing key challenges in a bcharacter's career and requiring players to choose from multiple decision-making options.

PROJECTOR

The rear roller mechanism is used for rolling dice.





The top roller slot is for storing the player's Life Trait cards.

It is a device used to visually display the major events players experience throughout their career and their final stress levels.

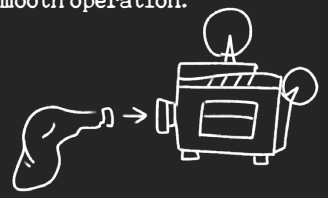
GAME OBJECTIVE

Players aim to navigate five major and various minor events, using base trait cards to offset stress and prevent their stress balloon from bursting, successfully completing their career journey.

SETUP PROCESS

1 Preparing Components

Connect the projector and set up the projection area, ensuring all players can clearly see the projected content.
Prepare a stress balloon for each player, and place the balloons and inflation pump within easy reach of the game host or players for smooth operation.



2 Selecting Characters

Each player selects one character card from the three available options.
The character card determines the player's career path and the unique major event cards they will encounter throughout the game.



3 Choose

base color cards:
The player selects 4 cards from 10 base color cards.





4 Distributing Event Cards

Shuffle the 15 major event cards and 20 minor event cards according to each characters career path, and place them face down on the game table.
Separate the major event option cards and place them nearby for players to choose from during the game.





Projector
Dice
Minor Event Cards
Rule Book
Base Trait Cards
Character Cards
Major Event Cards
Stress Balloon

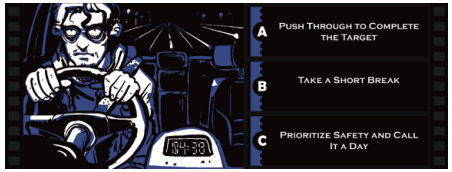
HOW TO PLAY THE GAME

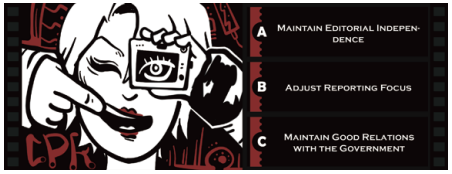
PHASE 1

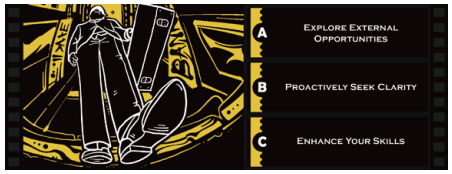
Major Events

The player draws a major event card specific to their character.
The player must decide whether to use their base color cards to offset some of the stress caused by the major event.
Each major event card provides three options (A, B, C). The player must choose one option based on their judgment and endure the corresponding stress value.
The host uses an air pump to inflate the player's stress balloon according to the stress value.

Dice values can be found on the GM Only Section.







PHASE 2

Minor Events

Between each major event, a minor event is triggered, and the player needs to draw a minor event card.
The player must decide whether to use their base color cards to offset some of the penalties from the minor event.
The host uses an air pump to inflate the player's



REPEAT PROCESS

The game consists of 5 major event stages, with minor event stages interspersed between each major event stage.
The player needs to strategically use their base color cards in each stage to prevent their stress balloon from bursting.



You can try the other Career!



ENDING

When the player has experienced the final major event or the balloon bursts, the board game segment ends.
The game transitions to the interactive device segment, where the player's major event cards are projected onto the stress balloon, showcasing the accumulated stress throughout the game.
Finally, based on whether the balloon burst and the use of base color cards, the player's career performance is evaluated.



GM ONLY SECTION

Game Master should refer to the values in the table below to inflate the player's stress balloon accordingly.

Option	Dice Roll	Result
A		Add 10 seconds to the base stress.
		No penalty, stop inflation immediately.
B		Add 7 seconds to the base stress.
		Add 5 seconds to the base stress.
C		Add 5 seconds to the base stress.
		Add 10 seconds to the base stress.



GM ONLY SECTION