

# Becoming Work Ready

*Ages 10 and up. Recommended for 2 – 4 players*

**Becoming Work Ready** is a game designed to inform and educate people about tax and the superannuation, it equips people with everything you need to know to become work ready.

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## Game Contents

12 Work Ready cards

12 Work Ready Collection cards

40 number cards

3 Keep cards

4 Return cards

4 Steal cards

3 Swap Block cards

4 Swap cards

3 Stop cards

## Aim of the game

Discover information about tax and super to become work ready as the game progresses. To win, be the player with the most points from the work ready cards (in the middle) once the game ends (when all work ready cards have been collected from the middle).

## To begin

Place the 12 work ready cards (these cards are blue and orange coloured), face down in the centre of the play area.

Each player is dealt 5 cards and the remaining cards are available as pick up cards during the game.

Players check their cards to see what cards they have. See below an explanation of each card.

- **Work Ready Collection cards** give the holder a chance to pick up a work ready card from the middle.

### Attacking cards (red) -

- **Steal cards** allow a player to steal a work ready card from another player (they can be stopped with a stop card).
- **Return cards** the holder can force another player to return a nominated work ready card back into the middle (this card can be stopped with a keep card).
- **Swap cards** allow the holder to swap one of their work ready cards with another player's, (this can be stopped with a swap block).

### Defensive cards -

- **Stop cards** block someone's steal card from stealing your work ready card.
- **Keep cards** block someone's return card from being putting your work ready card back into the middle.
- **Swap Block cards** block someone's swap card from swapping one of their work ready cards with one of yours.

### Other -

- 40 Number cards are general playing cards.
- **Work Ready cards** are the way a player can accumulate points to win the game.

## How to Play

The youngest player goes first, and play continues in a clockwise direction. When it is your turn, you can:

- Draw a card from the dealer pile
- Play a **Work Ready collection card** to pick up a work ready card from the middle and place this card face up on the table in front of you, you must also read out what is written on the card for all the players.

- Play a **return card** to attempt to put someone's **work ready card** back into the middle (this will not be successful if your opponent has a **keep card** to stop this action).
- Play a **steal card** and attempt to steal someone's **work ready card**. This will not be successful if your opponent has a **Stop card**.
- Play a **Swap card** and attempt to swap someone's **work ready card** with one of yours. This will not be successful if your opponent has a **Swap block card**.
- You can play number cards individually or in a combination such as same numbers eg 2,2, consecutive numbers 1,2,3 or 2,4,6, or in an equation eg  $1+2=3$  or  $2 \times 3+6$  or  $10-6=4$ . When playing multiple cards, you must state the reasoning.

### Special notes:

- Each time you play you must collect the same number of discarded cards so that each player always has 5 cards in their hands
- If the draw pile finishes, then reshuffle the discard pile.
- If one of the attacking cards is used and results in a player using a defensive card, they also must draw another card to have 5 cards in their hand.
- If you pick up the work ready Card with the green bubble, you are entitled to collect another work ready card. This can only be used once in the game on the first time the card is collected.
- Remember to always read the cards out loud to all the players.
- There are two types of work ready cards, tax (blue) and super (orange) they're all laid out in the middle. If you pick up one of the super cards they're not allowed to be stolen, swapped, or put back into the middle as they are in your superannuation account already. Although the blue tax cards are allowed to be stolen, swapped, or put back into the middle when required.

### Ending the Game

The game is over when there are no more Work Ready cards remaining in the middle. Then all players add up their total points located at the bottom of their Work Ready cards and the player with the most points wins.