The object is to gain the most or least jobs depending on which Objective Card each player is dealt.

Each player will receive one Clown Card and one 10 sided die.
Take the small Objective Deck and remove one "Most Jobs" and one "Least Jobs" card. Shuffle the remaining cards and add additional cards to the two cards until you have cards equal to the number of players. Shuffle all these cards and deal one to each player.

Deal three Chance Cards to each player from the Chance Deck.
Place Job Deck in the Middle of the table.
Choose a start player who will obtain the Start Player Marker. Flip the top card from the Job Deck.

Each Job Card has three skills on the bottom. These represent the basic accounting of skills players posses which begins the process of selecting which player will obtain the Job.
Each Clown Card has two inherent skills on the bottom.
Each player will place their die on their Clown Card. The face up number will show their current Job Status. For each the two skills on the Clown Card that correspond with the three on the Job Card, the player records two pips, or places the die at zero if no skills are available.

First player must play one Chance Card. It may be played towards his own Clown Card, or any other players Clown Card.
If the player chooses to play the Chance Card on his own Clown Card, it is placed underneath his Clown Card revealing the chosen skill slot and creating a column of skills which will remain in play for the duration of the game. A player may not repeat a skill already possessed on his own Clown Card or skill column. When a Chance Card that has a skill required by the current Job Card is played towards his own Clown, his die will be adjusted up one pip.

If player chooses to play the Chance Card toward another player's Clown, it will cause a score change equal to the printed value on the card (up or down) to the Clown it is played toward. Adjust the die accordingly. This card will be discarded at the end of the round when someone gets the job.

Play proceeds clockwise, with each player playing one Chance Card. When each player has played a card, the player with the highest score gets the Job Card.

Ties are resolved by consulting the the order of skills on the Job Card from top to bottom. The winner is whoever has the top skill, then the middle skill, or finally the last skill. In case they are tied for any position, the order from top to bottom of their skill columns are compared with the highest position of the tied skill winning the Job Card.

After each job is obtained by a player, any Chance Cards that have been played towards another player will either be discarded or the player may keep one and place it in their hand (bringing their hand back to three cards). If they choose not to keep it, they draw another from the deck.
Next, pass the first player token to the next player clockwise, reveal the next Job Card and players will again place their die on their Clown Card showing their respective scores and repeat the play procedures.

When the Job Cards Deck is finished, the game ends. Each player reveals his Objective Card. There should be at least two winners.
   If players are tied for most jobs, the player with the least skills wins. If tied, all tied players win for most jobs.
   If players are tied for least jobs, the player with the most skills wins. If tied, all tied players win for least jobs.

OBJECTIVE CARD

MOST JOBS

JOB CARD

CIRCUS CLOWN

IMPRESSIONS

JOKES

DANCING

CHANCE CARD

MIME

SCOOT TO COMMUTE.

+1

JOKES

PLAY TO YOUR OWN CLOWN

PLAY TO OTHER PLAYERS CLOWN

CLOWN CARD

NOODLES

TOP SKILL

ANIMAL BALLOONS

IMPRESSIONS

CHANCE CARDS

ANIMAL TRAINING

JOKES

SKILL COLUMN