The Pursuit of Happiness

EXPANSIONS & MODULES - CONSOLIDATED RULEBOOK

This rulebook covers the rules for all the expansions and modules of The Pursuit of Happiness. Each one can be either added to your game individually or combined with any other. Additional cards that do not introduce special rules are to be shuffled into their corresponding piles. You may freely remove any card from a game if it refers to an expansion/module that you are not playing with.

1. CONTENTS

571 Cards

32 Basic Projects

14 Single-Round Projects

10 Group Projects

9 Educational Projects

85 Items & Activities

15 Services

28 Pets

5 Health Activities

4 Group Items

27 Partners

3 Single-Parent Partners

28 Kids

15 Jobs

12 Stand-Alone Jobs

6 Store Owner Jobs

8 Athletic & Performing Arts Career Job

11 Life Goals

3 Ongoing Life Goals

12 Child Traits
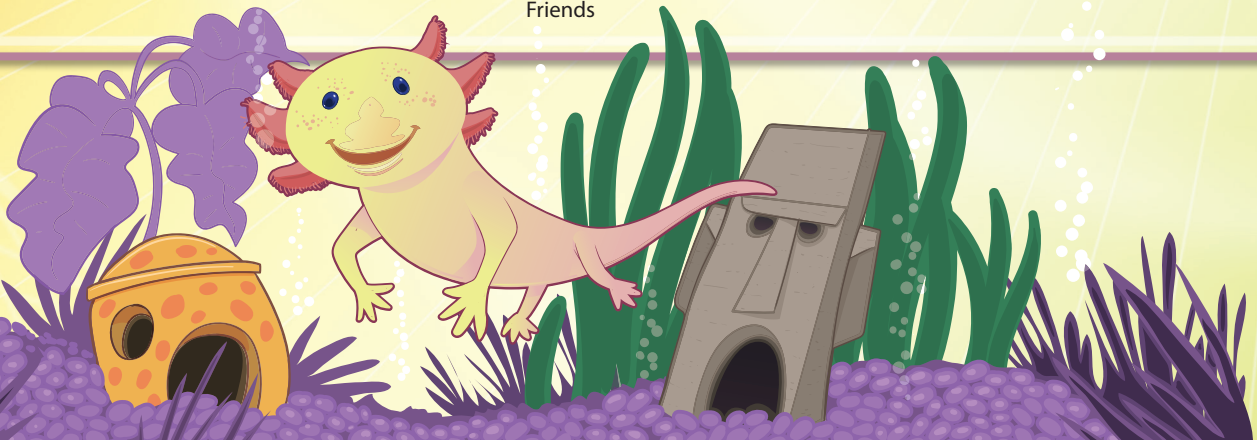
12 Events

7 Trends

56 Community

64 Experiences

64 Nostalgia

10 Mutual Friends

16 Friends

8 Relatives

7 Player Aids

13 Boards

1 Community Board

1 Experiences Board

5 Nostalgia Boards

5 Dream Boards

1 Friends Board

18 Wooden Cubes

1 Long Term Happiness Marker

7 Track Indicators

10 Level Indicators

39 Wooden Components
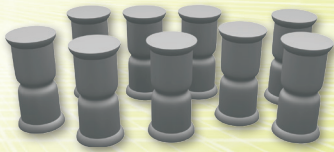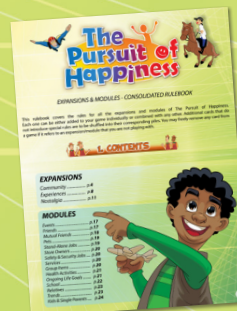
9 Hourglass Markers

5 Community Tokens

20 Check Mark Tokens

5 Cloud Tokens

35 Cardboard Tokens

33 Desire Tokens

1 School Tile

1 Rulebook

1 Unavailable Action Token

COMMUNITY EXPANSION

The Pursuit of Happiness — Community

They say no man is an island. We live within communities where we get to interact with other people, engage in various activities, and be part of something bigger.

The people around us shape who we are, and in turn, we shape their lives through our behavior. The actions that we take either allow us to become more popular or slide us into obscurity.

How will the community around us affect our constant pursuit of happiness?

1. SETUP

To incorporate the Community expansion in your game, add the following Steps during the Setup of the Base game:

1. Place the **Community** board next to the Game board.

2. For each player's color, place a **Track** indicator on the leftmost space of the **Popularity** track.

3. Shuffle all the **Community** cards and place them in a face-down pile next to the Community board.

4. Give each player the **Community** token of their color.

2. GAMEPLAY

1. COMMUNITY CARDS

This expansion introduces a different type of card, the **Community** cards.. These cards depict various happenings that occur in your local community and allow you to interact with them.

Multiple Players Indicator — **DOG WALKER** — Community Card Name

Engage Name — "I Love Dogs" — Engage Reward
Engage Cost/Requirement

Outcome Name — Friends & Neighbors — OUTCOME 1

Outcome Cost/Requirement — Join Agency — OUTCOME 2 — Outcome Number

Get Certified — OUTCOME 3 — Outcome Reward

When you enter the **1st Adult** round, during the Preparation Phase, draw 5 Community cards and place them face-up on the corresponding card slots of the Community board.

Each Community card consists of 2 parts: **Engage** and **Outcome**.

Engage in Community

During the **Action Phase**, as a *Card Action* on your turn, you may choose to **Engage** in a Community card: Choose one of the available Community cards, check if you meet any Engage Requirement indicated, pay any Engage Cost depicted, and gain any corresponding Engage Reward.

Important: The Community token can only be used to perform the Engage in Community *Card Action*, by placing it on the card instead of an Hourglass token. You may also Engage in Community cards using your Hourglass tokens, but you cannot use more Hourglass tokens than your current **Popularity Score** (*see "Popularity Track" on page 6*).

Unless the Community card features the **Multiple Players** indicator on its top left corner, only one player is allowed to Engage in it. In any case, each player can Engage only once in each Community card.

Important: You cannot perform the **Refresh Cards** *Free Action* to discard and replenish the cards on the Community board.

Outcome

During the **Resolution Phase**, just before returning your Hourglass tokens to the general supply, resolve all the Community cards with one or more Community or Hourglass tokens on them. Starting with the leftmost card on the Community board and continuing to the right, choose one of the Outcomes on each Community card in which you engaged: Check if you meet any Outcome Requirement indicated, pay any Outcome Cost depicted, gain any corresponding Outcome Reward, and remove your Community or Hourglass token (the Community token gets returned to your play area). As soon as a Community card has been resolved by all the players that engaged in it, it is discarded.

Important: When resolving a Community card, you get to choose one of the Outcomes as normal, even if you no longer meet the Engage Requirement.

During the **Preparation Phase** (starting from the 2nd Adult round), discard the card on the 5th slot of the Community board (if any), slide any remaining cards to the right, and draw new ones to fill the empty slots.

Example: It's the 1st Adult round, and it's Maria's turn. She decides to Engage in the Organize a Party Community card: She places her Community token on the card and pays 1 Money and 2 Creativity (Engage Cost). Immediately, she gains 1 STH and 1 Popularity (Engage Reward).

On his turn, Nick ops to Engage in the Renaissance Fair and places his Community token on it, paying 1 Money (Engage Cost). As the card features the Multiple Players indicator, there is no problem that John had already engaged in it.

Maria, on her next turn, wants to Engage in another Community card. As she has a Popularity Score of 1, she is eligible to use one of her Hourglass tokens to Engage in the Safety Seminar.

During the Resolution Phase, players resolve the Community cards they engaged in, starting from the left with the Renaissance Fair. John and Nick individually choose an Outcome: John, who attended the gathering Dressed as a Knight (Outcome 2), pays 2 Knowledge and 1 Creativity (Outcome 2 Cost) and gains 3 Influence, 1 Popularity, and 1 LTH (Outcome 2 Reward). Nick, who Re-Enacted a Battle (Outcome 3) along with several fellow fair-goers, pays 2 Knowledge and 3 Influence (Outcome 3 Cost) and gains 4 Creativity, 2 Popularity, and 1 LTH (Outcome 3 Reward). As soon as they do so, they remove their tokens from the card, which is then discarded. It's now time for Maria to resolve the Organize a Party before proceeding with the Safety Seminar.

During the Preparation Phase of the next round, the Romantic Getaway is discarded, the Big Project at Work is moved onto the rightmost card slot, and 4 new Community cards are drawn to fill the empty slots.
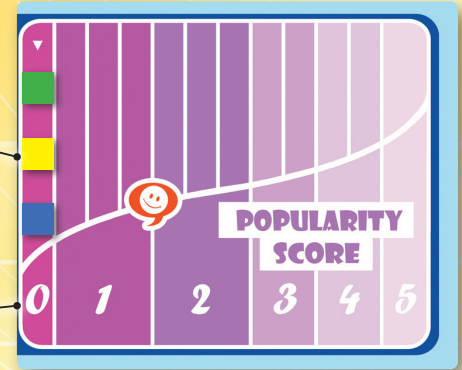
2. POPULARITY TRACK

By interacting with your community in a positive way, you can gradually become more popular. During the game, you keep track of your **Popularity** (😊) on the Community board.

Whenever you gain or lose any amount of **Popularity**, you must move your **Popularity Track** indicator that many spaces **to the right** or **to the left**, respectively. You cannot move your Popularity Track indicator off either end of the Popularity track. If you gain Popularity while your Popularity Track indicator is already on the rightmost space, for each excess one, **gain 1 LTH** instead.

The Popularity track is divided into six sections, each represented with a different color. The section on which your Popularity Track indicator is positioned, determines your **Popularity Score**.

At the beginning of the game, your Popularity Track indicator is positioned on the leftmost space of the Popularity track, corresponding to a Popularity Score of 0.

Your Popularity Score:
- Determines the number of Hourglass tokens you can use to Engage in Community cards each round, in addition to your Community token.
- During the Resolution Phase, after checking all the engaged Community cards, awards you with additional LTH. You gain LTH equal to your Popularity Score. This also applies even after your in-game life has come to an end, as long as there are other players still in the game.

At the end of the Resolution Phase, move all Popularity Track indicators one space to the left.

Example: The 3rd Adult round has ended and players just finished checking the Community cards they engaged in. It is now time to gain LTH according to their Popularity Score. Maria (yellow) gains 3 LTH, Nick (green) 2 LTH, and John (blue) 0 LTH. Then, their Popularity Track indicators move one space to the left except of John's that stays where it is.
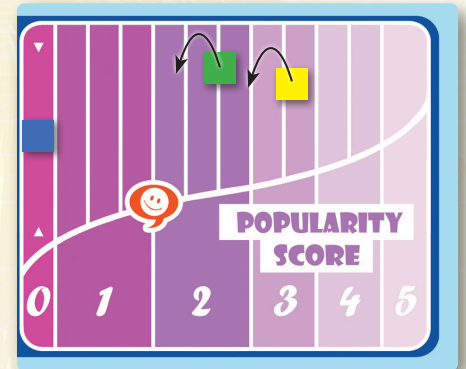
3. FAQ

General Questions

- When choosing the Outcome of a Community card, can I choose an Outcome already chosen by another player?

- Yes, you can. Unless stated otherwise, each engaged player may choose any one of the Outcomes.

- Does having positive or negative STH affect the Engage or Outcome Cost of the Community cards?

- No, it does not.

Card-Specific Questions

Black Friday

- How exactly does this card work?

- After you Engage, if on the same round you perform the Spend *Board Action* and you opt to buy an Item, draw a new card from the Items & Activities pile to fill the empty slot, and you may immediately buy another Item. Repeat this process as many times as you want or are able to.

- Do the Outcomes count all the Items I bought in the round or just the ones I got with a single action?

- You count all the Items that you bought during this round, even if any of them were bought before engaging in the Community card.

Blind Date

- How exactly does the Outcome 3 Reward work?

- You take one of the Partners on the Game board and place it in your play area, placing a Level indicator on the Relationship Level. You ignore the Requirement and you do not receive any Reward listed. Keep in mind that if you choose Outcome 3 while already having a Partner, you will end up having an additional Partner card.

New Family Next Door / Pumpkin Contest

- Do I need to have the most Popularity/Resources among all players or just those who engaged?

- You need to have the most Popularity/Resources among all active players in the game.

- What happens if I am tied with another player for the most Popularity/Resources?

- You receive the Reward as normal.
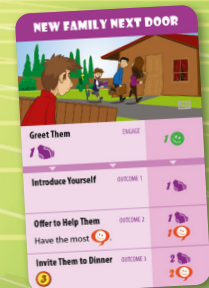
4. SOLO GAME

For a solo game incorporating the Community expansion, the same rules as in the multiplayer game apply along with the solo game rule changes explicitly described in the Base game's rulebook. The sole difference is that in order to win you must now have **+10 LTH** when finishing the game.

Important: When drawing Community cards, if you draw a card that requires you to have the most of something (e.g., *New Family Next Door* or *Pumpkin Contest*) discard it and draw a new one in its place.

EXPERIENCES EXPANSION

The Pursuit of Happiness Experiences

Who says life is short? Life is as big as you want it to be! Every day we get to dream of the stuff we would like to do, places we would like to visit, things we would like to experience.

From the crazy carnival of Rio, to a romantic dinner under the Eiffel tower, to a tour on Liberty island in New York. All you need to do is dream, desire and if you are determined, those experiences will eventually become a reality.

Are you ready to begin your journey? Pack your bags and let's go!

1. SETUP

To incorporate the Experiences expansion in your game, add the following Steps during the Setup of the Base game:

1 Place the **Experiences** board next to the Game board.

2 Shuffle all the **Experience** cards and place them in a face-down pile next to the Experiences board. Then, draw 5 cards and place them face-up on the corresponding card slots.

3 Place all the **Desire** tokens in the general supply.

4 Give each player a **Dream** board and the **Cloud** token of their color.

5 Place an **Unavailable Action** token on the **Plan Experience Board Action** space.

6 Draw 4 cards from each of the **Job** and **Partner** piles and place them face-up on the corresponding card slots of the Game board.

Note: During the Teen round, those cards will only be available through the Dream *Board Action* as you cannot perform the Get Job and the Start Relationship *Board Actions*.

2. GAMEPLAY

1. EXPERIENCES

This expansion introduces an additional type of card in the game, the **Experience** cards. These cards are divided into two types: **Trips** and **Happenings**. Other than their thematic difference, these two types function in the exact same way within the game.

Experience Name

Planning Name
Planning Requirement

Experience Name
Experience Cost
Extend Name
Extend Cost

Experience Type

THE GREAT PYRAMID

- Learn about the Pharaos PLANNING
- Have at least 7

- Travel to Egypt EXPERIENCE
  1 2
- Visit the Sphinx EXTEND
  1 3

TRIP

DIA DE LOS MUERTOS

Study the Aztecs PLANNING

Have at least 1 C **Project**.

Travel to Mexico EXPERIENCE
2 2

Spiritual Connection EXTEND
1 1

HAPPENING

Planning Reward

Experience Reward

Extend Reward

2. BOARD & CARD ACTIONS

The Experiences board introduces two additional *Board Actions*, **Plan Experience** and **Dream**. Both of these *Board Actions* can be performed by using either your Cloud token or your Hourglass tokens.

Important: The Cloud token can only be used to perform a *Board Action* on the Experiences board. You do not get any Stress when you place an Hourglass token on a Board Action space where you have just your Cloud token.

▶ Plan Experience

The **Plan Experience** *Board Action* is not available during the **Teen** round. At the Preparation Phase of the 1st **Adult** round, remove the **Unavailable Action** token from the Plan Experience Board Action space; thereafter, it will be available.

Whenever you perform this *Board Action*, you choose to take any one of the available **Experience** cards on the Experiences board. At first, check if you meet its Planning Requirement; if so, place it in your play area and receive its Planning Reward. Then, place a Level indicator on the Planning section of the card, to serve as a reminder of the preparations that you made. Finally, on the Experiences board, slide all the cards on the left of the empty card slot one space to the right, draw a new Experience card and place it on the now-empty slot.

PLAN EXPERIENCE

Important: You cannot perform the **Refresh Cards** *Free Action* to discard and replenish the cards on the Experiences board.

Important: An Experience does not occupy any slot in your play area, and there is no limit to the number of Experiences that you can have.

During the **Preparation Phase** (starting from the 2nd Adult round), discard the card on the 5th slot of the Experiences board, slide all the cards one space to the right, and draw a new one to fill the empty slot.

Experience a Trip/Happening

A **Trip** or a **Happening** in your play area can be completed by performing the **Experience a Trip/Happening** *Card Action*. You are presented with two options:

- Pay the depicted Experience Cost and receive the Experience Reward
- Pay both the depicted Experience and Extend Cost and receive both the Experience and Extend Reward.

In either case, the Experience card is considered to be completed: set it aside and return the Level indicator to the general supply.

> **Example:** *Sandra chooses to perform the Plan Experience Board Action. Planning for her Trip to Easter Island, she begins to Study the Rapa Nui. As she has already accumulated 4 Knowledge (Planning Requirement), she places the card in front of her and gains 2 Creativity (Planning Reward). All the cards on the left of the empty card slot must now be moved one space to the right, and a new card must be drawn and placed on the leftmost slot of the Experiences board.*

▶ Dream

Whenever you perform the **Dream** *Board Action*, you choose to take any one of the available **Project**, **Item - Activity**, **Job**, **Partner** or **Experience** cards on the Game board and place it on one of the available card slots of your **Dream** board. Then, gain the Resource depicted on the bottom part of that slot.

Cards placed on your personal Dream board are **reserved** by you. At any of your following turns, you may move any of these cards into your play area by performing the *Board Action* corresponding to the type of this card, as if it was on the Game board.

At the start of each Upkeep Phase, add one **Desire** token from the general supply onto each card on your Dream board. Each card can have up to 3 Desire tokens; any excess is lost. When you move a card from your Dream board into your play area, gain **1 LTH** for each Desire token on it before returning them to the general supply.

Important: Cards on your Dream board can never be discarded. At the End of the Game, lose 1 LTH for each Desire token remaining on the cards on your Dream board.

A player can Dream! You can set future goals and fulfill them later on. As time passes, desire builds up on the things you dream about.

> **Example:** *Nicole chooses to perform the Dream Board Action using her Cloud token. She takes the Motorcycle card from the Game board, places it on the leftmost slot on her Dream board, and gains 1 Knowledge.*
>
> *During each Upkeep Phase she places a Desire token on the Motorcycle card. Two rounds later, she performs the Spend Board Action to move the Motorcycle card into her play area and gains 2 LTH (1 LTH for each Desire token).*

3. SOLO GAME

For a solo game incorporating the Experiences expansion, the same rules as in the multiplayer game apply along with the solo game rule changes explicitly described in the Base game's rulebook. The sole difference is that in order to win you must now have **+10 LTH** when finishing the game.

NOSTALGIA EXPANSION

The Pursuit of Happiness — NOSTALGIA

From time to time, we all seek refuge in fond memories from our past; reminiscing about warm, cozy places where we once felt safe, blissful moments when everything seemed possible, significant others that made us feel important, made us feel loved...

All these nostalgic reflections trigger a bittersweet, fuzzy emotion that gives a different perspective to our never-ending pursuit of happiness..!

1. SETUP

The Pursuit of Happiness: Nostalgia expansion has been designed with experienced players in mind and makes the game a bit more challenging. If you have not played The Pursuit of Happiness before, we suggest that you play a few games first, just with the Base game, to become familiar with it prior to adding this expansion to your game.

To incorporate the Nostalgia expansion in your game, add the following Steps during the Setup of the Base game, just before proceeding with **Step 9** ("Shuffle the **Child Trait** cards and deal 2 to each player."):

1. Give each player the **Nostalgia** board and the **4 Check Mark** tokens of their color.

2. Shuffle all the **Nostalgia** cards and place them in a pile next to the Game board. As they are double-sided, you need to place the **Nostalgia Cover** card on top of the pile.

3. Deal **8 Nostalgia** cards to each player, drawing from the bottom of the Nostalgia card pile, and return the remaining cards to the game box.

   At any time during the game, players may look at both sides of their Nostalgia cards.
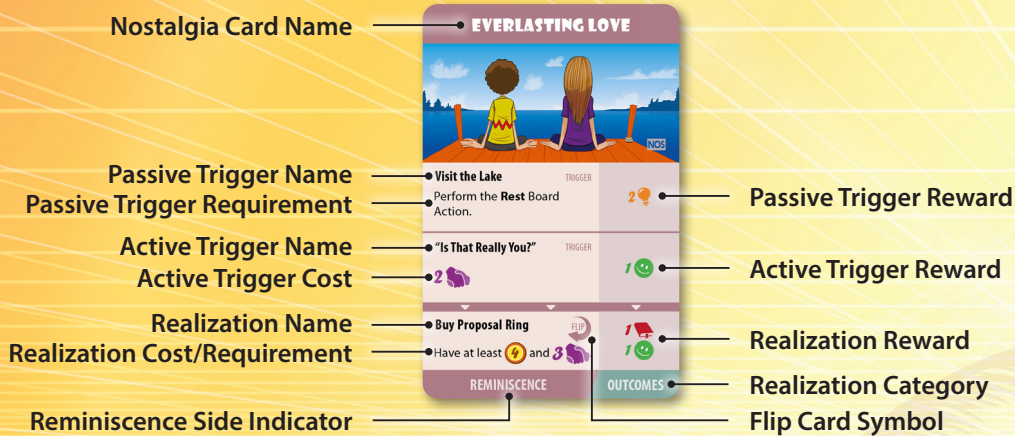
1. NOSTALGIA CARDS - OVERVIEW

This expansion introduces an additional type of card in the game, the **Nostalgia** cards. These cards are double-sided; they vividly represent intrinsic aspirations and childhood memories on one side (Reminiscence side) and the opportunity to embrace them, transform them into something meaningful, and realize them on the other side (Realization side).

At any time during the Action Phase, you may choose one of the Nostalgia cards in your hand and place it on an empty card slot on your Nostalgia board, with its **Reminiscence** side facing up.

Nostalgia Card Name

Passive Trigger Name
Passive Trigger Requirement

Passive Trigger Reward

Active Trigger Name
Active Trigger Cost

Active Trigger Reward

Realization Name
Realization Cost/Requirement

Realization Reward

Realization Category

Reminiscence Side Indicator

Flip Card Symbol

As soon as you place a card on your Nostalgia board, you may start making steps towards its **Realization** (*see "Reminiscence Side - Trigger Activation & Card Actions" below*).

If you are no longer interested in realizing a Nostalgia card already placed on your Nostalgia board, you may choose to lose **1 Short-Term Happiness** (**STH**) to discard it and return it to the game box.

2. REMINISCENCE SIDE - TRIGGER ACTIVATION & CARD ACTIONS

The Reminiscence side of every Nostalgia card features two **Triggers**. In order to **Realize a Reminiscence** on your Nostalgia board, you must first activate both of them:

- The **Passive Trigger** features a **Requirement** that is associated with a specific action, and it is automatically activated as soon as you perform the specified action. However, note that if both cards on your Nostalgia board feature the same Passive Trigger Requirement, only one of them can be activated when the specified action is performed.

- The **Active Trigger** features a **Cost** that must be paid for it to be activated. On your turn, **before** performing a *Board* or *Card Action*, you may pay the Active Trigger Cost of either or both of the cards on your Nostalgia board as a *Free Action*.

Once a Trigger has been activated, receive the corresponding Trigger Reward and place a **Check Mark** token on it, to serve as a reminder of its activation. Triggers can be activated only once and in any order.

Realize a Reminiscence

Once both Triggers on a Nostalgia card have been activated, the card can be realized. To do so, you must perform the **Realize a Reminiscence** *Card Action*: Check if you meet the Realization Requirement (if any), pay any Realization Cost depicted, and receive the Realization Reward. Then, remove the card from your Nostalgia board, flip it over to the **Realization** side, and place it in your play area. Finally, place a Level indicator on the first Level of the card (L1), to serve as a reminder that it has been fulfilled.

Important: A realized Nostalgia card does not occupy any slot in your play area, and there is no limit to the number of realized Nostalgia cards that you can have.

Nostalgia cards are divided into four **Realization Categories** based on their function, the options or the bonuses they provide, and the number of Levels they feature on the Realization side.

Realization Category - Life Goal

A personal **Life Goal** that, if you meet its Fulfillment Condition, will grant you some additional Long-Term Happiness (LTH).

Nostalgia Card Name

"HAPPILY EVER AFTER"

In Search of the One — L1

Level Name — Level Number

MID-GAME — Life Goal Type

Once during the game, gain 3 ⭐ if you **Start** and **Develop** a **Relationship** into **L3** during a single round.

Life Goal Fulfillment Condition & Reward

REALIZATION — Realization Side Indicator

This Realization Category features just a single Level, and no additional *Card Actions* are required for the card to be considered completed; the personal Life Goal comes into effect as soon as you realize the Nostalgia card, and it can be fulfilled and awarded multiple times (**Ongoing**) or only once either during your in-game Lifetime (**Mid-Game**) or at the End of the Game (**Game End**).

Realization Category - Ability

An ongoing **Ability** that will provide you with additional *Free Actions*, capabilities, or bonuses.

Nostalgia Card Name — PENPAL

Get in Touch Again — L1

Level Name — Level Number

Meet in Person — L2

Level Cost — Level Reward

MEET IN PERSON

Ability Name

Once per round, during the **Upkeep Phase**, you may pay 🪙 to gain 2 🟣.

Ability

REALIZATION — Realization Side Indicator

This Realization Category features two Levels, and a single **Progress in the Realization** *Card Action* is required for the card to be considered completed; thereafter, you permanently unlock the card's unique Ability.

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Progress in the Realization

A realized Nostalgia card can be advanced to its next higher Level by performing the **Progress in the Realization** *Card Action*: Move the Level indicator onto the next Level of the card, pay the depicted Level Cost, and receive the corresponding Level Reward.

Realization Category - Outcomes

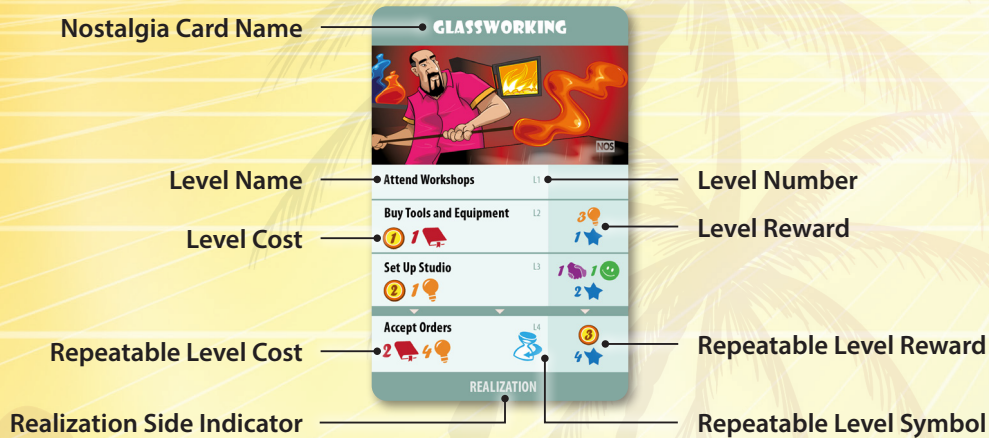Two different **Outcomes** that you get to choose from.

Nostalgia Card Name

PHOTO SAFARI

Level Name — Buy Telephoto Lens — Level Number

Level Cost — Travel to Tanzania — Level Reward

Outcome Name — Wildlife Photography Tour — Outcome Reward

Outcome Cost — Camp in the Wilderness — Outcome Number

REALIZATION — Realization Side Indicator

This Realization Category features two Levels and two Outcomes; after you have performed a Progress in the Realization *Card Action* (*as described on page 13*), a **Determine the Outcome** *Card Action* is also required for the card to be considered completed.

Determine the Outcome

As long as a Nostalgia card featuring two possible Outcomes has been advanced to the second Level (L2), you can choose **one** of them by performing the **Determine the Outcome** *Card Action*: Move the Level indicator onto the Outcome of your choice, pay the depicted Outcome Cost, and receive the corresponding Outcome Reward. Thereafter, the card is considered to be completed.

Realization Category - Repeatable

A **Repeatable** Level that you can make use of as many times as you want.

Nostalgia Card Name

GLASSWORKING

Level Name — Attend Workshops — Level Number

Level Cost — Buy Tools and Equipment — Level Reward

Set Up Studio

Repeatable Level Cost — Accept Orders — Repeatable Level Reward

Realization Side Indicator — REALIZATION — Repeatable Level Symbol

This Realization Category features four Levels, and it can be progressively advanced by performing the Progress in the Realization *Card Action* (*as described on page 13*); the final Level can be repeated by performing the **Dedicate Time to Your Passion** *Card Action*.

Dedicate Time to Your Passion

Once you have advanced a Nostalgia card featuring a Repeatable Level to that point, you can keep making use of the card by performing the **Dedicate Time to Your Passion** *Card Action*: Pay the depicted Repeatable Level Cost and receive the Repeatable Level Reward once more.

Card-Specific Questions

Herbarium / Saving Up / Stone Pet / Storytelling

- I want to pay a cost but I am missing a few Resources/Money. Can I take 3 of them from the card to cover the difference?

- No, you cannot. In order to pay any cost you must have the required Resources and/or Money in the first place. You can take Resources/Money from the card only if you run out of the corresponding type of Resources/Money after completing a transaction.

- If there are any Resources/Money left on the card, do I add them to my remaining Resources/Money at the End of the Game?

- Yes, you do. During Inheritance, any Resources/Money left on the card are also taken into consideration.

Bookworm / Freestyle Dancing / Stepping Out

- When I Take, Advance, or Participate in a Project, how does STH affect meeting the Fulfillment Condition of my personal Life Goal?

- In order to meet the Fulfillment Condition of your personal Life Goal and gain the Reward, you must pay at least 5 Resources of the corresponding type. If, for example, you had to pay 6 Knowledge to Advance a Project and you chose to get the full benefit from your +2 STH and pay 4 Knowledge instead, you would not meet the Fulfillment Condition of Bookworm. However, if you chose to not get the full benefit and pay 5 Knowledge, you would gain the Reward.

Note: The same also applies the other way around. If, for example, the Level Cost to Take a Project was 4 Knowledge, but you had to pay an additional Resource because of your -1 STH and you chose that additional Resource to be a Knowledge, you would meet the Fulfillment Condition and gain the Reward.
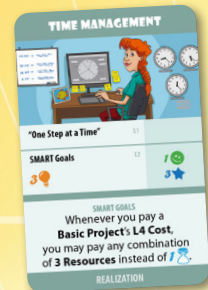
Keeping A Diary

- Are the LTH scored using the *Never Miss a Day* Ability in addition to the LTH scored during Inheritance?

- No, they are not. The *Never Miss a Day* Ability is an alternative way to score LTH during Inheritance. If, for example, you have 6 Knowledge, 2 Creativity, and 1 Influence (i.e., 9 Resources in total) remaining at the End of the Game, you gain 3 LTH instead of 1 LTH.
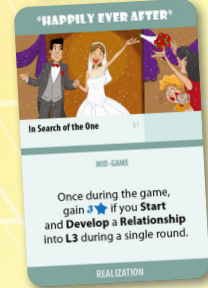
Time Management

- If the L4 Cost of a Basic Project depicts more than 1 Hourglass token (e.g., Jogging) can I use the *SMART Goals* Ability to substitute all the depicted Hourglass tokens with Resources?

- No, the *SMART Goals* Ability can be used to substitute only 1 of the depicted Hourglass tokens.

- Can I get the benefit of a positive STH and pay less Resources when I use the *SMART Goals* Ability?

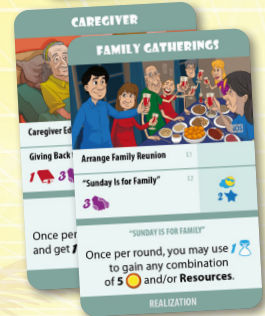- Smart, but no. STH does not affect the *SMART Goals* Ability in any way.

"Happily Ever After"

- If I take a Partner card as part of a reward (e.g., Summer Fling or Everlasting Love) and develop the relationship into L3 during the same round, do I fulfill the personal Life Goal of "Happily Ever After"?

- No, the Fulfillment Condition of your personal Life Goal requires you to perform the Start Relationship *Board Action* before developing your relationship into L3.

Caregiver / Family Gatherings

- Is activating the card's Ability considered a *Card Action* that concludes my turn?

- No, although the Ability requires the use of an Hourglass token, which you place on the card to serve as a reminder that you have activated the Ability for this round, it is considered a *Free Action*; therefore, you can perform it on your turn, before a *Board* or *Card Action*.

Family Heritage

- Do I score the 3 LTH mentioned on the card in addition to the LTH scored during Inheritance?

- Yes, you do.

4. SOLO GAME

For a solo game incorporating the Nostalgia expansion, the same rules as in the multiplayer game apply along with the solo game rule changes explicitly described in the Base game's rulebook. The sole difference is that in order to win you must now have **+5 LTH** when finishing the game.

MODULES

1. EVENTS

This module adds various unexpected events in your games. During the Setup of the Base game, shuffle all the **Event** cards and place them face-down in a pile next to the Game board. During the Preparation Phase of each **Adult** round, reveal the first card of the pile. Do not apply its effect yet - it will be applied during the next round at the Phase indicated on the card. Therefore, players have the current round to react. There are 2 types of Events:

- A **Positive Event** (green) that presents the players with an opportunity. You only gain the benefit indicated on the card if during the round it was revealed you did what is listed on the **Ensure** section of the card.
- A **Negative Event** (red) that presents the players with an obstacle. You only get affected by the drawback indicated on the card if during the round it was revealed you did not do what is listed on the **Prevent** section of the card.

The condition listed on the Ensure or Prevent section of the card can be fulfilled at any time during the Action Phase, unless stated otherwise.

Note: When you Ensure or Prevent an Event, place one of your spare Hourglass tokens on the card, to serve as a reminder.

An Event card's effect lasts for just one round. At the end of the round in which its effect was applied, discard it.

Note: The last Event card will be revealed at the 4th Adult round and will come in effect during the 1st Old Age round.

TECHNOLOGICAL BREAKTHROUGH

ACTION PHASE
Whenever you **Take**, **Advance** or **Participate** in a **Project**, pay **1 Resource** less. Additionally, you may substitute **1 Resource** required with any other **Resource** of your choice.

ENSURE
Pay 2 💡.

FINANCIAL CRISIS

ACTION PHASE
Whenever you **Take**, **Advance** or **Participate** in a **Project**, pay ② in addition to any other cost.

PREVENT
At the end of the **Resolution Phase**, have at least ⑤.

Example: During the Preparation Phase of the 1st Adult round the first Event card, Technological Breakthrough, is revealed. Phew, it is a Positive one..! Mary wants to take advantage of the benefit it will provide her, so at some point during the Action Phase she pays 2 Creativity to Ensure it. Anna has other plans for the round and she cannot afford to spend any Creativity on the Event so she decides to ignore it. During the next round, the Event card is resolved. Since Mary was the only one who ensured it, only she gains the benefit indicated on the card.

Note: If *Financial Crisis* is revealed during the round that *Natural Disaster* is going to take effect, you check if you have successfully prevented it before the latter's effect takes place.

2. FRIENDS

Friends is a module that consists of the **Friends** board and the **Friend** cards. During the Setup of the Base game, place the Friends board next to the Game board. Then, shuffle all the Friend cards and place them in a face-down pile next to the Friends board. Finally, draw 4 cards from the Friend pile and place them face-up on the corresponding card slots of the Friends board.

During the Preparation Phase of each round (starting from the 1st Adult round), discard all the cards remaining on the Friends board, draw 4 cards from the Friend pile and place them face-up on the corresponding card slots.

The Friends board introduces an additional *Board Action*, **Start Friendship**. When you perform this *Board Action*, choose one of the available Friend cards on the board, check if you meet the L1 Requirement and place it your play area. Then, receive the L1 Reward and place a Level indicator on the first Level (L1) of the card, to serve as a reminder of the status of your friendship and its Upkeep Cost. Finally, draw a new card from the Friend pile to fill the empty card slot.

KEVIN

| | Acquaintance | L1 |
| Have a **Job**. | |

| | Close Friend | L2 |
| 2 🟥 | |

| Best Friend | L3 |
| 4 🟥 | |

Important: A Friend does not occupy any slot in your play area, and there is no limit to the number of Friends that you can have.

A Friend in your play area can be advanced to its next higher Level by performing the **Develop a Friendship** *Card Action*: Move the Level indicator onto the next Level of the card, pay the depicted Level Cost, and receive the corresponding Level Reward.

The last Level (L3) of a Friend card is **Repeatable**; once you have advanced to it, you can keep making use of the card by performing the **Dedicate Time to Your Friend** *Card Action*: Pay the depicted Repeatable Level Cost and receive the Repeatable Level Reward once more.

> *Example: Jim wants to make a new friend, and Kevin is one of the cards available on the Friends board. As he has a Job (L1 Requirement), he performs the Start Friendship Board Action, places the card in front of him, and gains 1 Creativity and 2 Influence (L1 Reward).*
>
> *Later on, Jim that is already a Close Friend of Kevin, decides to further develop their friendship. Moving the Level indicator to the final Level of the card means that Kevin is now considered a Best Friend of his. Hereafter, he does not have to pay any Upkeep Cost to maintain his friendship with Kevin, and he can choose when to dedicate time to his friend; each time he decides to, he may perform the corresponding Card Action and pay 4 Knowledge to gain 2 Creativity, 3 Influence, and 2 LTH.*
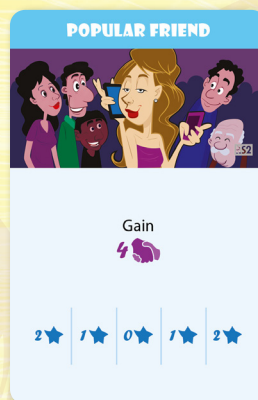
3. MUTUAL FRIENDS

Mutual Friends is a module that can only be added in multiplayer games. During the Setup of the Base game, shuffle the **Mutual Friend** cards, and then, draw and place one card between each player and the player on their left. Therefore, each player should have 2 Mutual Friend cards: one between them and the player on their left, and one between them and the player on their right. In a 2-player game draw and place 2 Mutual Friend cards between the 2 players instead. Finally, place a Level indicator on the "0 LTH" space of each card and return the remaining cards to the game box.

Each Mutual Friend provides a *Card Action* that only the players on its two sides may perform. To do so: Gain the depicted Money and/or Resources and move the Level indicator one space towards you.

Important: A Mutual Friend's *Card Action* can only be performed once in each round and only by a single player; the player on the opposite side of the card cannot perform it for the rest of the current round.

Note: You cannot move the Level indicator off either end of the card's track. Nevertheless, you may still perform the Mutual Friend's *Card Action*.

At the End of the Game, for each Mutual Friend card on which the Level indicator is towards your side, gain the LTH indicated on its space.

> *Example: Helen has the Popular Friend between her and Mike and the Wise Friend between her and Sandra.*
>
> *On her turn she decides to hang around with her Popular Friend. She places one of her Hourglass tokens on the card, gains 4 Influence, and moves the Level indicator one space towards herself. She would also like to spend some time with her Wise Friend but Sandra has already done so. Helen should wait for her chance to do so during the next round.*
>
> *At the End of the Game, the Popular Friend has its Level indicator on the second space towards Helen which means that she gains 2 LTH. On the other hand, the Wise Friend is on the first space towards Sandra who gains 1 LTH.*

4. PETS

This module introduces lovely pets in your games! During the Setup of the Base game, shuffle all the **Pet** cards into the **Item - Activity** pile.

During the Action Phase, whenever you perform the **Spend** *Board Action*, if you choose to take a Pet from the Game board, pay the L1 Cost of the card and place it in your play area. Receive the L1 Reward and place a Level indicator on the first Level (L1) of the card, to serve as a reminder of the life stage of your pet.

During each subsequent Upkeep Phase, Pets advance to the next Level, provided that you pay the required Upkeep Cost. If you do so, move the Level indicator onto the next Level of the card, pay any Level Cost depicted, and gain the corresponding Level Reward. If you do not, the card must be discarded.

Important: You cannot perform any *Card Action*s on Pet cards. Even though Pets are part of the Item - Activity pile, they are by no means considered to be Items or Activities. Any abilities that refer to Items or Activities do not apply to Pets.

> *Example: Noel wants to have a pond with Koi. She performs the Spend Board Action, pays 5 Money, takes the card and places it in front of her, gaining 1 Relax and 1 LTH.*
>
> *Three rounds after that, during the Upkeep Phase, Noel, always taking good care of her little friends, pays 2 Money for the L3 Upkeep Cost. Inevitably, though, it is time for the Level indicator to move to the fourth Level… This is the final Level of the card. Noel loses 1 STH, but gains 3 LTH; the pond is now empty, but the blissful memories will last forever…*

5. STAND-ALONE JOBS

Stand-Alone Jobs is a module that introduces an additional type of Job card. During the Setup of the Base game, shuffle all the **Stand-Alone Job** cards into the **Job** pile.

Stand-Alone Jobs do not feature Levels; thus, they do not give you the option to Get a Promotion. However, they give you another option – to **Work Harder**. During the Action Phase, whenever you perform the **Get Job** *Board Action*, you may choose to take a Stand-Alone Job (if available) from the Game board. At the moment that you pay the Hiring Cost, you have the option to additionally pay **up to 2 times** the Work Harder Cost and gain that many times the Work Harder Reward in addition to the Hiring Reward.

The same applies during the Upkeep Phase. In order to gain the Upkeep Reward and keep your Stand-Alone Job you must pay the Upkeep Cost. At that moment, you may choose to additionally pay **up to 2 times** the Work Harder Upkeep Cost and gain that many times the Work Harder Upkeep Reward as well.

> *Example: Anna decides to get a job as a Graphic Designer. She performs the Get Job Board Action, pays 2 Knowledge and 4 Creativity, takes the card in front of her and, as part of the same action, she also decides to Work Harder: she loses 1 STH to gain 2 Money in addition to the Hiring Reward, for an overall total of 10 Money.*
>
> *Next round, during the Upkeep Phase, Anna has to place 1 Hourglass token on the card and pay 1 Knowledge and 2 Creativity to maintain her job. She also decides to Work Harder – way harder, actually: She loses 2 STH to gain 6 Money in addition to the regular Upkeep Reward, for an overall total of 13 Money.*

6. STORE OWNERS

This module introduces a different type of Job card, the **Store Owners**. During the Setup of the Base game, shuffle all the Store Owner cards into the **Job** pile.

During the Action Phase, whenever you perform the **Get Job** *Board Action*, you may choose to take a Store Owner (if available) from the Game board. As part of its Start Business Reward, you get to place one Level indicator on the card. You get to place an additional Level indicator, each and every time that you pay the Upkeep Cost.
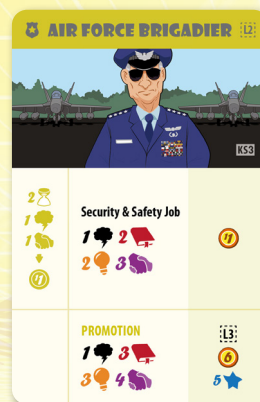
As a *Card Action*, you may choose to **Sell** your **Business:** Pay the Sell Business Cost and gain the Sell Business Reward as many times as the number of Level indicators on the card. Then, return the Level indicators to the general supply and discard the card.

7. SECURITY & SAFETY JOBS

Safety & Security Jobs is a module that introduces an additional Category of Job card. During the Setup of the Base game, shuffle all the **Safety & Security Job** cards into the **Job** pile.

Safety & Security Jobs function exactly like **Science**, **Art**, and **Social Jobs**.

8. SERVICES

This module gives you the option to use services in your games. During the Setup of the Base game, shuffle all the **Service** cards into the **Item - Activity** pile.
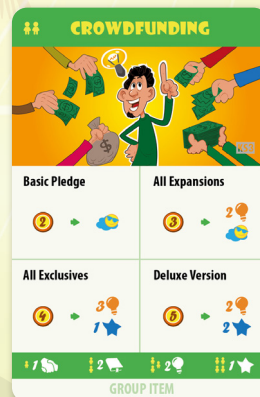
Service cards function exactly like **Item** cards. However, they are not considered as such.

9. GROUP ITEMS

Group Items is a module that introduces a different type of Item card. During the Setup of the Base game, shuffle all the **Group Item** cards into the **Item - Activity** pile.

Group Item cards function similarly to the **Group Project** cards, in the sense that they allow for more than one player to participate and that the number of Hourglass tokens on them determines the Additional Reward to be received by the participants during the Resolution Phase of the current round.

10. HEALTH ACTIVITIES

Health Activities is a module that introduces an additional type of Activity card. During the Setup of the Base game, shuffle all the **Health Activity** cards into the **Item - Activity** pile.

During the Action Phase, whenever you perform the **Spend** *Board Action*, if you choose to take a Health Activity from the Game board, pay the L1 Cost of the card and place it in your play area. Receive the L1 Reward and place a Level indicator on the first Level (L1) of the card, to serve as a reminder of the progress that you have made toward its completion.
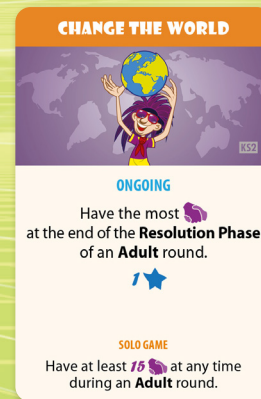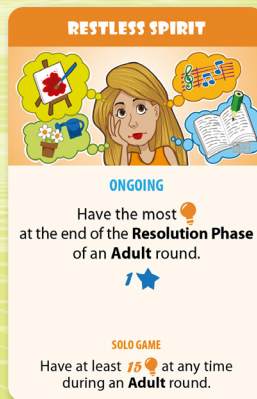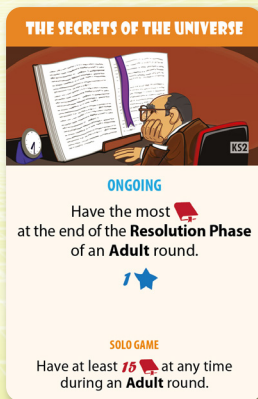
A Health Activity in your play area can be advanced to its next higher Level by performing the **Advance a Health Activity** *Card Action*: Move the Level indicator onto the next Level of the card, pay the depicted Level Cost, and receive the corresponding Level Reward. When you reach the third Level (L3) the card is considered completed and you set it aside.

TAI CHI

Fell Asleep	L1
Fluent Motion	L2
Master of Inner Self	L3

HEALTH ACTIVITY

11. ONGOING LIFE GOALS

This module introduces a different type of Life Goal card, the **Ongoing Life Goals**. During Step 6 of the Setup of the Base game, shuffle all the Ongoing Life Goal cards together with the rest of the Life Goals.

Ongoing Life Goals can be fulfilled and awarded multiple times during your in-game Lifetime, as indicated on the Fulfillment Condition of each card.

THE SECRETS OF THE UNIVERSE

ONGOING
Have the most 📕
at the end of the **Resolution Phase**
of an **Adult** round.
1 ⭐

SOLO GAME
Have at least **15** 📕 at any time
during an **Adult** round.

RESTLESS SPIRIT

ONGOING
Have the most 💡
at the end of the **Resolution Phase**
of an **Adult** round.
1 ⭐

SOLO GAME
Have at least **15** 💡 at any time
during an **Adult** round.

CHANGE THE WORLD

ONGOING
Have the most 🟣
at the end of the **Resolution Phase**
of an **Adult** round.
1 ⭐

SOLO GAME
Have at least **15** 🟣 at any time
during an **Adult** round.

12. SCHOOL

School is a module that consists of the **School** tile, the **Athletic & Performing Arts Career Job** cards, introducing the Career Job type, and the **Educational Project** cards, a different type of Project card. During Step 8 of the Setup of the Base game, place the School tile on the Game board, so that it covers the Get Job, Start Relationship, and Overtime Board Action spaces, instead of placing the 3 Unavailable Action tokens. Then, form a pile with the Career Job cards, another pile with the Educational Project cards and place both next to the School tile.
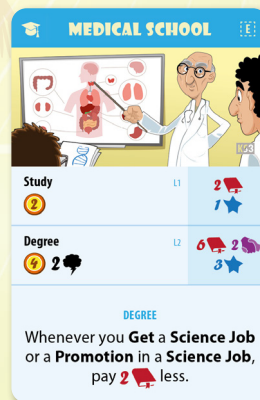
The School tile introduces an additional *Board Action*, **Make a Career Choice**, that is available only during the Action Phase of the **Teen** round. When you perform this *Board Action*, you may search both the Career Job and the Educational Project pile, choose any one of the cards, pay the depicted L1 Cost, and place it in your play area. Then, receive the L1 Reward and place a Level indicator on the first Level (L1) of the card, to serve as a reminder of your career progression.

Important: Each Career Job and each Educational Project occupies one slot in your play area up until it has been advanced to its final Level.

Career Jobs cannot be advanced to a different Level by using a *Card Action*. During each subsequent Upkeep Phase, your Career Job **automatically** advances to the next Level: Move the Level indicator there and pay the depicted Level Cost to gain the corresponding Level Reward. If you are unable or unwilling to pay the Level Cost required by your Career Job, then you must discard it and, as a result, you get 1 Stress and lose 1 STH (*see "Discarding a Card - Penalty" on page 15 in the Base game's rulebook*). Once advanced to the final Level, it no longer occupies a slot in your play area; set aside the card within your play area with the Level indicator on the Retirement, to serve as a reminder that you have retired from your Job. Thereafter, during each subsequent Upkeep Phase you will receive the depicted Retirement Upkeep Reward, unless you decide to get another Job. In that case, you must Come Out of Retirement and the Career Job card will be discarded with no Penalty.

Each Educational Project only features two Levels, and a single **Advance a Project** *Card Action* is required for the card to be considered completed; thereafter, you permanently unlock the card's ongoing Ability and it no longer occupies a slot in your play area. Upon completion, set aside the card within your play area with the Level indicator on the Degree, to serve as a reminder of your ability.

At the Preparation Phase of the **1st Adult** round, remove the School tile from the Game board and return it to the game box, along with all the cards remaining in both the Career Job and the Educational Project pile.

Example: Nick wants to make a career as a Rugby Player. He performs the Make a Career Choice Board Action, by placing an Hourglass token on the School tile, and searches the Career Job pile for the Rugby Player card. He places 1 Hourglass token on the card, gets 1 Stress and pays 1 Knowledge and 2 Influence to place the card in front of him and gain 9 Money.

Next round, during the Upkeep Phase, Nick must move the Level indicator to the second Level of the card; he must place 3 Hourglass tokens on the card, get 2 Stress, and pay 1 Knowledge and 2 Influence as he doesn't want to give up on his career. He gains 14 Money and 1 LTH.

The round after that, during the Upkeep Phase, the Level indicator is moved onto the final Level of the card. Nick's remarkable rugby career comes to a halt; he must pay 1 Influence and lose 1 STH to gain 3 Money, 1 Relax, and 2 LTH. As he retires, he sets aside the card which will provide him with 3 Money during each subsequent Upkeep Phase.
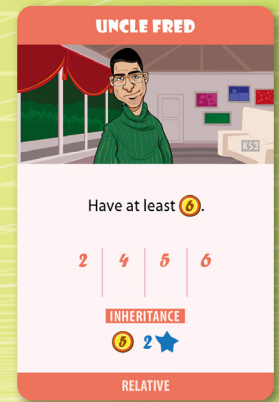
13. RELATIVES

This module introduces an additional type of card, the **Relatives**. During Setup of the Base game, shuffle all the Relative cards, deal 1 to each player, and place a Level indicator on the leftmost space of each card's track. Return the remaining cards to the game box.

Each Relative has a Requirement that you need to meet before they pass away. Starting from the **1st Adult** round, and as long as their Relative is still in-game, at the end of the Resolution Phase each player rolls a die. Compare the result of your roll with the number on the Level indicator's current space on your Relative card's track:

- If the die's value is higher, move the Level indicator one space to the right on the track.
- If it is equal or lower, your Relative passes away... At that moment, you check if you have met the Relative's Requirement. If so, and only then, receive the depicted Inheritance Reward. Then, return your Relative card to the game box.

14. TRENDS

Trends is a module that consists of 7 cards: one for each Project Category. During Setup of the Base game, shuffle all the **Trend** cards, draw 3 of them and place them face-up next to the Game board. Return the remaining cards to the game box.

At the End of the Game, you may gain some additional LTH according to the total number of your completed Basic, Single-Round, and Group Projects that belong to the Category indicated on each Trend card.

This module consists of a different type of card, **Kids** and an additional type of **Partner** cards, the **Single Parents**.

During the Setup of the Base game, shuffle all the **Kid** cards and place them in a face-down pile next to the Partner pile. During the Action Phase, whenever you **Develop a Relationship** with a **Partner** into **L3**, you may **draw a Kid card**: Place it in your play area next to that Partner, receive the L1 Reward, and place a Level indicator on the first Level (L1) of the card, to serve as a reminder of your kid's development. On your turn, as long as you have a L3 Partner, you may perform the **Raise Family** *Card Action*, in which case you follow the process of drawing a Kid card, as mentioned above.

Note: There is no limit to the number of times you can repeat the Raise Family *Card Action*.

During each subsequent Upkeep Phase, Kids automatically advance to the next Level: Move the Level indicator there and check its Level Cost/Requirement. If you fulfill the indicated Level Requirement or you decide to pay the depicted Level Cost, receive the corresponding Level Reward. Otherwise, you lose 1 LTH. In any case, the Kid remains in your play area.

Important: A Kid does not occupy any slot in your play area, and there is no limit to the number of Kids that you can have. You cannot discard a Kid card, as long as the Partner associated with that Kid remains in your play area. If a Partner with whom you have a Kid is discarded, you may choose whether to keep or discard the Kid card as well. In the latter case, you receive the Penalty individually for each of the cards discarded.

During the Setup of the Base game, shuffle all the **Single Parent** cards into the **Partner** pile. As also indicated on its L1 Requirement, at the time you place a Single Parent Partner card in your play area, you **must** draw a Kid card *(as described above)*. This must be done even if you take the card directly on a higher Level.

3. CREDITS

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Note: The Pursuit of Happiness: Expansions and Modules are a product of fiction. Any relation to actual names or characters is purely coincidental.