



The Pursuit of Happiness



We all have a common desire – the desire for happiness!

As we build our life, taking steps toward the pursuit of happiness, we come closer to the realization that happiness lies in the pursuit.

The Pursuit of Happiness is a game in which you take a character from birth and you live the life you always wanted. You take on projects, you buy items, you get jobs, you establish relationships, you raise families. The possibilities are endless.

This is your life!

How much will you be able to achieve in just one lifetime?

1. COMPONENTS

156 Cardboard Tokens



3 Unavailable Action Tokens



1 First Player Token

1 Game Board



180 Cards



53 Wooden Cubes



8 Track Indicators



4 Long-Term Happiness Markers



40 Level Indicators



1 Round Marker

36 Wooden Hourglass Tokens



(4 colors x 9 tokens)

1 Rulebook



2. SETUP

(For the Setup of a solo game, see also "Solo Game" on page 16.)

- 1 Place the **Game board** in the middle of the table, within easy reach of all players.

Separate the **Project**, **Item - Activity**, **Job**, and **Partner** cards, shuffle each type of card individually, and place them in 4 piles next to the left side of the Game board, leaving space close by for their respective discard piles. Project and Item - Activity piles are placed face-down. Job and Partner cards are double-sided; place the **Job** and the **Partner Cover** cards on top of their respective piles.

Draw 4 cards from each of the **Project** and **Item - Activity** piles and place them face-up on the corresponding card slots of the Game board.

Each player chooses a color and takes **6 Hourglass** tokens, the **2 Player Aid** cards, **2 Track** indicators, and the **Long-Term Happiness** marker of that color.



Note: The remaining 3 Hourglass tokens of each player's color should be placed along with the general supply – Step 5.

For each player's color:

Place one of the two **Track** indicators on the central space of the **Short-Term Happiness** track and the other one on the leftmost space of the light-blue section of the **Stress** track.

Place the **Long-Term Happiness** marker on the "0" space of the **Long-Term Happiness** track.



SYMBOLS

Resources



Knowledge



Creativity



Influence



Money



Hourglass



Short-Term
Happiness
(STH)



Long-Term
Happiness
(LTH)



Stress



Relax



Good Health

5 Place all the **Level** indicators and all the **Money, Knowledge, Creativity, and Influence** tokens next to the Game board to form the general supply.

6 Shuffle the **Life Goal** cards, draw as many as the number of players and place them face-up next to the Game board. Return the remaining cards to the game box.

Each Life Goal features a **Fulfillment Condition** and a **Fulfillment Reward**. They can be fulfilled and awarded only once – either during your in-game Lifetime (**Mid-Game**) or at the End of the Game (**Game End**).

7 Place the **Round** marker on the leftmost space (**Teen** round) of the **Lifetime** track.

8 Place the **Unavailable Action** tokens on the Game board so that they cover the **Get Job, Start Relationship, and Overtime Board Action** spaces.

9 Shuffle the **Child Trait** cards and deal 2 to each player, who must decide which one to keep. Return the remaining cards to the game box. Your Child Trait determines your unique **Ability** for the remainder of the game and also your **Starting Money** and/or **Resources**, which you take from the general supply.

10 The oldest player gets the **First Player** token.
(Any other way to decide who is going to be the First Player is fine, too.)



3. GAMEPLAY

In **The Pursuit of Happiness**, you seek to gain as much **Long-Term Happiness (LTH)** as possible during your in-game **Lifetime!**



1. PLAY AREA

Over the course of the game, your in-game life unfolds in front of you, in your **play area**: **Projects** that you take on, **Items** that you buy, **Activities** that you engage in, **Partners** with whom you establish relationships, and **Jobs** that you get. In general, all the cards you take are placed there. Even the cards that you can no longer make use of are just set aside within your play area; after all, they will always be a part of you..! Additionally, your play area is where you keep all the **Money, Knowledge, Creativity, and Influence** tokens that you accumulate, which you should carefully manage along with the time that you have available, represented by your **Hourglass** tokens.

Even though there is no limit to the number of cards you can have in your play area, each of your **Project, Job, and Partner** cards requires some extra dedication on your behalf; your play area "features" **3 slots** that are to be occupied by **active** cards of any of these three types. If all 3 slots in front of you are occupied, you may still take Project, Job, or Partner cards, but you are effectively overextending yourself: each card that creates the need for an **excess slot** (4th, 5th, etc.) causes you to get **1 Stress**, not only when you place the card in your play area, but also at the beginning of each subsequent round – that is, as long as you still have more than 3 slots occupied.



2. ROUND OVERVIEW

The game is played over a series of rounds, with each one representing a different stage of your in-game Lifetime. Each round consists of 4 phases: **Preparation, Upkeep, Action, and Resolution Phase**. All the rounds of the game **except the first one**, start with the Preparation Phase.

Preparation Phase

Perform the following steps:

- Advance the **Round** marker on the **Lifetime** track one space to the right. In addition:
 - When the Round marker is advanced to the 1st **Adult** round, remove all the **Unavailable Action** tokens from the Game board.
 - When the Round marker is advanced to the 1st **Old Age** round, place an **Unavailable Action** token on the **Overtime** Board Action space.
 - When the Round marker is advanced to the 1st/2nd/3rd **Old Age** round, each player must get **3/6/9 Stress**, respectively: you must move all the Stress Track indicators 3/6/9 spaces to the right on the Stress track (see "**Stress Track**" on page 13 and "**Entering the Old Age**" on page 14).
- Check if the **End of the Game** has been triggered; if so, immediately proceed to it (see "**End of the Game**" on page 15).
- Discard all the cards remaining on the Game board, draw 4 cards from each of the **Project, Item - Activity, Job, and Partner** piles and place them face-up on the corresponding card slots.
Note: Whenever you need to draw a Job or a Partner card, do so by drawing from the bottom of the respective pile.
- Gain the number of **Hourglass** tokens corresponding to your current position on the **Stress** track.

Example: During the Preparation Phase of the 1st Adult round, Mary's Stress Track indicator is positioned on the rightmost space of the light-blue section; therefore, she takes 6 Hourglass tokens of her color from the general supply. These Hourglass tokens will be available for her to use during the subsequent Action Phase.

Upkeep Phase

Perform the following steps:

- Count up all the active **Project**, **Job**, and **Partner** cards in your play area. If you have more than 3 such cards **in total**, get **1 Stress** for each one of them beyond the **3rd**. Also, if you have more than 1 **Partner** card, get **1 Stress** for each one of them beyond the **1st**.
- Pay all the **Upkeep Costs** required by the cards in your play area in any order you see fit, and receive the corresponding **Upkeep Rewards**.

Tip: You may use the Money and the Resources of an Upkeep Reward that you just received to pay the Upkeep Cost of another card.

Note: For every Hourglass symbol on the Upkeep Cost of a card, place an Hourglass token there. At the end of the Upkeep Phase, move these Hourglass tokens onto the **Spent Time** area on the Game board.



Example of an Upkeep:

You have to pay 3 Money (Upkeep Cost) to gain 3 Knowledge (Upkeep Reward).

Important: If you are unable or unwilling to pay the Upkeep Cost required by a card, immediately discard it and, as a result, you get **1 Stress** and lose **1 Short-Term Happiness (STH)** (see *"Short-Term Happiness Track" on page 14* and *"Discarding a Card - Penalty" on page 15*). You cannot opt to ignore the resolution of any Upkeep Cost.

If the **End of the Game** is triggered at any time during the Upkeep Phase, immediately proceed to it (see *"End of the Game" on page 15*).

Action Phase

Take turns, beginning with the player who has the First Player token and continuing in a clockwise order. **On your turn, use one of your available Hourglass tokens** to perform either a **Board Action**, by placing your Hourglass token on a Board Action space on the Game board, or a **Card Action**, by placing your Hourglass token on a card in your play area (see *"Board Actions & Related Card Types" on page 6* and *"Card Actions" on page 11*). As soon as you complete your action, your turn is over.

Note: You cannot place your Hourglass token on a Board Action space covered by an Unavailable Action token.

Important: Whenever you place an Hourglass token on a Board Action space (with the **exception** of the **Rest Board Action**), if you already have any Hourglass tokens there, you get **1 Stress**. Nevertheless, there is no limit to the number of times you can perform the same *Board Action* during a round.

As long as you have available Hourglass tokens, you cannot "pass" on your turn. Once you have already used all your available Hourglass tokens, you can no longer participate in the current Action Phase, and your turn is skipped. As soon as no player has any Hourglass tokens left, the Action Phase ends.

Resolution Phase

Perform the following steps:

- Determine the next round's **First Player** based on each player's position on the **Short-Term Happiness** track. The player with the most STH, i.e., the player whose Short-Term Happiness Track indicator is furthest to the right, gets the First Player token. In case of a tie, the player among those tied who is furthest from the current First Player in clockwise order gets the First Player token.
- Reset all the **Short-Term Happiness Track** indicators by placing them on the central space of the Short-Term Happiness track.
- Receive any **Additional Rewards** from **Group Projects** that you initiated and/or participated in during the Action Phase (see *"Group Projects" on page 7*).
- Set aside within your play area any **Single-Round Projects** and any **Group Projects** that you initiated during the Action Phase; they no longer occupy any slots in your play area.
- Return **all** your **Hourglass** tokens to the general supply.

Important: Do not reset the Stress Track indicators; they remain in position between rounds.

The Resolution Phase ends as soon as you have performed all the above steps.

As the round comes to an end, you must check if the **End of the Game** has been triggered; if so, immediately proceed to it (see *"End of the Game" on page 15*). Otherwise, you must proceed to the **Preparation Phase** of the next round.



3. BOARD ACTIONS & RELATED CARD TYPES

The Game board features 10 **Board Action** spaces, each one corresponding to a different *Board Action*. Some of the Board Action spaces may not be available during specific stages of your in-game Lifetime.

► Study / Play / Interact

There are 3 types of **Resources** in the game:

Knowledge, Creativity, and Influence.

Whenever you perform one of the **Study, Play, or Interact Board Actions**, you gain **3 Resources** of the corresponding type:

- **Study:** Gain 3 Knowledge.
- **Play:** Gain 3 Creativity.
- **Interact:** Gain 3 Influence.



► Take Project

Whenever you perform the **Take Project Board Action**, you choose to take any one of the available **Project** cards on the Game board. There are 3 types of Project cards: **Basic, Single-Round, and Group Projects**. The type of Project that you choose determines the next steps of the Take Project *Board Action*. In any case, as soon as you complete performing those steps (*to be described in the following sections*), draw a new card from the Project pile to fill the empty card slot.



Important: There is no limit to the number of active Projects that you can have at the same time. However, each Project occupies one slot in your play area up until it is completed.

Each Project may belong to one of the following Categories:

A: Arts **B:** Business **C:** Culture **H:** Health **P:** Politics **S:** Social **T:** Technology & Science

Note: No matter its type or the Category it belongs to, the Cost to take a Project is affected by your current position on the **Short-Term Happiness** track (see "*Short-Term Happiness Track*" on page 14).

Basic Projects

Basic Projects represent long-lasting projects that you decide to take on and advance at your own pace throughout your lifetime.

Project Name — **ACT IN PLAY** — Project Category

Level Name — Tree — Level Number

Level Cost — Supporting Role — Level Reward

Main Role

Star

Whenever you take a **Basic Project**, you must pay the Level Cost corresponding to its first Level (L1 Cost) to take the card from the Game board and place it in your play area. Receive the Level Reward (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.

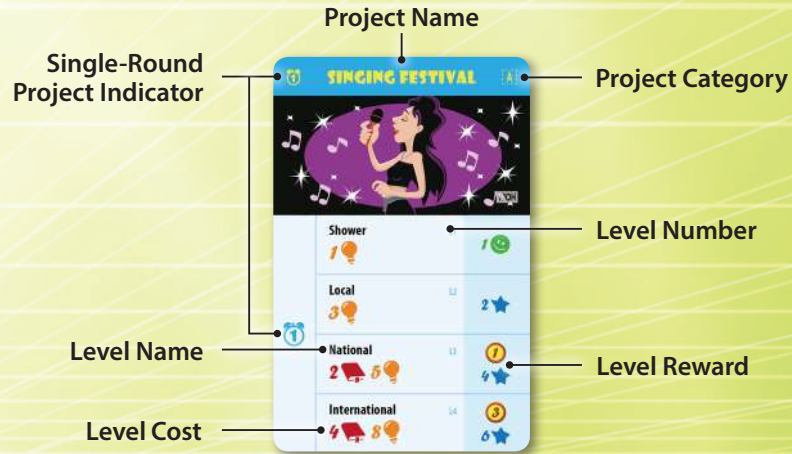
Important: A Basic Project is considered to be completed and no longer occupies a slot in your play area as soon as it has been advanced to its final Level.

A Basic Project can be progressively advanced to higher Levels by performing the **Advance a Project Card Action** (see “Card Actions” on page 11).

Example: John decides that it's time to take on a new project. He places one of his Hourglass tokens on the Take Project Board Action space to perform the corresponding Board Action; he looks at the available Project cards and chooses the Act in Play Basic Project, in hopes that, at last, he will get his chance to shine on the stage! He pays 1 Influence (L1 Cost) and places the card in front of him. Although his first role in the play as a... Tree wasn't quite the highlight of the entire play, he gains 2 Creativity (L1 Reward); it was a valuable experience and, without a doubt, just the humble beginning of a great career! Finally, he places a Level indicator on the first Level (L1) of the card.

Single-Round Projects

Single-Round Projects represent undertakings that you work on for a specific period of time in your life, like competitions or tournaments.



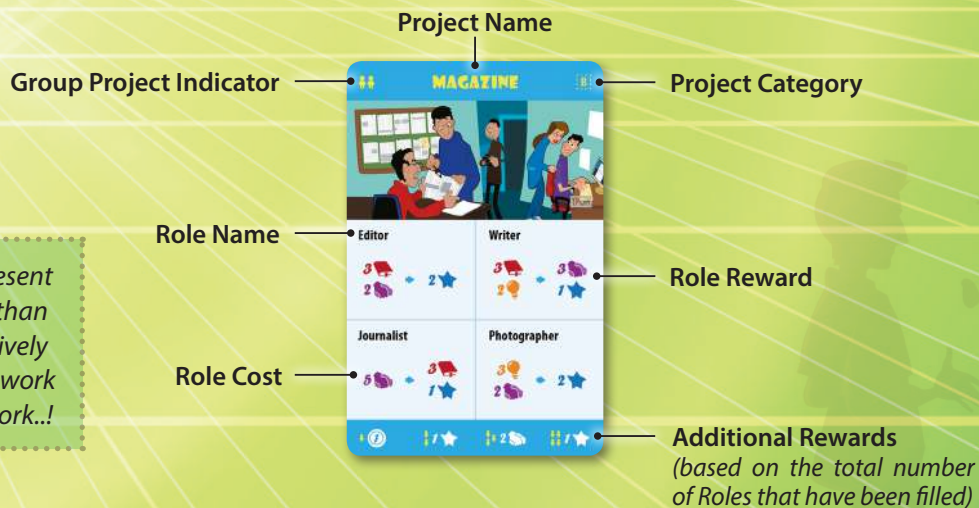
Whenever you take a **Single-Round Project**, choose any one of its Levels, pay the corresponding Level Cost to take the card from the Game board and place it in your play area. Receive the corresponding Level Reward, and place a Level indicator on that Level of the card, to serve as a reminder of its end result.

Important: A Single-Round Project is considered to be completed and no longer occupies a slot in your play area as soon as it is set aside during the Resolution Phase.

Example: Anna spots a Single-Round Project that she likes, so she decides to take it. She places one of her Hourglass tokens on the Take Project Board Action space and opts to participate in a Singing Festival on a National level! She pays 2 Knowledge and 5 Creativity (L3 Cost) and places the card in front of her. Her talent doesn't go unnoticed; she gains 1 Money and 4 LTH (L3 Reward).

Group Projects

Group Projects represent projects that more than one player may actively participate in. Teamwork makes the dream work..!



Whenever you **take a Group Project**, choose which one of the Roles you would like to fill and pay the corresponding Role Cost to take the card from the Game board and place it in your play area. Receive the corresponding Role Reward and move onto that Role the Hourglass token you just used to perform the *Board Action*.

A Group Project allows for **more than one player** to participate in the same Project by performing the **Participate in a Project Card Action** (see “Card Actions” on page 11).

During the Resolution Phase of the round that a Group Project was initiated, count up the number of Hourglass tokens on the card. For **each** of their **Hourglass** tokens, players who participated in it receive every Additional Reward depicted on the bottom of the card **up to** the Additional Reward corresponding to the total number of Roles that have been filled in total.

Important: A Group Project is considered to be completed and no longer occupies a slot in your play area as soon as it is set aside during the Resolution Phase.

Example: Mary decides to initiate a Group Project. She places one of her Hourglass tokens on the Take Project Board Action space, opts to start a Magazine and fill the Role of the Writer; she always had a thing for writing and feels that she has some amazing stories to share! She pays 3 Knowledge and 2 Creativity (Role Cost – Writer) and places the card in front of her. She gains 3 Influence and 1 LTH (Role Reward – Writer), and moves the Hourglass token that she just used onto the Role of the Writer. Mary knows that, at this point, the project is far from over; hopefully, she will manage to convince other players to join her...

► Spend

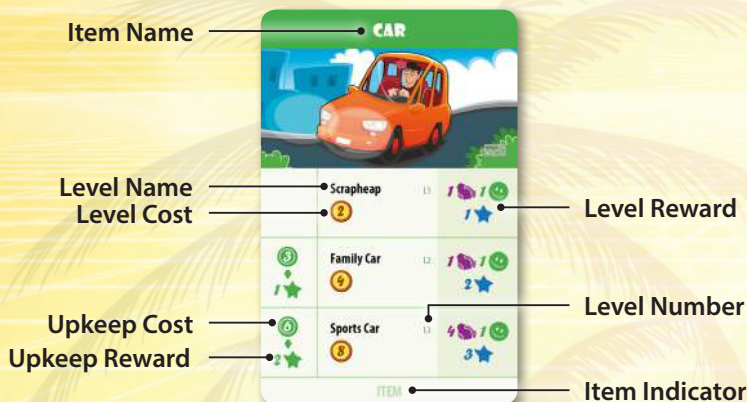
Whenever you perform the **Spend Board Action**, you choose to take any one of the available cards on the **Item - Activity** card row on the Game board. Whether you go for an **Item** or an **Activity**, you must choose any one of its Levels and pay the corresponding Level Cost to take the card and place it in your play area. Receive the corresponding Level Reward, and place a Level indicator on that Level of the card, to serve as a reminder of your purchase. Finally, draw a new card from the Item - Activity pile to fill the empty card slot.



Important: An Item or an Activity does not occupy any slot in your play area, and there is no limit to the number of Items or Activities that you can have.

Items

Items represent material possessions that you acquire throughout your lifetime. Bear in mind, though, that it is one thing to buy an Item and another thing to maintain it and keep it in good condition!



Items may have Levels that feature an Upkeep Cost; if you have an Item at such Level, then for as long as the card remains in your play area, during the Upkeep Phase of each subsequent round, you must pay the corresponding Upkeep Cost to retain the card and receive the Upkeep Reward of that Level.

Reminder: If you are unable or unwilling to pay the Upkeep Cost required by an Item, then you must discard it (see “Discarding a Card - Penalty” on page 15).

Important: An Item remains in your play area for the rest of the game – that is, unless discarded.

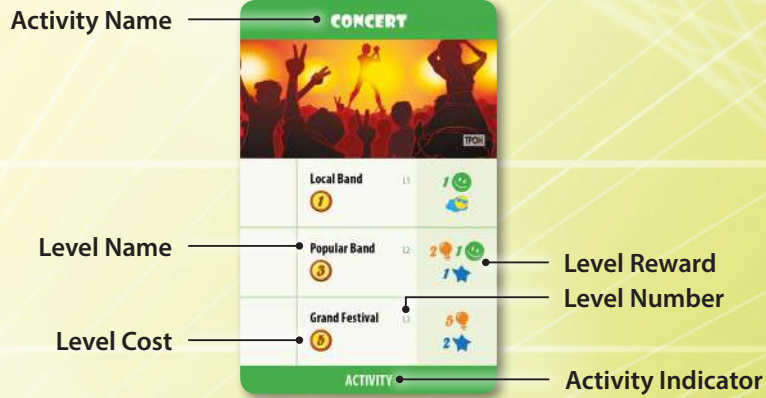
An Item can be upgraded to any higher Level by performing the **Opt for an Upgrade Card Action** (see “Card Actions” on page 11).

Example: John wants to buy a Car. He places one of his Hourglass tokens on the Spend Board Action space and opts to go for a Family Car; at the moment, he can't afford to buy a Sports Car, let alone cover the over-the-top recurring maintenance costs that it would require...! He pays 4 Money (L2 Cost) and places the card in front of him. The idea of driving his new car makes him really excited; he gains 1 Influence, 1 STH, and 2 LTH (L2 Reward).

Next round, during the Upkeep Phase, John will have to pay 3 Money (L2 Upkeep Cost) to maintain his Family Car and gain 1 LTH (L2 Upkeep Reward). Failing to do so would result in him having to discard his Car to the Item - Activity discard pile and, therefore, getting 1 Stress and losing 1 STH.

Activities

Activities represent mostly leisure, um... activities that require you to spend money to engage in them.



An Activity can be upgraded to any higher Level by performing the **Opt for an Upgrade Card Action** (see “Card Actions” on page 11).

Example: Anna wants to go to a Concert. She places one of her Hourglass tokens on the Spend Board Action space and decides to attend the gig of a Local Band. She pays 1 Money (L1 Cost) and places the card in front of her. The band plays some song about forgetting yourself for a while; she gains 1 STH and 1 Relax (L1 Reward).

► Temp Job

Whenever you perform the **Temp Job Board Action**, you gain 3 Money.



► Get Job

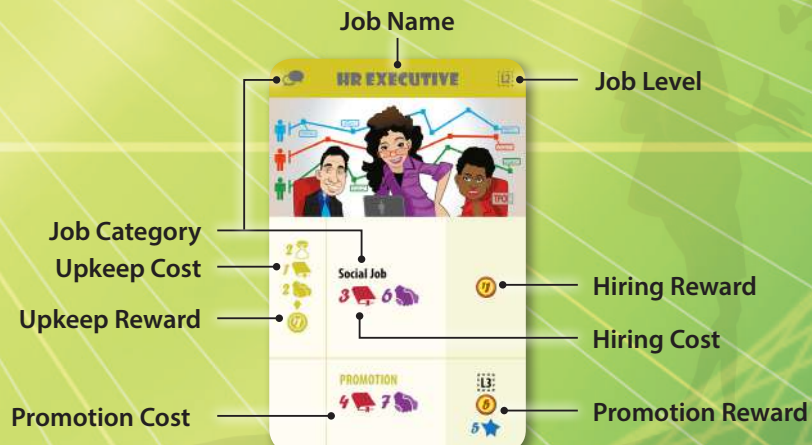
Whenever you perform the **Get Job Board Action**, you choose to take any one of the available **Job** cards on the Game board. There are 3 Categories of Job cards: **Science**, **Art**, and **Social Jobs**. For each Job Category, there are 3 Levels of Job cards: **L1**, **L2**, and **L3 Jobs**. No matter the Category or the Level of the Job that you choose, you must pay its Hiring Cost to take the card and place it in your play area. Receive its Hiring Reward and, as the card is double-sided, turn it to the side of your preference. Finally, draw a new card from the Job pile to fill the empty card slot.



Important: As long as you can pay its Hiring Cost, you can choose a Job of whichever Category and Level you want; there are no other prerequisites for getting a Job.

Note: Both Sides of a Job card always feature the exact same Category, Level, and values. Therefore, choosing a side is merely a matter of personal preference.

A Job will provide you with a steady income every round in exchange for your time and a certain amount of resources; a necessary, recurring trade-off if you want to maintain your job.



Each Job features an Upkeep Cost; for as long as the card remains active in your play area, during the Upkeep Phase of each subsequent round, you must pay its Upkeep Cost to retain the card and receive the corresponding Upkeep Reward.

Reminder: If you are unable or unwilling to pay the Upkeep Cost required by your Job, then you must discard it (see “Discarding a Card - Penalty” on page 15).

L1 and L2 Jobs give you the option of **Promotion**, while L3 Jobs give you the option of **Retirement**. In either case, you can take advantage of this option by performing the **Get a Promotion Card Action** (see “Card Actions” on page 11).

Important: Your Job occupies one slot in your play area and remains active for the rest of the game – that is, unless discarded.

Exception: If you have a L3 Job, you may opt for Retirement and set aside the card within your play area; thereafter, it no longer occupies a slot, and it provides you with a passive income during the Upkeep Phase of every subsequent round.

Important: At any given time, you are allowed to have only **one** Job, no matter if it is active or set aside. Should you decide to get another Job, you must first discard the one currently in your play area; nevertheless, you do so **without Penalty**.

Example: Mary is looking for a job. As she has quite a lot of Influence and as she is not required to start from a L1 Job to get a L2 Job, she decides to land an L2 Social Job – specifically, that of an HR Executive. She places one of her Hourglass tokens on the Get Job Board Action space, pays 3 Knowledge and 6 Influence (Hiring Cost), and places the card in front of her. Immediately, she gains 11 Money (Hiring Reward) – her first paycheck!

Next round, during the Upkeep Phase, Mary will have to place 2 Hourglass tokens on the card and pay 1 Knowledge and 2 Influence (Upkeep Cost) to maintain her job as an HR Executive and gain 11 Money (Upkeep Reward).

► Start Relationship

Whenever you perform the **Start Relationship Board Action**, you choose to take any one of the available **Partner** cards on the Game board and place it in your play area. Receive the Level Reward (L1 Reward), and, as the card is double-sided, turn it to the side of your preference. Place a Level indicator on the first Level (L1) of the card, to serve as a reminder of the status of your relationship. Finally, draw a new card from the Partner pile to fill the empty card slot.



Note: Both Sides of a Partner card always feature the exact same number of Levels and values. Therefore, choosing a side is merely a matter of personal preference.

A Partner represents a person you have a romantic relationship with. But is it all sunshine and roses? As your relationship develops, so do the expectations...

Partner Name	MARTHA		
Level Name	Date	L1	Level Reward
Upkeep Cost	Relationship Have at least	L1	Level Number
Upkeep Reward	Raise Family Have at least	L1	Level Requirement

Partner cards may have Levels that feature an Upkeep Cost; if your relationship with a Partner is at such Level, then for as long as the card remains in your play area, during the Upkeep Phase of each subsequent round, you must pay the corresponding Upkeep Cost to retain the card and receive the Upkeep Reward of that Level.

Reminder: If you are unable or unwilling to pay the Upkeep Cost required by a Partner, then you must discard it (see “Discarding a Card - Penalty” on page 15).

Important: Your relationship with a Partner always starts at the first Level (L1) unless specifically stated otherwise (e.g., Summer Fling). Although there is no limit to the number of Partner cards that you can have at the same time, whenever you take an additional Partner card in your play area, you get **1 Stress**.

Important: A Partner card occupies one slot in your play area and remains active for the rest of the game – that is, unless discarded.

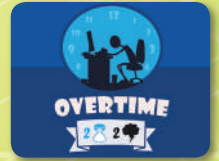
A Partner card can be progressively advanced to higher Levels by performing the **Develop a Relationship Card Action** (see “Card Actions” on page 11).

Example: John is looking for his other half in-game, so he decides to go on a Date with Martha. He places one of his Hourglass tokens on the Start Relationship Board Action space and places the card in front of him. Dating her has been a wonderful experience; he gains 1 Knowledge and 2 Creativity (L1 Reward).

► Overtime

Whenever you perform the **Overtime Board Action**, you gain **2 Hourglass** tokens of your color but at the cost of your health, which deteriorates; you must also get **2 Stress** (see “Stress Track” on page 13).

Important: You cannot perform the Overtime Board Action if this would cause you to move your Stress Track indicator **off the right end** of the Stress track.



► Rest

Whenever you perform the **Rest Board Action**, you move your **Stress Track** indicator up to **2 spaces to the left**; however, it must remain **within its current section** (see “Stress Track” on page 13).

Important: As an **exception** to the general rule, you may perform the Rest Board Action multiple times during the same round without getting any Stress.



4. CARD ACTIONS

The cards that you have in your play area may give you the option to perform a **Card Action** by placing, on your turn, your Hourglass token on them. Each type of card is related to one or more different Card Actions.

As soon as you complete a Card Action, take any Hourglass tokens placed on the card and place them on the **Spent Time** area on the Game board, with the **exception** of the Hourglass tokens placed on a Group Project, which stay put.

Advance a Project

An active **Basic Project** in your play area can be advanced to its **next higher** Level by performing the **Advance a Project Card Action**: Move the Level indicator onto the next Level of the card, pay the depicted Level Cost, and receive the corresponding Level Reward.

Reminder: The Level Cost to advance a Basic Project is affected by your current position on the Short-Term Happiness track (see “Short-Term Happiness Track” on page 14).

Reminder: As soon as a Basic Project has been advanced to its final Level, it no longer occupies a slot in your play area, and it is set aside; thereafter, it is considered to be completed.

Example: John is trying to Learn Cooking. Although Instant Noodles (L1) aren't that bad, he decides to advance this Basic Project. On his turn, he places one of his available Hourglass tokens on the card in front of him to perform the Advance a Project Card Action. Then, he moves the Level indicator onto the next Level (L2) and pays 2 Knowledge (L2 Cost). Yummy..! This Quiche is delicious; he gains 2 Creativity and 1 LTH (L2 Reward).

Participate in a Project

An active **Group Project** in your play area with at least one Role unfilled gives **all the players** the option to participate by performing the **Participate in a Project Card Action**: Choose which one of the Roles still available you would like to fill, place your Hourglass token onto that Role, pay the depicted Role Cost, and receive the corresponding Role Reward.

Important: Each Role in a Group Project can only be filled **once**, and each player may fill **at most 2 Roles** in a Group Project.

Reminder: The Role Cost to participate in a Group Project is affected by your current position on the Short-Term Happiness track (see “Short-Term Happiness Track” on page 14).

Example: John, on his turn, decides to participate in the Magazine Group Project that Mary initiated earlier by placing one of his Hourglass tokens on the card in front of Mary, on the Role of the Photographer. He pays 3 Creativity and 2 Influence (Role Cost – Photographer) and 2 LTH (Role Reward – Photographer).

Later on, Mary, really enthusiastic about the project and eager to make her Magazine a success, decides to fill an additional Role: that of the Editor.

During the Resolution Phase, Mary and each other player who participated in the Magazine are about to gain Additional Rewards. As a total of 3 Roles have been filled, participating players gain 1 Money, 1 LTH, and 2 Influence for each Role that they have filled. Therefore, Mary gains 2 Money, 2 LTH, and 4 Influence, while John gains 1 Money, 1 LTH, and 2 Influence.

Opt for an Upgrade

An **Item** or an **Activity** in your play area can be upgraded to any of its **higher** Levels by performing the **Opt for an Upgrade Card Action**: Choose any higher Level on the card, move the Level indicator there, pay the depicted Level Cost and receive the corresponding Level Reward.

Example: Anna is thinking of upgrading her Board Game Collection. Why limit your collection to a Shelf (L1) when you can have a Room full of board games, right? She places one of her Hourglass tokens on the card in front of her to perform the Opt for an Upgrade Card Action. Then, she moves the Level indicator onto the third Level (L3) and pays 6 Money (L3 Cost). Reading all those rulebooks is definitely going to take a while; she gains 4 Knowledge, 5 Creativity, and 1 LTH (L3 Reward).

Get a Promotion

A **L1** or a **L2 Job** in your play area gives you the option to get a **Promotion**, i.e., to get a Job of the same Category and the **next higher** Level, by performing the **Get a Promotion Card Action**: Pay the Promotion Cost that is depicted on the Job card in your play area, receive the corresponding Promotion Reward, and just before you place the new Job card in your play area, discard the previous Job **without Penalty**.

Important: To perform the **Get a Promotion Card Action**, you must first find a Job that meets the above-mentioned criteria. Start by looking at the **Job card row**. If there is none there, search the **Job pile** – make sure to shuffle it afterwards. If there is none there either, search the **corresponding discard pile**. As soon as you find a suitable Job, stop searching and get this card. In the case that you do not find one, you must perform a different action.

Important: You neither pay the Hiring Cost nor receive the Hiring Reward depicted on the Job that you just got through Promotion. Similarly, a **L3 Job** in your play area gives you the option to go into **Retirement**, i.e., to set aside your Job and obtain a passive income, by performing the **Get a Promotion Card Action**: Pay the Retirement Cost, receive the Retirement Reward, set aside the card within your play area and place a Level indicator on the Retirement, to serve as a reminder that you have retired from your Job.

Note: For game purposes, Retirement is considered to be a special case of Promotion.

Reminder: As soon as you go into Retirement, not only the Job card no longer occupies a slot in your play area, but you also receive the Retirement Upkeep Reward during the Upkeep Phase of every subsequent round – that is, for as long as it remains in your play area. As you are allowed to have only one Job at any one time, should you decide to get another Job, you must first discard the previous Job without Penalty.

Example: Mary, having worked as an HR Executive for a while now, has accumulated all the Resources that she needs to secure a Promotion. As no L3 Social Job is available on the Job card row, she goes through the Job pile by drawing cards from the bottom, one by one. Ah, there it is..! It looks like she will eventually become CEO of the company! She temporarily sets aside the CEO card and shuffles the Job pile before proceeding to perform the Get a Promotion Card Action. She places one of her Hourglass tokens on her current Job card and pays 4 Knowledge and 7 Influence (Promotion Cost – HR Executive) to gain 5 Money and 5 LTH (Promotion Reward – HR Executive). Then, she discards the HR Executive card without Penalty and moves the used Hourglass token on the Spent Time area on the Game board. Finally, she takes the CEO card and places it in front of her. Celebration time!

Later on, Mary decides to perform the Get a Promotion Card Action once again; only that this time, she is about to go into Retirement. She places one of her Hourglass tokens on the CEO card and pays 3 Knowledge, 3 Creativity, and 9 Influence (Retirement Cost) to gain 6 Money, 1 Relax, and 4 LTH (Retirement Reward). Then, she sets aside the card and places a Level indicator on the Retirement. For as long as she doesn't opt to get another Job and come out of Retirement, she will gain 6 Money (Retirement Upkeep Reward) during the Upkeep Phase of every subsequent round – a well-deserved reward.

Develop a Relationship

A **Partner** card in your play area can be advanced to its **next higher** Level by performing the **Develop a Relationship Card Action** – that is, as long as you have already checked that you meet the Level Requirement indicated on the next Level. If so, you may perform the **Develop a Relationship Card Action**: Move the Level indicator onto the next Level and receive the corresponding Level Reward.

Example: John decides that it's time to take his relationship with Martha to the next step: from casual dating to a committed Relationship. In this regard, Martha requires that John have at least 5 Influence (L2 Requirement). As he currently has 6 Influence available, he meets the requirement and performs the **Develop a Relationship Card Action**. He places one of his Hourglass tokens on the card, moves the Level indicator onto the second Level (L2), and gains 1 Knowledge, 2 Creativity, and 1 STH (L2 Reward). So happy together..!



5. STRESS TRACK

During the game, you keep track of your **Stress**. The Stress track is divided into seven sections, each represented with a different color. The section on which your Stress Track indicator is positioned determines the number of **Hourglass** tokens that you gain during each Preparation Phase: the exact number of Hourglass tokens is indicated on each section of the Stress track.



At the beginning of the game, your Stress Track indicator is positioned on the leftmost space of the light-blue section of the Stress track.

Whenever you get any amount of **Stress**, you must move your **Stress Track** indicator that many spaces **to the right**. If you must move your Stress Track indicator **off the right end**, then it is removed, and **your in-game life comes to an end**. As soon as the action that led to that end has been completed, remove your Short-Term Happiness Track indicator, and return to the general supply any Hourglass tokens remaining in front of you. As of that moment, you are **no longer considered to be an active player**; therefore, you cannot perform any actions in any phase, and your turn is skipped for the remainder of the game. As an **exception**, if your in-game life comes to an end during the Action Phase, you get to play out the Resolution Phase of that round as normal.

Important: It is not possible to perform any action that would cause you to move your Stress Track indicator **more than one space off the right end** of the Stress track.

Whenever you gain **1 Relax**, you move your **Stress Track** indicator **one space to the left**; however, it must remain **within its current section**.

Note: If your Stress Track indicator is already positioned on the leftmost space of a section, any excess Relax gained is lost.

Whenever you gain **1 Good Health**, you move your **Stress Track** indicator **one section to the left**, maintaining its exact relative position within each section; if this is not possible, as not all the sections are divided into an equal number of spaces, you move your Stress Track indicator onto the leftmost space of the section to the left (*see example below*).

Note: If your Stress Track indicator is already positioned on the leftmost (dark-green) section, any excess Good Health gained is lost.

Example: Anna, working toward a Balanced Diet, advances her Healthy Eating Basic Project to its final Level; by completing this Health Project, not only does she gain 1 LTH, but she also gains 1 Good Health (L4 Reward)! She moves her Stress Track indicator one section to the left: from the rightmost space of the light-blue section onto the rightmost space of the turquoise section.

Later on, Anna, having dedicated much of her time to practicing, completes her Yoga Basic Project – another Health Project completed, another Good Health gained! As the green section of the Stress track is divided into two spaces instead of three, she gets to move her Stress Track indicator from the central space of the turquoise section onto the leftmost space of the green section.





6. ENTERING THE OLD AGE

The sixth round of the game marks the beginning of **Old Age**. Starting from the 1st Old Age round, you can **no longer** perform the **Overtime Board Action** during the Action Phase. Also, you get a **gradually increasing amount of Stress** during the Preparation Phase of each Old Age round; the exact amount of Stress is indicated on each space of the Lifetime track that corresponds to an Old Age round.

Note: Unless you devoted some time to ensure **Good Health**, your in-game life will come to an end prior to the Upkeep Phase of the 2nd Old Age round.

The 3rd Old Age round is the final round of the game; in the exceptionally rare case that you get to play through the entire 3rd Old Age round, your in-game life will inevitably come to an end.



7. SHORT-TERM HAPPINESS TRACK

During the game, you keep track of your **Short-Term Happiness (STH)** as it determines the **First Player** for the next round (see "**Resolution Phase on page 5**") and affects the **Cost** to be paid whenever you **Take, Advance, or Participate in a Project**:

- If you have **1, 2, or 3 STH**, you may pay the depicted Cost, if any, with a **discount of 1, 2, or 3 Resource(s)** of your choice, respectively.
- If you have **-1, -2, or -3 STH**, you must pay **1, 2, or 3 Resource(s)** of your choice **in addition** to any Cost that is depicted, respectively.

Note: For game purposes, Money, contrary to Knowledge, Creativity, and Influence, is not considered to be a type of Resource.



At the beginning of the game, your Short-Term Happiness Track indicator is positioned on the central space of the Short-Term Happiness track.

Example: Anna decides to compete in an E-Sports tournament; it is a Single-Round Project that she has long been waiting for, and she definitely has what it takes to make her way into the Hall of Fame! For this to be achieved, she would normally have to pay 4 Knowledge, 4 Creativity, and 4 Influence (L4 Cost). As she has 1 STH, she gets to pay 1 Resource of her choice less: she opts to pay 4 Knowledge, 4 Creativity, and 3 Influence instead. "Achievement Unlocked!"; she gains 3 Money and 6 LTH (L4 Reward).

Later on, Anna, having neglected her STH in the meanwhile, is thinking about initiating the Game Jam Group Project that is currently available; being part of a creative team as a Game Designer would be a dream coming true for her. However, as she has -2 STH, she must pay 2 Resources of her choice in addition to the 2 Knowledge and 2 Creativity (Role Cost – Game Designer). She opts to proceed, despite the considerably more effort that it takes her, and pays 2 Knowledge, 3 Creativity, and 1 Influence. She gains 2 Influence and 1 LTH (Role Reward – Game Designer).

Whenever you gain or lose any amount of STH, you must move your Short-Term Happiness Track indicator that many spaces **to the right or to the left**, respectively. You cannot move your Short-Term Happiness Track indicator off either end of the Short-Term Happiness track; for each **excess STH**, you **gain or lose 1 LTH**, respectively.

Reminder: During the Resolution Phase of each round, as soon as you have determined the First Player for the next round, all the Short-Term Happiness Track indicators should be reset on the central space of the Short-Term Happiness track.



8. REFRESH CARDS

As a **Free Action**, you may choose to lose **1 STH** to discard any number of cards from a single card row and immediately replenish the now-empty card slots. You can perform the **Refresh Cards Free Action** as many times as you want on your turn, during the Action Phase, **before** performing a **Board or Card Action**.



9. DISCARDING A CARD - PENALTY

There may be one or more cards in your play area that, in one way or another, require a long-term commitment: an **active Basic Project**, an **Item**, a **Partner**, or a **Job**; as a *Free Action*, you may choose to discard one such card from your play area and get **1 Stress** and lose **1 STH**. You can perform the Discarding a Card *Free Action* as many times as you want on your turn, during the Action Phase, **before** performing a *Board or Card Action*.

Either by choice or by requirement, the **Penalty** for **discarding any card** from your play area is to get **1 Stress** and lose **1 STH**.



10. ADDITIONAL NOTES

- There is **no in-game information** that is meant to be **hidden** from the other players (e.g., the number of Projects that you have completed thus far).
- If the **Hourglass** symbol is depicted on the **Cost** of a card, you are required to place Hourglass tokens in addition to the one you used.
- When you check **if you meet the Requirement** of a card, you do not have to pay the Money and/or the Resources that are depicted; you just need to have them available in your play area.
- As a general rule, whenever you **take a card as part of a Reward**, you just place that card in your play area **without additionally receiving its respective Reward**.
- The **maximum number of Hourglass** tokens that you can have available at any one time is **limited to 9**; any excess Hourglass token gained is lost.
- **Money, Knowledge, Creativity**, and **Influence** tokens, as well as Level indicators, are **not intended to be limited**.
- If, at any time during the game, the draw pile of any type of card runs out, **shuffle the corresponding discard pile** and **form a new draw pile**.



11. END OF THE GAME

As soon as the **in-game life of each player has come to an end**, the **End of the Game** is triggered. Nevertheless, you only proceed to the End of the Game:

- at a specific step during the Preparation Phase,
- at any time during the Upkeep Phase, or
- as soon as the Resolution Phase has ended and the round has been played in its entirety.

At the End of the Game, you may gain some additional LTH:

- **Inheritance**: For every **5 Resources** of the same type and for every **5 Money** that you have remaining, gain **1 LTH**. *You have taken care of everything needed to ensure that your most valuable experiences and possessions will be passed on to your loved ones.*
- **Fulfilled Life Goals**: Check each revealed Game End **Life Goal** card, if any, and award the depicted **Fulfillment Reward** to the player that has met the **Fulfillment Condition**. A player may fulfill multiple Life Goals, but each Life Goal can be fulfilled by only one player. In case of a tie, no LTH is awarded for that Life Goal.

The winner of the game is the player with the most LTH! In case of a tie, the tied players compare the total number of cards in their play areas, and whoever has the most is the winner of the game.

*Congratulations for living an exciting and happy life!
Sit back and enjoy your in-game life story, making sure to narrate it colorfully to the other players, no matter if you have won or not!*

4. SOLO GAME

For a solo game, the same rules as in the multiplayer game apply but with the following rule changes:

- During **Step 6** of the Setup, draw **3 Life Goal** cards instead.

Note: If you draw both the *Live Fast, Die Young* Life Goal and the *Zen* Life Goal, discard either of them and draw another Life Goal card in its place.

- In order to win, you must meet the **Solo Game Fulfillment Condition** of all 3 Life Goals **and** have at **least 50 LTH** when finishing the game.

Important: Ignore the Fulfillment Condition and the Fulfillment Reward of the Life Goals; they only apply to multiplayer games.



Solo Game Fulfillment Condition



5. CREDITS



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A wholehearted "Thank you" to each and every one of the numerous playtesters of The Pursuit of Happiness!

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

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