



The Pursuit of Happiness



We all have a common desire - the desire for happiness.

As we build our life, taking steps towards 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 Tokens

- 36 Knowledge Tokens
- 36 Creativity Tokens
- 36 Influence Tokens
- 44 Coin Tokens

180 Cards

- 60 Projects
- 60 Items & Activities
- 18 Jobs & 1 Cover Card
- 12 Partners & 1 Cover Card
- 10 Life Goals
- 10 Child Traits
- 8 Player Aids



3 Unavailable Action Tokens



1 First Player Marker

53 Wooden Cubes



8 Track Indicators



4 Long Term Happiness Markers



40 Level Indicators



1 Round Marker

1 Game Board



36 Wooden Hourglass Markers (4 colors x 9)



1 Rulebook

The Pursuit of Happiness



2. SETUP

This setup is for a 2-4 player game. For the differences in a solo game look at page 16.

- 1 Place the game board in the middle of the table so that everyone can have easy access.

Separate the **Project**, **Item - Activity**, **Job** and **Partner** cards in 4 piles, shuffle them and place them next to the left side of the board, leaving space for their discard piles. Place the **Jobs Cover Card** on top of the Jobs pile and the **Partners Cover Card** on top of the Partners pile.

Each player chooses a color and takes 6 Hourglass markers (leave the rest nearby), 2 Track indicators and a Long-Term Happiness (LTH) marker of that color.



Then, all players place 1 indicator on the Short-Term Happiness track, at the central space, 1 indicator on the Stress track, on the indicated space, and the LTH marker on the LTH track, on the 0 space.

SYMBOLS



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5 Shuffle the **Life Goal** cards and draw as many as the number of players. Place them face-up near the board so that all players can see them.

6 Place the Round marker on the **Teen** space on the Round track.

7 Take the 3 Unavailable Action tokens and place them on the board, to cover the 'Get Job', 'Start Relationship' and 'Overtime' spaces.

8 Shuffle the **Child Trait** cards and deal 2 to each player. Each player chooses 1 to keep and returns the other to the box. Then, they take in front of them the resources listed on the card they kept. Each Child Trait also grants an ability to the player which he can use as many times as he wants during the game.

9 The oldest player gets the First Player token.



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3. GAMEPLAY



1. ROUND OVERVIEW

The **Pursuit of Happiness** is played over a series of rounds, each one representing a period in the players' lives. Each round consists of 3 Phases:

- Upkeep Phase
- Action Phase
- End of Round Phase

Upkeep Phase

- At the beginning of the Upkeep Phase, advance the Round marker by 1 space (ignore this in the first round). If this causes players to get Stress (⇒ *see 'Entering Old Age' on page 14*) move the players' Stress Indicators accordingly.
- Discard all the cards from the board and draw new cards from each pile, placing them face up on the corresponding spaces:

Projects: Draw 3 cards in a 2-3 player game and 4 cards in a 4 player game.

Items-Activities: Draw 3 cards in a 2-3 player game and 4 cards in a 4 player game.

Jobs: Draw as many cards as the number of players.

Partners: Draw as many cards as the number of players.

☆	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
99	DEVELOP INVENTION		BEAUTY SHOW		LEARN FOREIGN LANGUAGE													
98	IDEA		STYLING		SPEAKING													
97	ELECTRIC		MANICURE		BACK PHONETICS													
96	HYDROGEN		SHOWER		DANCE													
95																		
94	HOUSE		SIGHTSEEING		MOTORCYCLE													
93	GARDEN		DAY		RIDE TO													
92	POND		WEEKEND		RAMPAGE													
91	LAVENDER		BASKING		SPECIAL DINNER													
90																		
89	CHOREOGRAPHY		ENGINEER															
88	ARTS JOB		SCIENCE JOB															
87									JOB									
86																		
85	CLAIRE		FRAN															
84	DATE		DATE															
83	RELATIONSHIP		RELATIONSHIP															
82	BORN FAMILY		BORN FAMILY						PARTNER									
81																		
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	63	62

Example of cards drawn in a 2-player game

In the first round of the game (the "Teen" round), all players are still teenagers, hence some actions are not yet available: Do not draw any cards from the **Job** and the **Partner** piles.

The **Job** and **Partner** cards are double-sided - that's why there are cover cards on top of their piles. When you need to draw new Partner cards, do so by drawing from the bottom of the piles.

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If at any time, one of the piles runs out of cards, shuffle its discard pile and form a new pile.

- If a player's indicator on the Stress track is not in the central blue section, that player gains or loses Hourglass markers for the duration of the round, as shown on the space he is located in.
- Each player counts the total number of Projects, Jobs and Partners in front of him. If he has more than 3, he gains 1 Stress for each one after the 3rd. In addition to that, if a player has 2 or more Partners in front of him, he gains 1 Stress for each one beyond the first.
- Each player looks at the cards he has in front of him (**Items, Jobs and Partners**) and checks to see if they have any upkeep costs. If they do, he pays those costs and gets the corresponding rewards.

A player may pay his upkeep costs in any order he wants. He may even use the rewards from one card's upkeep to pay the cost of another card.



Example of an Upkeep Cost: The player has to pay 3 coins and gets 3 Knowledge as a reward

If a player is unable or unwilling to pay the upkeep cost for a card in front of him, that card is immediately discarded, the player gets 1 point of **Stress** and loses 1 point of **Short Term Happiness (STH)** (⇒ see '**Short Term Happiness Track**' on page 15).

Action Phase

The player with the First Player token goes first. He takes one of his Hourglass markers and places it on one of the available action spaces on the board or on a card in front of him (⇒ see '**Board Actions**' on page 6 and '**Card Actions**' on page 12). He performs the corresponding action and then play goes to the player on his left.

When a player performs an action on the board, if there is already one or more of his Hourglass markers on the action's space, he takes 1 **Stress**.

If at any time a player is left without any Hourglass markers, he no longer plays in the round and play goes to the next player on his left. When all the players have used all of their Hourglass markers, the round ends - proceed to the End of Round phase.

End of Round Phase

When the round ends, the players perform the following in order:

- Gain additional rewards from Group Projects (⇒ see '**Group Projects**' on page 7).
- Set aside Single-Round Projects and Group Projects.
- Take back the Hourglass markers from the board and from the cards in front of you. Return any Hourglass markers taken due to the 'Overtime' action.
- Determine next round's First Player based on the position on the STH track. The player furthest on the track gets the First Player token. In case of a tie, the player among those tied furthest from the current First Player (going clockwise) gets the token.
- Return all the Indicators on the STH track to the central space.

At the end of the **first round**, remove the 3 'Unavailable Action' tokens from the board - the 3 actions will now be available to the players. Similarly, at the end of the **last Adult round**, place an 'Unavailable Action' token on the 'Overtime' action space.

Please note, that the Indicators on the Stress track DO NOT move when the round ends - they remain where they are.

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2. BOARD ACTIONS

▶ Study / Play / Interact

There are 3 resources in the game: **Knowledge, Creativity and Influence.**

When you perform one of these 3 actions on the board, you get 3 of the corresponding resources:

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



▶ Temp Job

When you perform this action, you get 3 **Money.**



▶ Take Project

When you perform this action, choose one of the available **Projects** on the board, pay the required cost and place it in front of you (the exact cost that you need to pay depends on the type of Project you take - see below). Then, draw a new card from the pile to replace on the board the Project you took. You have 3 "slots" in front of you in which Projects, Jobs and Partners are put. If all 3 slots are filled, you may still get additional cards but any Projects taken after that cause you to get 1 **Stress**. In addition, if at the beginning of the round you have more than 3 Projects, Jobs and Partners (in total) in front of you, you get 1 Stress for each card over 3.



There are 3 types of Projects in the game: Basic, Single-Round and Group Projects.

Basic Projects

Basic Projects signify projects you decide to take on and advance at your own pace, throughout your lifetime.

Project's Name	ACT IN PLAY	Project's Category
Tree	L1	2
Supporting Role	L2	2 1
Main Role	L3	2 3
Star	L4	3 6

Level's Name

Level's Cost

Level's Number

Level's Reward

The Project's Category is not used. It is there for thematic purposes only. The letters correspond to the following categories:

A: Arts

B: Business

C: Culture

H: Health

P: Politics

S: Social

T: Technology & Science

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When you take a Basic Project in front of you, you have to pay its Level 1 (L1) cost. You then put a black cube on the L1 part of the card as a reminder and get the L1 reward.

Example: John decides to take a Project. He places his Hourglass marker on the Take Project action space and takes the 'Act In Play' Project in front of him. He pays 1 Influence (the L1 cost), puts a black cube on the L1 part of the card, and gains 2 Creativity. He then draws a new Project to replace the one he took on the board.

A Basic Project can be later further advanced to the next levels on the card (⇒ See 'Card Actions' on page 12).

Single-Round Projects

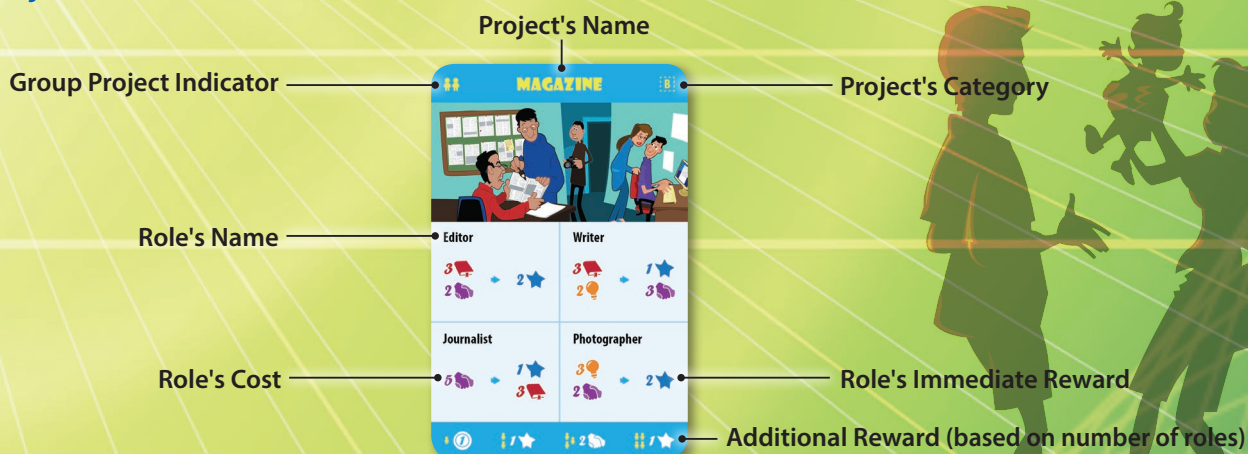
Single-Round Projects represent undertakings that you work on for a specific period of time in your life, like competitions or tournaments.



When you take a Single-Round Project in front of you, choose any one of the 4 levels, pay that level's cost and get the corresponding rewards. Unlike Basic Projects, you may not advance a Single-Round Project to another level. Also, at the end of the round, it will be removed from in front of you and set aside (it will still count as a completed Project).

Example: Anna sees a Single-Round Project that she likes, so she decides to take it. She places her Hourglass marker on the Take Project action space and takes the 'Singing Festival' Project in front of her. She decides to go for the 3rd level so she pays 2 Knowledge and 5 Creativity, and she gains 1 coin and 4 LTH.

Group Projects



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Group Projects are Projects all players may participate in.

When you take a Group Project in front of you, you choose one of the 4 available roles. You then take the Hourglass marker you used for the action and you place it on the card, covering that role. You pay the role's cost and you take the corresponding immediate reward.

Group Projects are special since several players may participate in the same Project. As soon a player gets a Group Project in front of him, any player may use the **Take Project** action to place his Hourglass marker on that player's Group Project taking another role, instead of taking a Project card from the board. A player may even take a second role later in the same round, but no more than that - the rest of the roles will have to be taken by other players.

At the end of the round, depending on the number of roles that have been covered, all the players that participated gain an additional reward. More specifically, for **each** role a player has covered in a Group Project, he gains **all** the rewards listed on the bottom of the card, up to the number of roles that were covered. The Project then is set aside with the other completed Projects of the player who initiated it.

***Example:** Mary decides to take a Group Project. She places her Hourglass marker on the Take Project action space and takes the Magazine project in front of her. She decides to be a writer for the magazine so she takes the Hourglass marker she used and places it on top of the Writer role. She pays 3 Knowledge and 2 Creativity and gains 1 LTH and 3 Influence. John, in his turn, decides to join the Project and take the role of the editor. He uses the Take Project action space, covers the Editor role then with his Hourglass marker and pays 3 Knowledge and 2 Influence, gaining immediately 2 LTH. Later in the round, Mary decides to take the role of the photographer as well. She takes the Take Project action, uses that Hourglass marker to cover the Photographer role, pays 3 Creativity and 2 Influence and gains 2 LTH.*

At the end of the round, the players check the Group Projects for additional rewards. Since there was a total of 3 roles covered, for each participating role they covered the players will get 1 coin, 1 LTH and 2 Influence. John had only one role covered, so he will take just that - 1 coin, 1 LTH and 2 Influence. Since Mary had 2 roles covered she takes twice these rewards - 2 coins, 2 LTH and 4 Influence. She then sets aside the Project along with the rest of her completed Projects, since she was the one who initiated it.

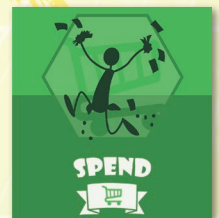
Please note that since a player moves his Hourglass marker from the Take Project action space onto the Group Project, he may perform the Take Project action again during the same round, without taking Stress. However, if a player already has one of his Hourglass markers on the action space when he gets a Group Project, he will get 1 Stress - the Hourglass marker is first placed on the action space and then moved on the card.

▶ Spend

When you perform this action, take one of the available **Items** or **Activities** on the board and choose the level at which you want to buy it. Pay the cost for the level you chose, get the corresponding reward and place the card in front of you. Then draw a new card from the pile to replace the card you took from the board.

Item

Items represent possessions that you may acquire throughout your life. Usually, on each Item there are multiple options on how much money to spend on it, each one with its own reward.



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Item's Name

Level's Name

Level's Cost

Level's Upkeep Cost

Level's Upkeep Reward

Level's Rewards

Level's Number

Item Indicator

CAR	
Scrapheap 2	L1 1 Influence, 1 STH, 1 LTH
Family Car 4	L2 1 Influence, 2 STH, 2 LTH
Sports Car 6	L3 1 Influence, 3 STH, 3 LTH

When you take an Item in front of you, place a black cube on the level of your choice, pay the cost listed on it and gain the corresponding reward. Some levels, usually the higher ones, also have an upkeep cost. This is a cost that you will have to pay at the beginning of each round, during the Upkeep phase. When you do, you will be getting an upkeep reward as well. Later in the game, you may upgrade your item to a higher level (⇒ [See 'Card Actions' on page 12](#)).

Example: John decides to buy a car. He puts his Hourglass marker in the Spend action space and takes the Car Item in front of him. He decides to go for a Family Car, the second level on the card. He pays 4 coins, places a black cube on that part of the card and gains 1 Influence, 1 STH and 2 LTH.

Next round (and every round after that), during the Upkeep phase, he will have to pay another 3 coins and that will provide him with another 1 LTH.

Items do not take one of the 3 slots in front of you - there is no limit to the number of Items you can have.

Activity

Activities are, as the name implies, activities that you can spend money on. They work similarly to the Items except they don't have an upkeep cost.

Activity's Name

Level's Name

Level's Cost

Level's Rewards

Level's Number

Activity Indicator

CONCERT	
Local Band 1	L1 2 Influence, 1 STH
Popular Band 3	L2 4 Influence, 1 STH, 1 LTH
Grand Festival 5	L3 6 Influence, 2 STH, 2 LTH

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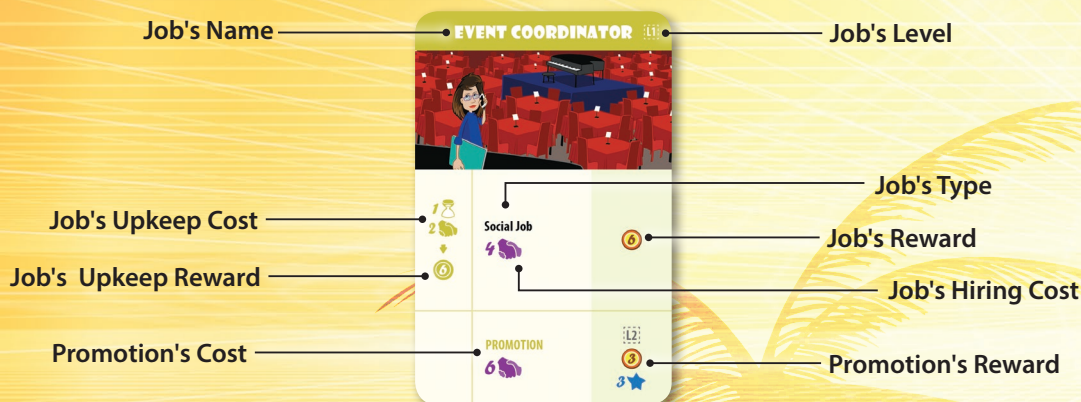
Example: Anna wants to go to a concert. She places her Hourglass marker on the Spend action space, takes the Concert Activity from the board and places it in front of her. She can only afford to go see a Local Band (first level) so she pays 1 coin and gets 2 Creativity and 1 STH.

Activities do not take one of the 3 slots in front of you - there is no limit to the number of Activities you can have.

▶ Get Job

When you perform this action, take one of the available **Jobs** on the board, pay its hiring cost, gain its reward and place it in front of you. **Do not** draw a new card to replace it on the board.

Job cards are double-sided with a different name and illustration on each side but same values. When you take a new Job in front of you, turn the card according to your preference.



Example: Mary is looking for a job and realizes she has a lot of Influence she can use. She places her Hourglass marker on the Get Job action space, takes the 'Event Coordinator' Job (a L1 Social Job) from the board and places it in front of her. She pays the hiring cost of 4 Influence and immediately gets 6 Coins.

Next round, during the Upkeep phase (and every round after that), she will have to spend 1 Hourglass marker and another 2 Influence, which will get her 6 more coins.

There are 3 different types of Jobs: Science Jobs, Art Jobs and Social Jobs. For each type, there are 3 different levels of available Jobs (L1, L2 and L3). You may take whichever type and level you want as long as you can cover its hiring cost (that is, you are not required to get a L1 Job first before getting a L2 one).

Getting a Job allows you to have a steady income every round but requires time and a certain amount of resources from you, in order to sustain it: Each Job has an upkeep cost that needs to be paid in the Upkeep phase of each round and doing so, will give you the listed amount of money. If you are unable or unwilling to provide the upkeep cost, then you are fired: Discard the card without getting any reward, get 1 **Stress** and lose 1 **STH**.

You are only allowed to have **one Job at the same time**. Should you at any point take another Job, the previous one is immediately discarded (without however, any penalty).

Jobs take one of the 3 slots in front of you. Thus, if you already have 3 or more Projects and Partners (combined) when you get a Job, you get 1 **Stress**.

Each Job also has a Promotion cost on it. This can be used to get the next level Job of the same type (⇒ See 'Card Actions' on page 12).

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▶ Start Relationship

You use this action to start a new relationship with a Partner.



Partner's Name —————

Level's Name —————

Partner's Upkeep Cost —————

Partner's Upkeep Reward —————

MARTHA		Date L1	
		Level's Rewards: 1 Knowledge, 2 Creativity	
Relationship Have at least		Partner's Requirement: 1 Knowledge, 2 Creativity	
Upkeep Cost: 1 Knowledge, 2 Creativity		Upkeep Reward: 1 Knowledge, 2 Creativity	
Raise Family Have at least		2 Stars	

In order to start a new relationship, take one of the available Partners on the board and place it in front of you. **Do not** draw a new card to replace the card you took from the board. Then, place a black cube on the Date part of the card as a reminder and gain the rewards from that level. Partner cards are double-sided with a male version of the same person on one side and a female on the other. When you take a new Partner in front of you, turn the card according to your preference.

Example: John is looking for his other half in the game so he decides to go on a date. He places his Hourglass marker on the Start Relationship action space, takes Martha from the board and places her in front of him, putting a black cube on the Date level as a reminder. He immediately gains 1 Knowledge and 2 Creativity.

Partners take one of the three "slots" in front of you. Thus, if your ongoing Projects and Job are 3 or more when you get a Partner, you get 1 **Stress**.

You are allowed to have more than one Partner at the same time. However, it is quite stressful to maintain more than one relationship at the same time, so if you take an additional Partner in front of you, you get 1 **Stress**. Additionally, during the Upkeep phase, for each Partner you have in front of you beyond the first, you get 1 **Stress**.

Relationships can be developed and advanced to a higher level (⇒ See 'Card Actions' on page 12).

▶ Overtime

When performing this action, you try to find time to do more things in your life but at a considerable cost to your health. Get 2 Hourglass markers of your color and 2 Stress. You may not perform this action if taking 2 Stress would cause your Stress Indicator to go beyond the end of the track.

At the end of the round, return the 2 Hourglass markers you took.



The stress indicator track is a horizontal bar with a color gradient from green to red. It is divided into segments. From left to right: a green segment with '+3', a teal segment with '+2', a light blue segment with '+1', a blue segment labeled 'STRESS' with a red apple icon, a yellow segment with '13', an orange segment with '12', and a red segment with '11'. A black cube is placed on the yellow segment. To the left of the track are two red hourglass markers.

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▶ Rest

When performing this action you take a break from everyday's tasks and get some rest. Take your Stress Indicator and move it 2 spaces to the left.

However, if that would cause you to move to a different-colored section on the track, you remain on the first space of your current section. The only way to move to a section on the left of the one you are currently in, is by getting a **Good Health** (❤️) icon.

Performing this action more than once in the same round, does not give you any Stress.



3. CARD ACTIONS

The cards in front of the players provide them with additional available actions, different from the ones on the board. These actions may be performed by the players as normal during their turn by placing their Hourglass marker on the corresponding card. A player does not get Stress if he uses the same Card Action more than once in the same round.

Advance a Basic Project

A player can use a Card Action to advance one of his Basic Projects to the next level from the one he is currently in. He pays the resources in its cost, moves the black cube to the next level and gets the corresponding reward. In case an additional Hourglass marker is required, it must also be provided and is placed on the card.

Please note that a player may only advance to the next level from the one he is currently in. Even if he has the necessary resources, he may not complete a later level, nor can he complete again a previously completed level.

***Example:** Anna already has the 'Learn Cooking' Project in front of her at L2. She wants to advance it so, in her turn, she places one of her Hourglass markers on the card and pays 3 Knowledge. She then gets 2 Creativity and 2 LTH and the black cube is moved to the 3rd level.*

When a player completes the 4th level of a card (L4) he has fully completed the project. He gains the rewards of that level and then sets aside the card - it no longer takes a slot in front of him. The Hourglass markers on top of the card are placed in the "Spent Time" space on the board.

Upgrade an Item / Repeat an Activity

A player who has an Item in his possession can use a Card Action to upgrade it and buy one of its next levels. He pays that level's cost, moves the black cube on its row and gets the corresponding reward.

Similarly, a player can use a Card Action to perform a higher level of an Activity he has in front of him. He pays that level's cost, moves the black cube on its row and gets the corresponding reward. In case an additional Hourglass marker is required in the cost, it is also placed on the card.

In both cases, a player may choose to upgrade to any of the next levels directly but he may never choose a lower level than the one he is on. Keep in mind also, that in case of an item, a higher level usually means a higher upkeep cost as well.

***Example:** John has a Boardgame Collection at the first level (Shelf) and wants to upgrade it to the third level (Room). He places one of his Hourglass markers on the card and pays 6 coins. He moves the black cube on the third level and gets 4 Knowledge, 5 Creativity and 1 LTH. At next round's Upkeep phase (and every round after that) he will also have to pay 3 coins and get 1 additional LTH.*

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Get a Promotion

A player having a Job may get a Promotion and move to the next level of the same Job type. This allows him to get the new Job easier than he normally would while also gaining LTH in the process. In order for a Promotion to happen, the next level Job **from the same type** as the one he already has must be available on the board. The player then spends one of his Hourglass markers (it is put in the Spent Time space on the board), pays the resources listed in the Promotion cost and gains the corresponding rewards, one of which is getting the next level Job from the board and placing it in front of him - the previous Job is discarded without any penalty. The player does not gain the new Job's reward when he gets it through a Promotion. He just gets the Promotion rewards listed on the previous Job.

***Example:** Mary works as a 'Civil Servant' (a L1 Social Job). During this round, the 'HR Executive' Job (L2 Social Job) is revealed on the board. She decides to go for a promotion in order to increase her income. She spends one Hourglass marker (putting it on the **Spent Time** space on the board), 2 Knowledge and 4 Influence. She then gains 3 coins (her Promotion bonus) and 3 LTH. She also takes the 'HR Executive' Job from the board and places it in front of her, discarding the previous 'Civil Servant' Job.*

She doesn't get any additional coins from the new Job at this point. Next round however (and every round after that as long as she can keep paying the upkeep cost), she will be getting 11 coins in the Upkeep phase.

Level 3 Jobs cannot be promoted but have the option of Retirement instead. In order for a player to retire, he spends 1 Hourglass marker, pays the resources listed in the Retirement cost and gains the corresponding rewards. From that point onwards, the Job no longer takes one of the player's "slots" in front of him. It is just kept nearby (with a black cube on top of the Retirement space as a reminder) and provides the upkeep reward each following round. However, if that player gets another Job afterwards, the retired Job is discarded and he no longer gains its upkeep rewards.

Develop a Relationship

In order to advance a relationship you already have, you must meet your Partner's requirements - these are listed on the level you want to advance to. If you don't meet those requirements then you cannot perform the action. Also, you may only advance to the next level from the one you are currently on - you cannot go directly from "Date" to "Raise Family".

When you advance to a new level, move the black cube to that part of the card and take the corresponding reward.

However, having a relationship at a higher level, requires commitment on your part: Each Partner card has an upkeep cost listed that you will need to pay during the Upkeep phase and doing so, will gain you the listed resources. If you are unable or unwilling to provide the upkeep cost, then the relationship is broken: Discard the card without getting any reward, get 1 **Stress** and lose 1 **STH**.

***Example:** John sees that things are going well with Martha so he wants to have a full relationship with her. He checks the requirement on her part and sees that she wants him to have at least 5 Influence. He currently has 6 Influence in front of him so he meets that requirement (he does not have to spend them - he is only required to have them). He places his Hourglass marker on Martha's card and moves the black cube to the Relationship level. He then gets 1 Knowledge, 2 Creativity and 1 STH.*

In order to work, the relationship requires time, so next round (and every round after that), during the Upkeep phase, John will have to spend 1 Hourglass marker. Doing so will provide him with 1 Knowledge, 2 Creativity and 1 STH.

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4. STRESS TRACK



At the beginning of the game, all players start at the first space on the central section of the Stress track.

When a player takes Stress, he moves his Stress Indicator one space to the right. If that causes him to move to a different-colored section of the Stress track, it means that the player's health has deteriorated and from now on he will be getting less Hourglass markers during the Upkeep phase.

If a player at any time in the game, takes Stress that causes his Indicator to move beyond the last space on the track, then that player's life came to an end - the round is immediately over for him and he doesn't participate in any future rounds.



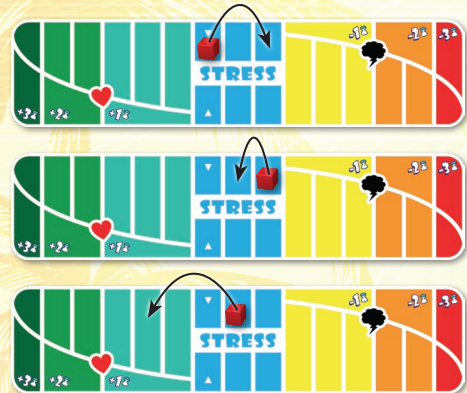
There are 3 ways for a player to reduce his Stress:

- **Rest:** When performing the Rest action, a player moves his Stress Indicator up to 2 spaces to the left, always remaining on the same-colored section. If he is already on the first space in a section, Rest has no effect on him.
- **Relax:**  Some cards give the player 1 Relax. When a player gets it, he moves his Stress Indicator 1 space to the left, as long as he stays on the same-colored section. If he already is at the first space in a section, Relax has no effect on him.
- **Good Health:**  Some cards give the player 1 Good Health. When that happens, the player takes his Stress Indicator and moves it one section to the left, remaining on the same relative space (i.e. if he is in the second space at the central section, he moves to the second space of the section to the left. If he is in the third space of the turquoise-colored section, he will go to the second space of the light-green section). Next round, he will get 1 additional Hourglass marker during the Upkeep phase.

Example: During the game, John has taken Stress twice.

He wants to lower it, so he gets an Item that gives him a Relax icon. That moves his Stress Indicator one space to the left.

Later in the game, he wants to lower his Stress even more. He takes on the 'Healthy Eating' Project that provides a Good Health at the 4th level and goes on to complete it. That means he takes his Stress Indicator and moves it in the middle space of the section to the left (turquoise-colored).



5. ENTERING THE OLD AGE

The 6th round of the game, marks the beginning of the Old Age period in the players' lives. When that time comes, some changes happen:

- The **Overtime** action space is no longer available. Place an 'Unavailable Action' token on top of it as a reminder.
- All players get **Stress**. The exact amount is listed on the Round track, at the top of the current round.

This Stress that the players get becomes higher in each round. Unless a player has done something to improve his health, when the second Old Age round starts, the extra Stress will cause his marker to move beyond the end of the

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track and as a result he will pass away. When that happens, the player will no longer participate in the rounds. Even if someone improves his health, entering the last round in the Old Age, will give him so much Stress he will probably pass away. In the rare case that a player manages to enter the third Old Age and still be alive, he plays the round as normal and dies at the end of it.



6. SHORT TERM HAPPINESS TRACK

This track marks the players' Short Term Happiness (STH).

Each player starts at the central space of the track. During the game, various cards and actions will affect your STH. When you gain STH, move your Indicator one space to the right and when you lose STH, move it one space to the left.



At the end of every round, all Indicators move back to the central space of the track.

Short Term Happiness provides 3 benefits in the game:

- It is used to determine the First Player for the next round. At the end of a round, the player with the highest STH, gets the First Player token and plays first in the next round. In case of a tie, the player among those tied furthest from the current First Player (going clockwise) gets the token.
- When you take or advance a Project (of any type) you may pay 1 less resource of your choice (Knowledge, Creativity or Influence) for each STH you have. This doesn't reset the STH - the bonus can be used in any number of Project levels you complete during the same round. On the other hand, if you have negative STH, you have to pay additional resources when taking or advancing Projects: You pay 1 resource of your choice for each point of negative STH you have (i.e. if you are at -2 STH, you have to pay 2 additional resources).
- If at any time during your turn, you are unhappy with the cards that are available on the board, before performing any action you may lose 1 STH and refresh one of the 4 rows (**Projects, Items - Activities, Jobs, Partners**): Discard all the cards in the row and replace them with new ones (in case of Jobs & Partners draw only as many as were discarded). You may do this any number of times, but not after you have performed your action for the turn.

***Example:** During this round, Anna has bought 2 Items that give her 1 STH each so she has moved her Indicator 2 spaces to the right. Later in the round, she wants to complete the next level on one of her Projects. Normally that would require her to spend 1 Knowledge and 2 Influence. However, due to her place on the STH track, she gets to pay 2 resources less, so she gets to complete the level by paying either 1 Knowledge or 1 Influence.*

If at any time you take (or lose) so much STH that it causes you to move out of the track, then you stay at the last space and you gain (or lose) LTH instead.



7. DISCARDING CARDS

If at any time during the Action phase you want to stop having a card in front of you (whatever it is - **Project, Item, Job or Partner**) you may discard it but you will get 1 **Stress** and you will lose 1 **STH**.



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8. GAME END

The Game ends when all players have died. You then perform the following:

- **Inheritance:** When you die, you pass on to your loved ones your most valuable experiences and possessions. For every 5 resources of the same type and for every 5 money that you died with, get 1 LTH.
- **Life Goals:** Check the Life Goals that were drawn at the beginning of the game and apply the LTH bonus to the players that achieved them. A player may achieve multiple Life Goals but each Life Goal may only be achieved by one player - if there is a tie, no player gets the bonus.

The winner of the game is the player with the most Long Term Happiness! Congratulations on living a great life! Sit back and enjoy the life you lived, making sure to narrate it colorfully to the other players. In case of a tie, the player among those tied with the most cards gathered during the game is the winner.

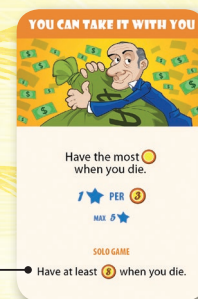
4. SOLO GAME

To play a game of The Pursuit of Happiness solo, do the following:

- Set Up the game as a 2-player game.
- Instead of drawing 2 **Life Goals**, draw 3 and keep them next to you.

On the bottom of each card there is an instruction on what you need to perform in order to achieve that Life Goal (ignore the instruction at the top of the card).

To win a Solo Game you need to achieve all three of the Life Goals and have at least 50 LTH at the end of the game.



Solo Game Instruction

5. CREDITS

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

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