

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.

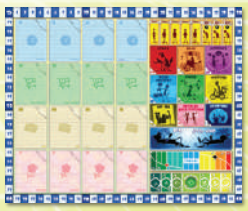
How much will you be able to achieve in just one lifetime?



1. COMPONENTS



1 Game Board



156 Tokens



36 Knowledge Tokens



36 Creativity Tokens



36 Influence Tokens



44 Coin Tokens



3 Unavailable Action Tokens



1 First Player Token

168 Cards



60 Projects | 60 Items & Activities | 18 Jobs | 12 Partners with Cover Card | 9 Life Goals | 8 Child Traits

53 Wooden Cubes



8 Track Indicators



4 Long Term Happiness markers



40 Level Indicators



1 Round Marker

36 Wooden Hourglass Markers (4 colors x 9)



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.

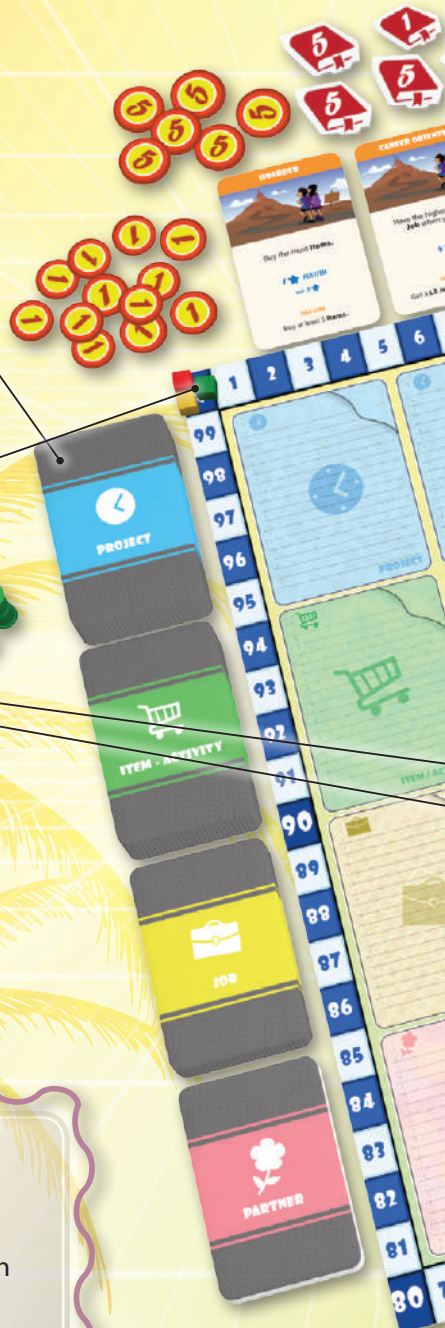
2. Separate the **Projects**, **Items** & **Activities**, **Jobs** and **Partners** in 4 piles, shuffle them and place them next to the left side of the board, leaving space for their discard piles. Place the **Partners Cover card** on top of the Partners pile.

3. 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.



4. 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

Knowledge	Creativity	Influence	Money	Good Health
Short Term Happiness	Long Term Happiness	Stress	Relax	Hourglass Marker

The Pursuit of Happiness

5 Shuffle the **Life Goals** 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", "Develop Relationship" and "Overtime" spaces.

8 Shuffle the **Child Traits** 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.

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)
- 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.



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 **Partner** cards are double-sided - that's why there is a cover card on top of their pile. When you need to draw new Partner cards, do so by drawing from the bottom of the deck.

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 according to the space he is located in.
- If a player has more than 3 active Projects in front of him, he gains 1 Stress for each one after the 3rd (Jobs and Partners count as Projects when checking for this). If a player has more than 1 Partner in front of him, he gains 1 Stress.
- 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 for another card.

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***).



Example of Upkeep Costs

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 'Actions' on page 6)***. 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

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, Group Projects and Activities.
- Players take back their Hourglass markers.
- Determine next round's First Player based on the position on the STH track. The player further on the track gets the First Player 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.



The Pursuit of Happiness

2. ACTIONS

▶ Study / Play / Interact



There are 3 main 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
- **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 slightly on the type of Project you take - see below). Then, draw a new card from the pile to replace it on the board. You may normally have up to 3 Projects in front of you. 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 in front of you, you get 1 Stress for each one after the 3rd.

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.



The Project's Category is not used in the game. 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

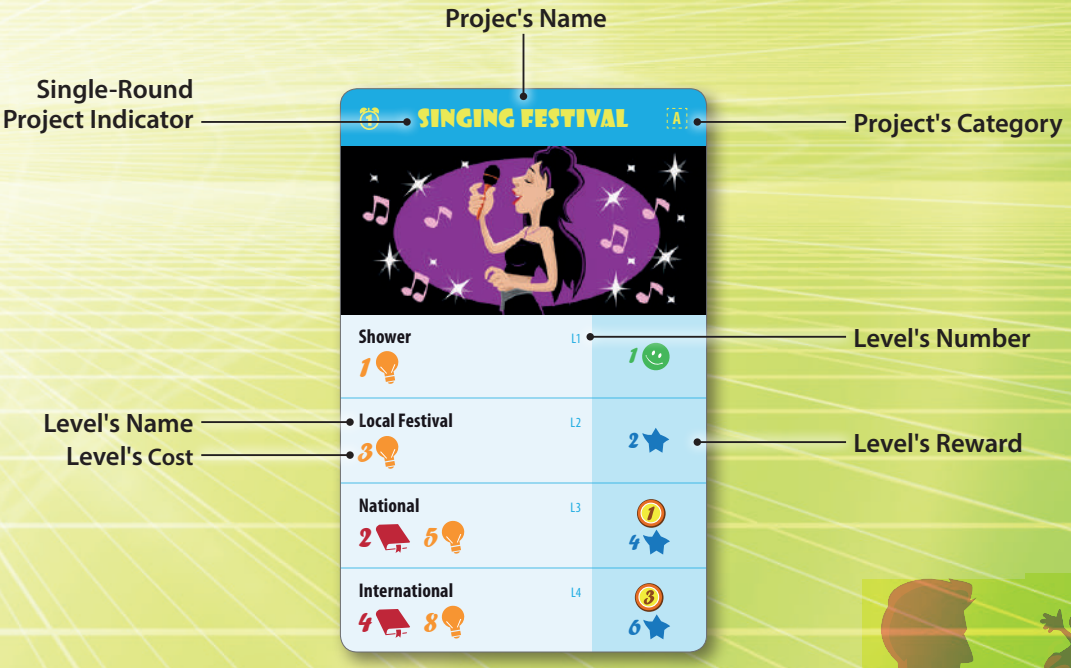
When you take a Basic Project in front of you, you have to pay its Level 1 (L1) cost. You then put a black cube on the L1 part of the card and get the L1 reward.

> ***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.*

A Basic Project can be later further advanced to the next levels on the card *(⇨ **See 'Card Actions' on page 13).***

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. At the end of the round, all Single-Round Projects are removed from in front of you and set aside.



When you take a Single-Round Project in front of you, choose one of the 4 levels, pay that level's cost and get the corresponding rewards.

> ***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

Group Projects are projects all players may participate in. They usually require more than 1 person to work on them in order to succeed.



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 in that several players may participate in the same project. As soon as someone gets a Group Project in front of him, any player may use the **Take Project** action to place his Hourglass marker on the player's Group Project, taking a new 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.

***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 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 covers the Editor role 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 uses another 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.

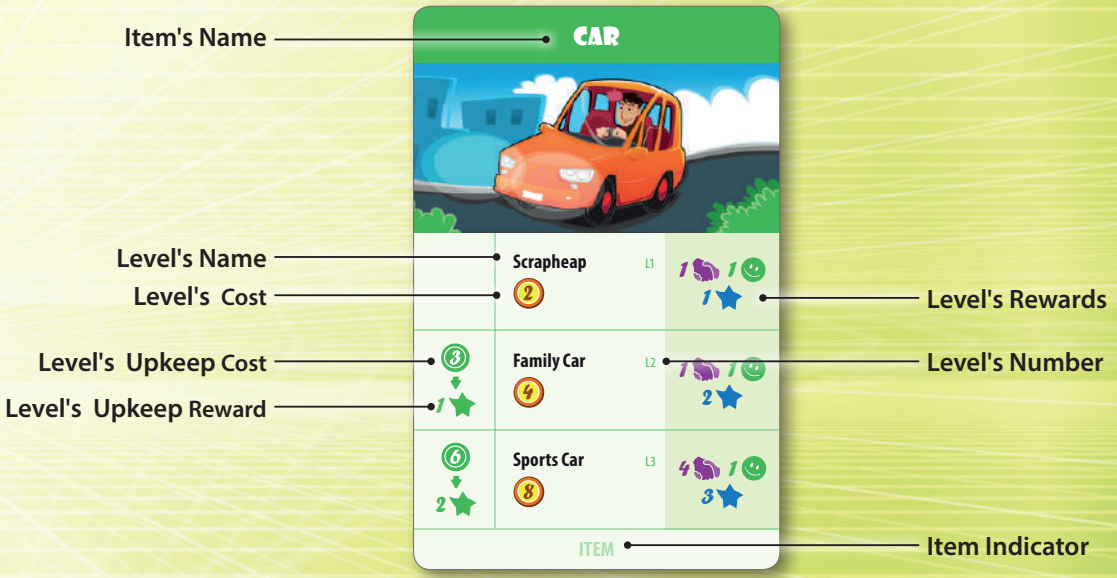
▶ Spend



When you perform this action, take one of the available **Items** and **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 it on 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.



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.

> ***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, he places a black cube on that part of the card and he 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.*

There is no limit to the number of Items you can have in front of you.

Activity

Activities are, as the name implies, activities that you can spend money on.



> ***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.*

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 ts reward and place it in front of you. **Do not** draw a new card to replace it on the board.



*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 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. In each of them, there are 3 different levels of available Jobs (L1, L2 and L3).

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.

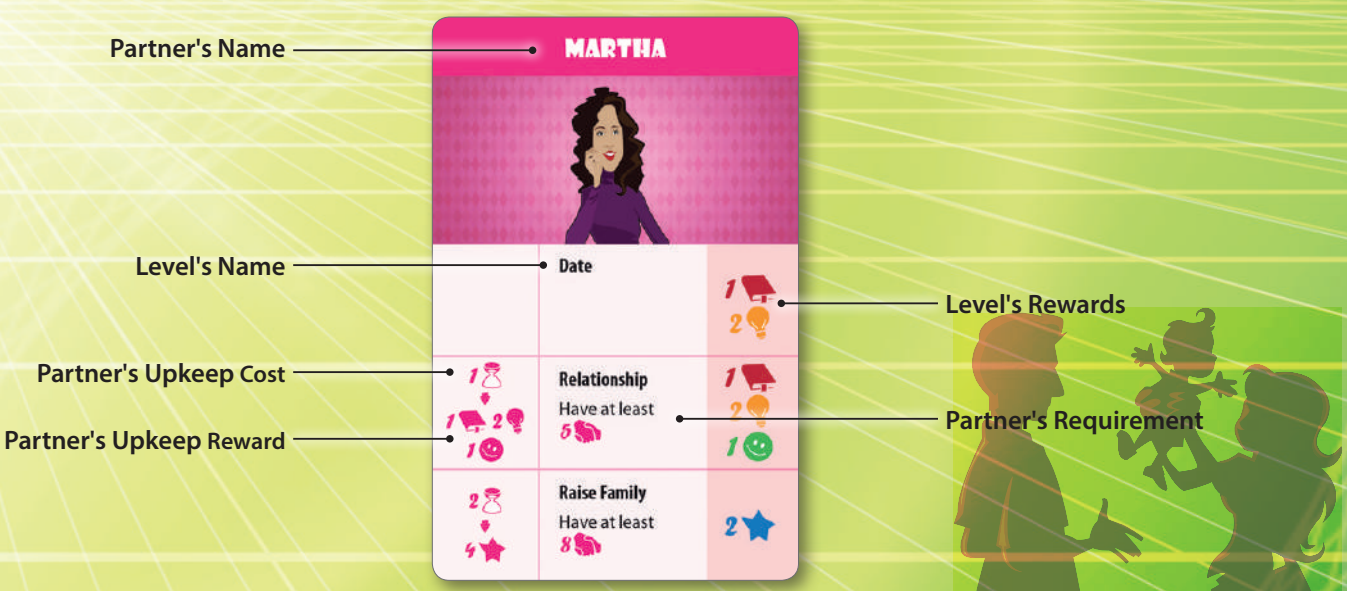
Jobs take one of the Project "slots" in front of you. They are not Projects themselves, but they count towards your 3-slot limit. Consequently, if you already have 3 ongoing Projects when you get a Job, you get 1 Stress.

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' in page 13).*

▶ Develop Relationship



You may use this action either to start a new relationship or to advance a relationship you already have to the next level.



Starting a new relationship

If you want to start a new relationship, take one of the available Partners on the board, place it in front of you and put a black cube on the "Date" part of the card. You then 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 Develop Relationship action space, takes Martha from the board and places her in front of him, putting a black cube on the Date level. He immediately gains 1 Knowledge and 2 Creativity.*

Partners take one of the Project "slots" in front of you. They are not Projects themselves, but they count towards your 3-slot limit. Consequently, if you already have 3 ongoing Projects 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 2 relationships at the same time, so if you take a second 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**.

Advancing 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".

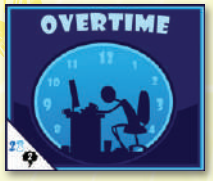
When you advance to a new level, move the black cube to that part of the card and take the corresponding reward.

> ***Example**: Next round, 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. He places his Hourglass marker on the **Develop Relationship** action space and moves the black cube on the card to the Relationship level. He then gets 1 Knowledge, 2 Creativity and 1 STH.*

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

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. Doing so, you will gain 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**.

▶ 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 level would cause your Stress to go beyond the end of the track.



▶ 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.

If however, 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 ❤ icon.

▶ Card Actions

Some of the cards provide the players with additional available actions, different from the ones available on the board. These are indicated by the presence of 1 or more Hourglass symbols on the card. These actions may be performed by the players as normal during their turn, instead of choosing one of the board's actions. A player does not get Stress if he uses more than one of the same card's actions in the same round.

Basic Projects

A player can use an action to advance a Basic Project to the next level from the one he is currently in. He places on the card the amount of Hourglass markers listed on that level and he pays the resources in its cost. He moves the black cube to the next level and he gets the corresponding reward.

> ***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 (it shares the same space with the "Rest" action).

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.

Jobs

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 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 has a Level 1 Social Job. During this round, a Level 2 Social Job has been 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) and 6 Influence. She then gains 3 coins (her Promotion bonus) and 3 LTH. She also takes the L2 Social Job from the board and places it in front of her, discarding the previous L1 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.*

3. 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 1 less Hourglass marker during the Upkeep phase.



If a player at any time in the game, takes Stress that causes his Indicator to move beyond the last place 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.

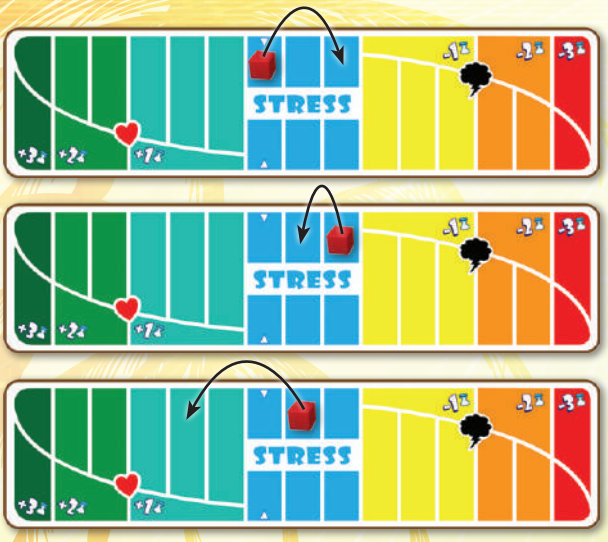
There are 3 ways for a player to reduce his Stress:

- **Rest**: When performing the Rest action, a player moves his Stress Indicator up to 2 spaces on the left, always remaining on the same-colored section.
- **Relax**: Some cards give the player 1 Relax. When a player gets it, he moves his Stress Indicator 1 space on 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 gets his Stress Indicator and moves it one section to the left, remaining on the same relative space (ie if his in the second space at the central section, he moves to the second space of the section to the left). Next round, he will get 1 more Hourglass marker during the Upkeep phase.

***Example**: During the game, John ends up taking 2 points of Stress.*

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).



4. 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 that player to pass away. When that happens, the player no longer participates 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.

5. 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 will affect your STH. When you gain STH, move your Indicator one space to the right, 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 2 benefits in the game:

- It is used to calculate 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 advance a Project you may pay 1 less resource of your choice 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.

> ***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.

6. REFRESHING CARDS ON THE BOARD

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**). You may do this any number of times, but not after you have performed your action for the turn.



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**.

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 or 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 have 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.

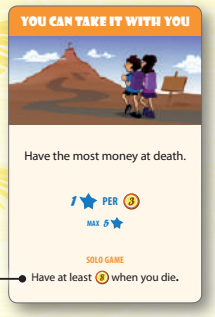
The winner of the game is the player with the most Long Term Happiness! Congratulations on living a great life! Sit back and enjoy the life you lived, making sure to narrate it colorfully to the other players.

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.

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

Lead Designers: David Chircop
Adrian Abela
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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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