

Before playing, decide which of the following mini-expansions you want to use. You may use one, multiple or all of them in any combination.
(Not a stand-alone game - **The Pursuit of Happiness** base game is required in order to play)

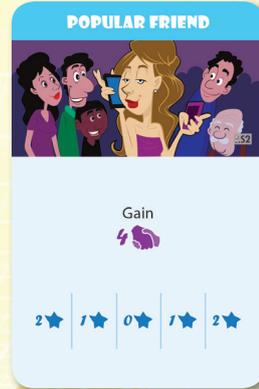


1. FRIENDS

Friends is a mini-expansion that consists of 10 cards and can be added in multi-player games. In order to use it, shuffle the Friends cards and place one at random between each player and the player on their left, putting a black cube on space 0 of each card. Each player should thus end with a Friend card on each side, each between them and a different player. In a 2-player game place 2 Friends between the 2 players instead.

Each Friend lists an action that only you and the player on its other side may perform. To do so, place one of your Hourglass markers on the Friend card, perform the action, and move the black cube one space towards you (up to space #2). A Friend's action may only be performed once in each round - if you are the one to do it, the player on its other side may not perform it for the rest of the round.

When the game ends, the Friends award LTH to the player who spent the most time with them. For each Friend on which the black cube is towards your side, gain the LTH listed on its space.



Example: Helen has 'Popular Friend' between her and Mike, the player on her left. On her right, she has 'Wise Friend' between her and Sandra.

During one of her turns she decides to spend an action on her Popular Friend. She places one of her Hourglass markers on the Friend's card, gains 4 Influence and moves the black cube one space towards herself. On her next turn she would like to spend an action on her Wise Friend too but Sandra has already placed her Hourglass marker on it, moving the black cube one space away from Helen. She cannot use it for the rest of the round.

Many rounds later, the game has ended and final scores are calculated. The Popular Friend has its black cube on the second space towards Helen which means she gets 2 LTH. The Wise Friend unfortunately is on the first space towards Sandra which means Helen does not benefit from it; Sandra will be getting 1 LTH.



2. ONGOING LIFE GOALS

Ongoing Life Goals work similar to the normal Life Goals with one exception. They are not checked at the end of the game but at the end of each Adult round, so each one is awarded a total of 4 times.



3. PETS

This mini-expansion brings lovely Pets in the game! In order to use it, shuffle all 12 Pet cards with your Item-Activity cards. During the game, whenever a Pet comes up on the board, you can use the Spend action as normal in order to take it in front of you. Contrary to Items, you can only buy Pets at the first level (the only one with a cost on it) and you cannot use a Card Action to go to a different level. However, during Upkeep, the Pets advance to the next level on their own, provided you feed them by paying the required Upkeep cost. As soon as a Pet goes to the next level, you gain the rewards listed on the right column.

Most animals do not live as long as humans, meaning you may very well outlive them. After they reach the final level (Goodbye Friend) you no longer pay any Upkeep cost nor do you get any additional rewards in the Upkeep Phase. However, you will always remember the good times you had together...

Keep in mind that even though Pets are shuffled with Items, they are not considered to be Items themselves - abilities that affect Items' costs do not apply to Pets.

PARROT		
	Fledgling L1	
	Juvenile L2	
	Adult L3	
	Goodbye Friend L4	

PIRANHAS		
	Fries L1	
	Adults L2	
	Goodbye Friends L3	

Example: Nagia wants to buy a Parrot. She uses the Spend action and pays 1 coin, taking the Parrot card in front of her. She puts a black cube on L1 (Fledgling) as a reminder and pays 1 coin to gain the reward which is 1 STH and 1 LTH. Next round, during the Upkeep phase, Nagia pays 2 coins due to the Parrot's Upkeep cost. That moves the black cube to L2 (Juvenile) and provides Nagia with 1 LTH. The round after that she pays an Upkeep cost of 2 coins and moves the black cube to L3 (Adult) gaining another 1 LTH. Finally, on the next Upkeep phase, she pays 2 coins and moves the black cube to L4 (Goodbye Friend), losing 1 STH but gaining 2 LTH. That is the final level on the card - it cannot move further, nor will it provide any additional rewards.

4. STAND-ALONE JOBS

Stand-alone Jobs is a mini-expansion that consists of 3 new Job cards which are shuffled in the Jobs pile. Their difference compared to the Jobs in the main game is that they don't have levels and thus you cannot get a promotion if you have one. However, they give the player another option - to work harder.

When you get a Stand-alone Job you pay the hiring cost as normal and get the Job's reward. In addition to that, you can pay up to 2 times the WORK HARDER cost (on the bottom of the card) and get that many times the corresponding reward as well. The same applies to the Upkeep cost of the Job. You must always pay the Job's main Upkeep cost (and get the Job's Upkeep reward) but you may pay up to 2 times the WORK HARDER Upkeep cost and get the same number of times the Upkeep reward as well.

Example: John decides to become a Chef. He uses the 'Get Job' action and takes the card in front of him. He can pay 2 Knowledge and 4 Creativity in order to get 8 coins. However, he decides to work harder so he pays 2 more Knowledge for a total of 10 coins. Next round, during the Upkeep phase, he has to spend 1 Hourglass marker and pay 1 Knowledge and 2 Creativity for his Job. Once again he decides to work harder. He pays 2 more Knowledge for 3 additional coins, making his total gain 10 coins.

CHEF		
	Fancy Restaurant	
	WORK HARDER	

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

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