

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. KIDS

When using Kids in your game, whenever you Develop a Relationship to the **Raise Family** level with a Partner, you may draw a card from the Kids pile. Place the Kid card in front of you, close to that Partner. Then, place a black cube on L1 and receive the corresponding reward.

During each Upkeep Phase, after paying the Upkeep cost of a Partner, you may choose to have another Kid. If you do, draw another card from the Kids pile, place a black cube on L1 and receive the corresponding reward.

When playing with Kids, you may perform the Raise Family card action again on your Partner on following turns, as many times as you want. Every time you do, draw another card from the Kids pile and repeat the process above. During the Upkeep Phase, Kids advance to the next level on their own. Each level has some requirement/cost that is optional. If you choose not pay it or if you are unable to do so, the Kid remains in front of you but you lose 1 LTH.

You may **not** have Kids during Old Age.

Kid's Name — ROMI

Level Name — Newborn L1

Cost — 2 [Red Car], 1 [Lightbulb], 1 [Purple Hand]

Reward — 1 [Blue Star]

Newborn L1	1 [Blue Star]
Teenager L2	1 [Blue Star]
Grown-up L3	3 [Blue Stars]

Relationship L2: Have at least 1 Service

Raise Family L3: Have at least 2 Services

JACK Newborn L1

JACK Teenager L2: Have at least 1 Item at L2

JACK Grown-up L3: Have at least 1 Item at L3

2. SINGLE PARENTS

This expansion comes with 3 Single Parent **Partner** cards. When you start a relationship with one of those Partners, draw a card from the Kid pile right away. All rules related to Kids apply to those card as well.

EMMA

Date L1: Draw a Kid card.

Relationship L2: Have at least 1 [S] or 1 [H] Project initiated

Raise Family L3: Have at least 1 [S] or 1 [H] Project completed

3. GROUP ITEMS

Group Item is a new type of **Item** cards. To use them in your game, shuffle them in the Items-Activities pile during Setup. They function in the same way as **Group Projects**.

CROWDFUNDING

Basic Pledge: 2 [Green Dollar]

All Expansions: 5 [Green Dollar]

All Exclusives: 4 [Green Dollar]

Deluxe Version: 6 [Green Dollar]

GROUP ITEM

4. HIGHER EDUCATION

Higher Education is a new type of **Project** cards. To use them in your game, shuffle them in the Projects pile during Setup.

Higher Education Projects only have 2 levels. After the cost of the second level have been paid, the Project is complete and no longer occupies a slot in front of you. In addition to the rewards, you also get the Degree which offers you an ongoing ability.

MEDICAL SCHOOL

Study L1: 2 [Red Car], 1 [Blue Star]

Degree L2: 6 [Red Car], 2 [Purple Hand], 3 [Blue Stars]

DEGREE: Whenever you get a **Science Job**, pay 2 [Red Car] less.

ACTING SCHOOL

Study L1: 1 [Purple Hand], 2 [Blue Stars]

Degree L2: 1 [Purple Hand], 3 [Blue Stars], 1 [Black Hand]

DEGREE: Whenever you get an **Arts Job**, pay 2 [Lightbulb] less.



5. HEALTH ACTIVITIES

Health Activity is a new type of **Activity** cards. To use them in your game, shuffle them in the Items-Activities pile during Setup.

Health Activities do not function as regular Activities. Instead, when you get one of those Activities, you have to always get them at L1. Then, as a card action you may move to L2 and finally to L3.



6. SAFETY & SECURITY

Security & Safety is a new type of **Job** cards. To use them in your game, shuffle them in the Jobs pile during Setup.

They work exactly as the rest of the Jobs with one difference: You may use the card action Promotion on them, even if a next level Job of the same type is not available on the board. If you do, search the Jobs pile for such a card and place it in front of you, like you would if you had taken it from the board. Then, shuffle the Jobs pile.



7. STORE OWNERS

Store Owner is a new type of **Job** cards. To use them in your game, shuffle them in the Jobs pile during Setup.

When you get a Store Owner Job card, place a black cube on it (as part of its reward). During each Upkeep Phase, place another black cube on the card, as instructed. During any of your turns, you may choose to sell your business as a card action. When you do, get the corresponding reward multiplied by the number of black cubes on the card and then discard it - it no longer takes one of your "slots" in front of you.



8. INHERITANCE

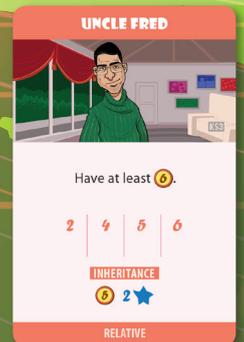
Various close relatives often have different expectation from us in order to give us their blessing.

Inheritance is a mini-expansion that consists of 8 Relative cards and can be added in multi-player games. In order to use it, during Setup, shuffle all Relative cards and give one to each player. Each player places a black cube above the lowest available number on their Relative card.

Each Relative has a requirement that need to be met before they die.

At the end of the first Adult round, each player rolls a die. If the result is higher than the number their black cube is currently at, their Relative remains strong and healthy and nothing happens. If the result is equal or lower, the Relative dies. When a Relative dies, the player must check if the Relative's requirement has been met. If it has, they get the Inheritance reward. If it hasn't, nothing further happens.

Afterwards, all deceased Relatives' cards are removed from the game. Then, on those that remain, move the black cube one number to the right. Repeat this process at the end of each round.



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