

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. EVENTS

This mini-expansion makes various Events happen during your games. To use it, shuffle all the Event cards and place them face-down in a pile next to the board. At the beginning of each **Adult** round, before the Upkeep phase, reveal the first card of the pile. Do not apply its effect yet - it will be applied at the beginning of the next round, giving the players the current round to react to it.

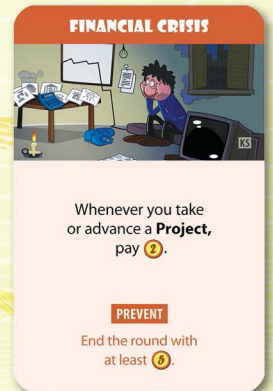
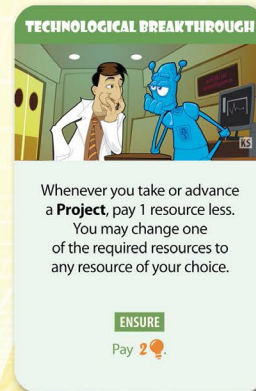
There are 2 types of Events in the game, positive (green frame) and negative (red frame). Positive events have effects that help the players. However, in order for the players to be affected by them, they must first do (during the current round) what is listed in the ENSURE section of the card. Each player who performs the task listed there, will be getting the effect at the beginning of the next round. Players who ignore that task will not be affected.

Negative events, on the other hand, have effects on them that make players' life harder. However, each player has the option to do something during the current round in order to prevent this effect from applying to him. That task is listed in the PREVENT section of the card. Players who ignore that task will be getting the effect listed on the top of the card.

To easily remember who has performed the task of each Event card, you can use your spare Hourglass markers. In the rare case a player is already using all of his markers, use another token of your choice as a reminder. Keep in mind that players have the whole round to perform the task required. If for example they have to pay some resources, they can do so during any of their turns in that round.

Event's effects last only one round. At the end of the round in which their effect was applied, Event cards are discarded.

In each game, a total of 4 Event cards will be drawn - the last one will be revealed at the beginning of the last Adult round and will come in effect at the beginning of the first Old Age round.



Example: Mary and Anna are entering the first Adult round and so they reveal the first Event card. It is Technological Breakthrough, a positive one. Mary wants to take advantage of the benefit it will provide her so she decides to perform the task required to ENSURE it will happen. Thus, during one of her turns she pays 2 Creativity. Anna has other plans for the round and she cannot afford to spend any Creativity on the Event so she decides to ignore it. At the beginning of the next round, the Event card is resolved. Since Mary was the only one who performed the ENSURE task, she is the only one to get the benefit listed on the card.

Please note that the **Natural Disaster** Event is the only one that cannot be prevented. As stated, its effect will happen at the end of the next round after it is revealed - after the End of Round phase is concluded (thus, the STH loss will carry over to the next round). Moreover, if **Financial Crisis** happens to be revealed during that same round, its PREVENT clause is checked before the Natural Disaster's effect takes place.



2. TRENDS

Trends is a mini-expansion consisting of 7 cards - one for each Project category. In order to use Trends, shuffle the 7 cards during setup and randomly draw 3 of them. Place them face up on the table where all players can see them and return the rest to the box. These 3 cards show which categories will be popular during the players' lifetimes. As a result, at the end of the game each player will be gaining additional LTH according to the number of Projects he has completed that belong to those categories (as indicated on each card). Keep in mind that all types of Projects count (Basic, Single-Round and Group).

CULTURE	
1 <	1 ★
2 <	2 ★
3 <	4 ★
4+ <	7 ★

POLITICS	
1 <	1 ★
2 <	3 ★
3 <	6 ★
4+ <	9 ★

SOCIAL	
1 <	1 ★
2 <	2 ★
3 <	3 ★
4+ <	4 ★

Example: John and Mary have just finished a game in which the Trends were used. The ones that were drawn during setup were Culture, Politics and Social. John checks the Projects that he completed during the game: He has 2 Culture Projects, 1 Social and no Politics. According to the cards, the total bonus he will be getting from them is 3 LTH (2 from Culture and 1 from Social - Politics will not be providing any). Mary on the other hand managed to complete 2 Politics Projects and 2 Social ones. She checks the cards and sees that her bonus is a total of 5 LTH (3 from Politics and 2 from Social).



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.

CAT			
2 L1	Kitten	L1	1 LTH
3 L2	Adult	L2	1 LTH
3 L3	Old Cat	L3	2 LTH
	Goodbye Friend	L4	-1 LTH 3 LTH
PET			

FISH			
1 L1	Fish	L1	1 LTH
	Goodbye Friend	L2	-1 LTH 2 LTH
PET			

Example: Anna wants to buy a Cat. She uses the Spend action and pays 1 coin, taking the Cat card in front of her. She puts a black cube on L1 (Kitten) as a reminder and gains the reward which is 1 LTH. Next round, during the Upkeep phase, Anna pays 2 coins due to the Cat's Upkeep cost. That moves the black marker to L2 (Adult) and provides Anna with 1 LTH. The round after that she pays an Upkeep cost of 3 coins and moves the black cube to L3 (Old Cat) gaining another 2 LTH. Finally, on the next Upkeep phase, she pays 3 coins and moves the cat to L4 (Goodbye Friend), losing 1 LTH but gaining 3 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 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 Stand Up Comedian. He uses the 'Get Job' action and takes the card in front of him. He can pay 4 Creativity and 2 Influence in order to get 8 coins. However, he decides to work harder so he pays 1 more Creativity and 1 more Influence for a total of 10 coins.

Next round, during the Upkeep phase, he has to spend 1 Hourglass marker and pay 2 Creativity and 1 Influence for his Job. Once again he decides to work harder. He pays 2 more Creativity and 2 more Influence for 6 additional coins, making his total gain 13 coins.

STAND UP COMEDIAN			
1 L1	Regular Show	L1	8 coins
1 L2	WORK HARDER	L2	6 coins

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

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