

# The Pursuit of Happiness Experiences

Who says life is short? Life is as big as you want it to be! Every day we get to dream of the stuff we would like to do, places we would like to visit, things we would like to experience.

From the crazy carnival of Rio, to a romantic dinner under the Eiffel tower, to a tour on Liberty island in New York. All you need to do is dream, desire and if you are determined, those experiences will eventually become a reality.

Are you ready to begin your journey? Pack your bags and let's go!

## 1. COMPONENTS

90 Cards



33 Desire Tokens



5 Dream Boards



1 Unavailable Action Token



5 Wooden Cloud Tokens



1 Experiences Board



1 Rulebook



## 2. SETUP

To incorporate the Experiences expansion in your game, add the following Steps during the Setup of the Base game:

1 Place the **Experiences** board next to the Game board.

2 Shuffle all the **Experience** cards and place them in a face-down pile next to the Experiences board. Then, draw 5 cards and place them face-up on the corresponding card slots.

3 Place all the **Desire** tokens in the general supply.

4 Give each player a **Dream** board and the **Cloud** token of their color.

5 Place an **Unavailable Action** token on the **Plan Experience Board Action** space.

6 Shuffle all the **Kid** cards and place them in a face-down pile next to the Partners pile.

7 Draw 4 cards from each of the **Job** and **Partner** piles and place them face-up on the corresponding card slots of the Game board.

**Note:** During the Teen round, those cards will only be available through the *Dream Board Action* as you cannot perform the *Get Job* and the *Start Relationship Board Actions*.

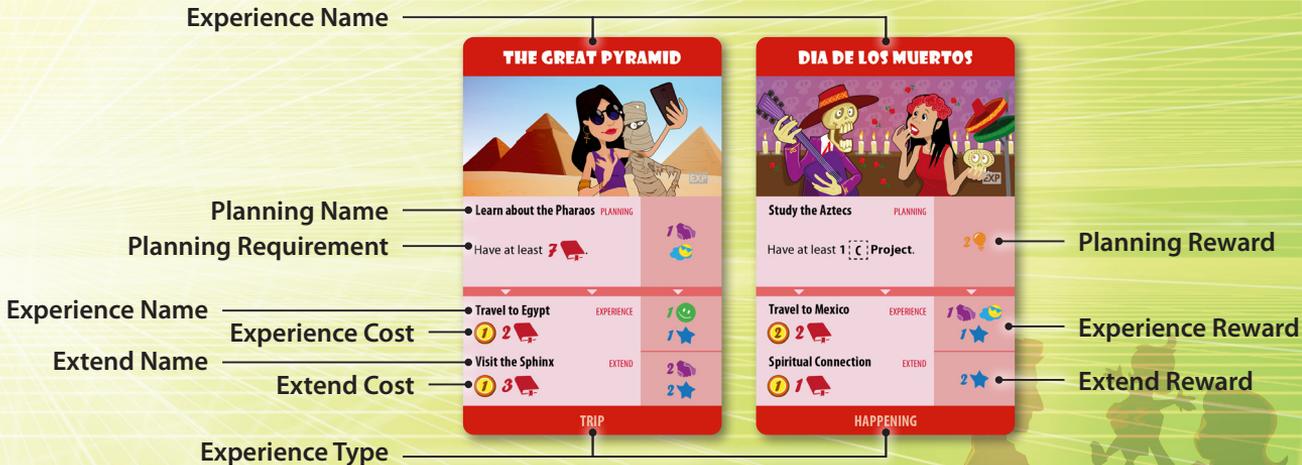


# 3. GAMEPLAY



## 1. EXPERIENCES

This expansion introduces a new type of card in the game, the **Experience** cards. These cards are divided into two types: **Trips** and **Happenings**. Other than their thematic difference, these two types function in the exact same way within the game.



## 2. BOARD & CARD ACTIONS

The Experiences board introduces two new *Board Actions*, **Plan Experience** and **Dream**. Both of these *Board Actions* can be performed by using either your Cloud token or your Hourglass tokens.

**Important:** The Cloud token can only be used to perform a *Board Action* on the Experiences board. You do not get any Stress when you place an Hourglass token on a *Board Action* space where you have just your Cloud token.

## ► Plan Experience

The **Plan Experience** *Board Action* is not available during the **Teen** round. At the Preparation Phase of the 1st **Adult** round, remove the **Unavailable Action** token from the Plan Experience Board Action space; thereafter, it will be available.

Whenever you perform this *Board Action*, you choose to take any one of the available **Experience** cards on the Experiences board. At first, check if you meet its Planning Requirement; if so, place it in your play area and receive its Planning Reward. Then, place a Level indicator on the Planning section of the card, to serve as a reminder of the preparations that you made. Finally, on the Experiences board, slide all the cards on the left of the empty card slot one space to the right, draw a new Experience card and place it on the now-empty slot.



**Important:** You cannot perform the **Refresh Cards** *Free Action* to discard and replenish the cards on the Experiences board.

**Important:** An Experience does not occupy any slot in your play area, and there is no limit to the number of Experiences that you can have.

During the **Preparation Phase** (starting from the 2nd Adult round), discard the card on the 5th slot of the Experiences board, slide all the cards one space to the right, and draw a new one to fill the empty slot.

### *Experience a Trip/Happening*

A **Trip** or a **Happening** in your play area can be completed by performing the **Experience a Trip/Happening** *Card Action*. You are presented with two options:

- Pay the depicted Experience Cost and receive the Experience Reward
- Pay both the depicted Experience and Extend Cost and receive both the Experience and Extend Reward.

In either case, the Experience card is considered to be completed: set it aside and return the Level indicator to the general supply.



**Example:** Sandra chooses to perform the Plan Experience Board Action. Planning for her Trip to Easter Island, she begins to Study the Rapa Nui. As she has already accumulated 4 Knowledge (Planning Requirement), she places the card in front of her and gains 2 Creativity (Planning Reward). All the cards on the left of the empty card slot must now be moved one space to the right, and a new card must be drawn and placed on the leftmost slot of the Experiences board.

## ► Dream

Whenever you perform the **Dream Board Action**, you choose to take any one of the available **Project, Item - Activity, Job, Partner** or **Experience** cards on the Game board and place it on one of the available card slots of your **Dream** board. Then, gain the Resource depicted on the bottom part of that slot.

Cards placed on your personal Dream board are **reserved** by you. At any of your following turns, you may move any of these cards into your play area by performing the *Board Action* corresponding to the type of this card, as if it was on the Game board.

At the start of each Upkeep Phase, add one **Desire** token from the general supply onto each card on your Dream board. Each card can have up to 3 Desire tokens; any excess is lost. When you move a card from your Dream board into your play area, gain **1 LTH** for each Desire token on it before returning them to the general supply.

**Important:** Cards on your Dream board can never be discarded. At the End of the Game, lose 1 LTH for each Desire token remaining on the cards on your Dream board.



*A player can Dream!  
You can set future goals  
and fulfill them later on.  
As time passes, desire  
builds up on the things  
you dream about.*

**Example:** Nicole chooses to perform the Dream Board Action using her Cloud token. She takes the Motorcycle card from the Game board, places it on the leftmost slot on her Dream board, and gains 1 Knowledge.

During each Upkeep Phase she places a Desire token on the Motorcycle card. Two rounds later, she performs the Spend Board Action to move the Motorcycle card into her play area and gains 2 LTH (1 LTH for each Desire token).



## 4. KIDS

This expansion also features a new card type, **Kids**. You may choose to include or exclude Kids from your games independently to the rest of the Experiences expansion.

During the Action Phase, whenever you **Develop a Relationship** with a **Partner** into **L3**, you may draw a Kid card: Place it in your play area next to that Partner, receive the L1 Reward, and place a Level indicator on the first Level (L1) of the card, to serve as a reminder of your kid's development. On your turn, as long as you have a L3 Partner, you may perform the **Raise Family Card Action**, in which case you follow the process of drawing a Kid card, as mentioned above.

**Note:** There is no limit to the number of times you can repeat the Raise Family Card Action.



During each subsequent Upkeep Phase, Kids automatically advance to the next Level: Move the Level indicator there and check its Level Cost/Requirement. If you fulfill the indicated Level Requirement or you decide to pay the depicted Level Cost, receive the corresponding Level Reward. Otherwise, you lose 1 LTH. In any case, the Kid remains in your play area.

**Important:** A Kid does not occupy any slot in your play area, and there is no limit to the number of Kids that you can have. You cannot discard a Kid card, as long as the Partner associated with that Kid remains in your play area. If a Partner with whom you have a Kid is discarded, you may choose whether to keep or discard the Kid card as well. In the latter case, you receive the Penalty individually for each of the cards discarded.

## 5. ADDITIONAL CARDS

### Service

These cards function exactly like **Items**. To use them, just shuffle them in the Item-Activity pile.

The expansion also comes with additional Projects, Partners, Life Goals and Child Traits. To use them, just shuffle them in their corresponding piles of the main game.





## 6. SOLO GAME



For a solo game incorporating the Experiences expansion, the same rules as in the multiplayer game apply along with the solo game rule changes explicitly described in the Base game's rulebook. The sole difference is that in order to win you must now have **+10 LTH** when finishing the game.



## 7. CREDITS



Lead Designer: Konstantinos Kokkinis

Additional Designers: David Chircop

Adrian Abela

Developer: Vangelis Bagiartakis

Illustrator: Panayiotis Lyris

Graphic Designer: Konstantinos Kokkinis



[www.artipiagames.com](http://www.artipiagames.com)

Artipia Games  
Nikou Xilouri 19.  
Zografou  
15773 Athens  
Greece

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

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