

The Pursuit of Happiness Community

They say no man is an island. We live within communities where we get to interact with other people, engage in various activities, have new experiences and be part of something bigger.

The people around us shape who we are and in turn, we shape their lives through our behavior. The actions we take allow us to become more popular or slide us into obscurity.

How will the community around us affect our constant pursuit for happiness?



1. COMPONENTS

90 Cards



18 Wooden Cubes



9 Wooden Hourglass Markers



5 Wooden Community Tokens



1 Community Board



1 Rulebook



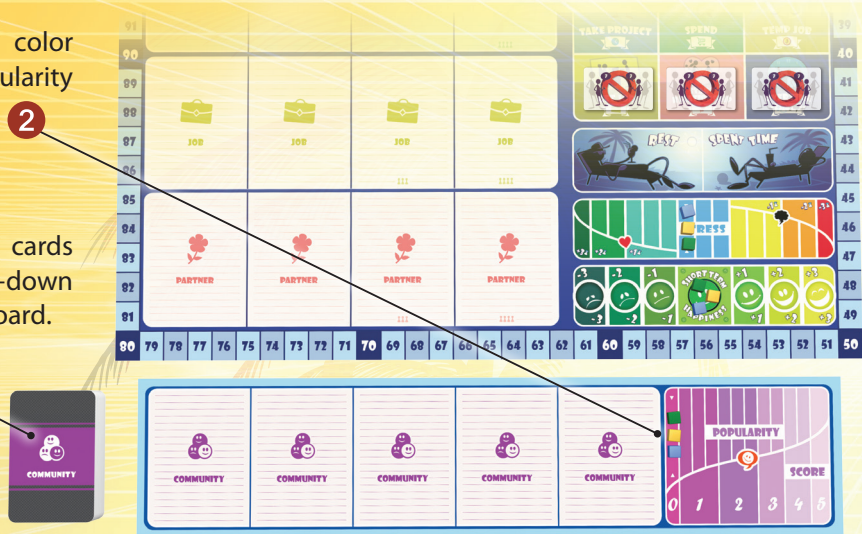
2. SETUP

In order to incorporate the Community expansion in your games, please add the following steps during Setup:

- 1 Place the Community board next to the main game's board as shown in the image below.

Place an Indicator in the color of each player on the Popularity track, at the first space.

Shuffle all the Community cards and place them in a face-down pile near the Community board.



- 4 Give each player a Community marker in their color.

You are now ready to start playing.



3. COMMUNITY CARDS



This expansion introduces a new type of cards in the game, the **Community cards**. These cards depict various happenings that occur in your local community and allow you to interact with them.



When you enter the first Adult round, draw Community cards from their pile and fill all the slots in the Community board.

Each Community card consists of 2 parts: A cost (and reward) to **Engage**, and 3 possible **Outcomes**.



Engage

During your round, instead of performing an action, you may choose to Engage in a Community card. To do so, take your Community token and place it on one of the cards in the Community board. If there is a cost or a requirement listed, you must be able to meet it in order to Engage. Similarly, if there is an Engage reward listed, you get it immediately.

If you wish to Engage in additional Community cards in the same round, you are allowed to do so in following turns, using your Hourglass markers. However, you may not use on the same round more Hourglass markers than your current Popularity score (⇒ *See 'Popularity' on page 6*).

Some of the Community cards feature the Multiple Players indicator on the top left corner. These cards allow more than one people to Engage in them. If a card does not have that indicator, then after a player Engages in it, no other player may do so.

Be aware that during your turn you may not spend Short Term Happiness (STH) to refresh the Community cards.

Outcome

At the end of the round, apply all the steps of the End of Round phase but without taking back any of the Hourglass markers that you have placed on the Community board. Then, start checking each Community card with one or more tokens on it, going from left to right.

If you have a Community token or an Hourglass marker on the card, choose (in turn order if other players have also Engaged) one of the provided Outcomes. Pay that Outcome's cost, gain the corresponding reward, and remove your Community token or Hourglass marker from the card. After all players who have Engaged in it have done the same, discard that card.

Keep in mind that, since you check the cards after the End of Round phase, the turn order by which players determine who chooses an Outcome first, is the one that will be used in the upcoming round.

After you've checked all the Community cards, if there is still a card on the 5th space of the Community board, discard it and move all remaining cards to the right-most spaces. Then, fill the empty spaces with new Community cards from the pile.

Example: It is the first Adult round and it's Maria's turn. Instead of performing an action, she decides to use her Community token and Engage in the 'Organize a Party' Community card. She places the token on the card and pays 2 Creativity and 1 Coin, the card's Engage cost. She then gets 1 STH and 1 Popularity, the Engage reward. On his turn, Nick also wants to Engage in a Community card. He would love to Engage in 'Organize a Party' as well but the card doesn't have the Multiple Players indicator so only one player may Engage in it. He decides to Engage in the 'Renaissance Fair' card and places his Community token on it, paying 1 Coin for the cost. Maria, on her next turn, wants to Engage in another Community card. She is able to do that because, due to the Population she got before, she now has a score of 1 which allows her to place up to 1 Hourglass marker on a Community card. She decides to Engage in 'Safety Seminar'. Nick on the other hand, with a Popularity score of 0, cannot enter another Community card for the remainder of the round.



After the round ends, players check the Community cards. The first card on the left is 'Renaissance Fair' so they start with that. Nick's and John's Community tokens are on it so they look at the turn order. Since John will be playing first next round, he goes first and chooses Outcome 2 ('Dressed as a Knight'). He pays 2 Knowledge and 1 Creativity and gets 3 Influence, 1 Popularity and 1 Long Term Happiness (LTH). He removes his token from the card and it's Nick's turn to choose an Outcome. He goes with Outcome 3 ('Re-enacted a Battle'), paying 2 Knowledge and 3 Influence and getting 4 Creativity, 2 Popularity and 1 LTH. Since there is no other Community token or Hourglass marker on the card, they then discard it.

The next card they check is 'Organize a Party' which has Maria's Community token on it. Unfortunately she doesn't have any Creativity at this point so she has to choose Outcome 1 ('Just a Few Friends') which has no cost and gets her only 1 Influence. She then discards the card. Finally, they check 'Safety Seminar' which has Maria's Hourglass marker on it. She chooses Outcome 3 on the card ('Present'), paying 5 Knowledge, getting 2 Popularity and 2 LTH, and discarding the card afterwards.

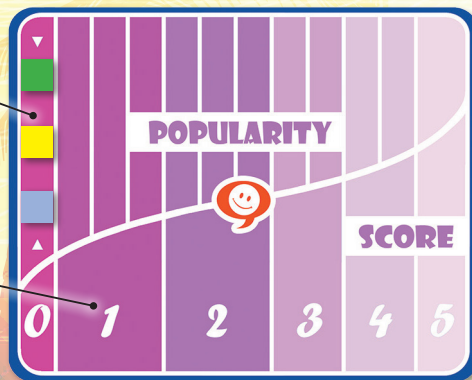
None of the cards above was on the 5th space of the Community board so the card there ('Romantic Getaway') also gets discarded. The single remaining card is then moved to the last space on the right and players draw 4 more Community cards from the pile to fill all the spaces.

4. POPULARITY

By interacting with your community in a positive way, you can gradually become more popular. This expansion introduces the concept of **Popularity** which you keep track of on the new Community board.

Each player starts with a Popularity score of 0. Whenever you get  you move your Popularity indicator one space to the right.

Each space corresponds to a Popularity score which you can see below it (for example, the first 3 spaces on the Popularity track after the starting position correspond to a Popularity score of 1).



Your Popularity score is used in 2 ways:

- It determines the limit of Hourglass markers you can use each round on the Community board.
- At the end of each round, after checking the Community cards and drawing new ones, you get LTH equal to your Popularity score. You then move your indicator one space to the left.

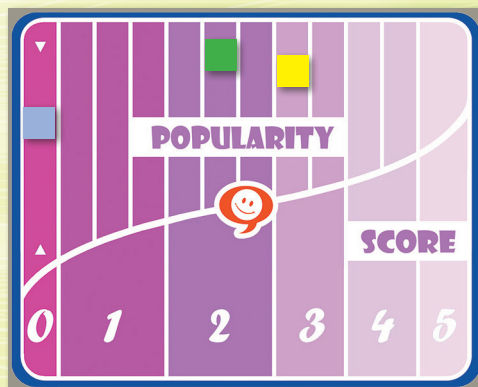
If you have a Popularity score of 5 and you get another  , gain 1 LTH instead.

Example: The third Adult round has ended and players just finished checking the Community cards. It is now time to get LTH according to their Popularity score.

Maria (yellow) has a Popularity score of 3. She gains 3 LTH and moves her Popularity indicator one space to the left. This makes her score drop to 2 for the next round.

Nick (green) has a Popularity score of 2. He gains 2 LTH and moves his Popularity indicator one space to the left, remaining on the same score.

John (gray) has a Popularity score of 0 so he doesn't get any LTH. Since he is already at the starting space on the track, his indicator stays where it is.



5. ADDITIONAL CARDS



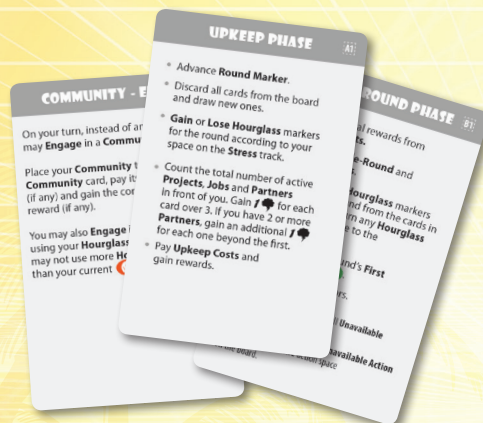
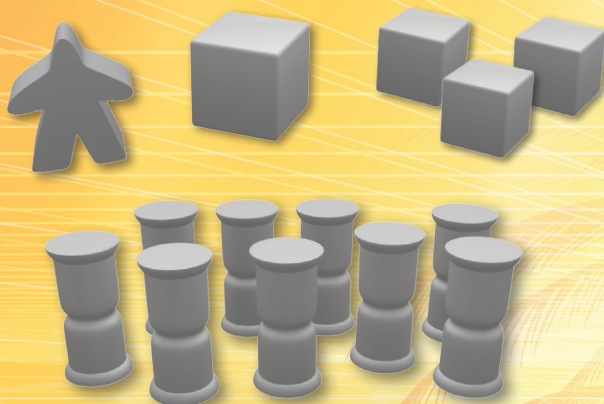
This expansion comes with additional Projects, Items & Activities, Jobs, Partners, Life Goals and Child Traits. To use them, just shuffle them in their corresponding piles of the main game.



6. PLAYING WITH 5 PLAYERS



Community contains all the necessary components to add a 5th player to your games.



When playing with 5 players, reveal 5 Life Goals at the beginning of the game but draw just 4 cards for Projects, Items & Activities, Jobs and Partners.



7. SOLO GAME



When playing solo using the Community expansion, the main game's rules apply with one difference: In order to win you must now have at least 60 LTH at the end of the game.

When drawing Community cards, if you draw a card that requires you to have the most of something (like 'Pumpkin Contest' or 'Family Next Door'), discard it and draw a new one in its place.

8. FAQ

General Questions

- When choosing the Outcome of a Community card, can I choose an Outcome already chosen by another player?

- Yes, you can. Unless stated otherwise, each Engaged player may choose any one of the 3 Outcomes.

- Does having positive or negative STH change the costs on Community cards?

- No. STH affects only the costs on Projects.

Card-Specific Questions

Big Project at Work

- If, after I Engage, I lose my Job, what happens during the Outcome?

- You choose one of the Outcomes as normal. The requirement to have a Job needs to be met only when you Engage.

Black Friday

- How exactly does this card work?

- After you Engage, if on the same round you use the Spend action on the board and you buy an Item, draw a new card from the Items & Activities pile to replace the one you got and you may immediately buy another Item. Repeat this process as many times as you want or are able to.

- Do the Outcomes count all the Items I bought in the round or just the ones I got with a single action?

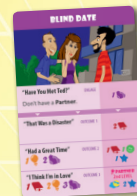
- You count all the Items that you bought during the round, even if any of them were bought before you Engaged in the Community card.



Blind Date

- How exactly does the first reward of Outcome 3 work?

- You take one of the Partners on the board and place it in front you, putting a black cube at the Relationship Level. You ignore the Partner's requirement but you also don't get any of the rewards listed. From that point onwards, it functions as a normal Partner.



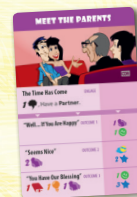
- If, after I Engage, I get a Partner, what happens during the Outcome?

- You choose one of the Outcomes as normal. The requirement to not have a Partner needs only be met when you Engage. Keep in mind though that if you choose Outcome 3 while already having a Partner, you will get an additional Partner at 2nd Level and you will immediately get 1 Stress. Then, during the Upkeep phase of the coming round you will get another point of Stress from having 2 Partners.

Meet the Parents

- If, after I Engage, I lose my Partner, what happens during the Outcome?

- You choose one of the Outcomes as normal. The requirement to have a Partner needs to be met only when you Engage.



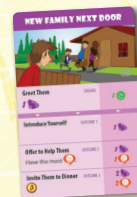
New Family Next Door

- In Outcomes 2, do I need to have the most Popularity among all players or just those Engaged?

- You need to have the most Popularity among all players in the game.

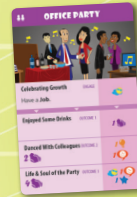
- In Outcome 2, what happens if I am tied with another player for the most Popularity?

- You get the reward as normal.



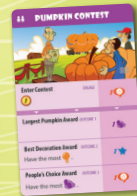
Office Party

- If, after I Engage, I lose my Job, what happens during the Outcome?
- You choose one of the Outcomes as normal. The requirement to have a Job needs to be met only when you Engage.



Pumpkin Contest

- In Outcomes 2 and 3, do I need to have the most resources among all players or just those Engaged?
- You need to have the most resources among all players in the game.
- What happens if I am tied with another player for the most resources?
- You get the reward as normal.



Romantic Getaway

- If, after I Engage, I lose my Partner, what happens during the Outcome?
- You choose one of the Outcomes as normal. The requirement to have a Partner needs to be met only when you Engage.





9. CREDITS



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