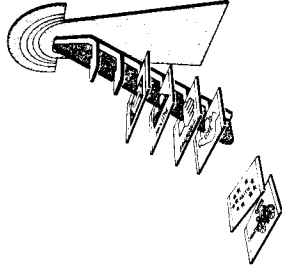


DIRECTIONS

For Setting Up and Playing The Game of HAPPINESS

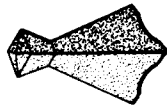
(For 2 to 6 Players)



Milton Bradley Co.
Springfield, Mass.

TO SET UP THE GAME:

1. Carefully punch out components of Die-cut Board.
2. Each player takes a

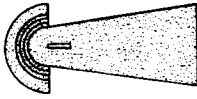


MARKER

of a matching color.

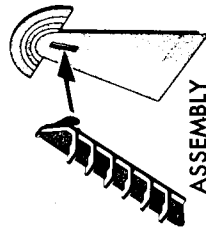


**HAPPINESS
BUTTON
AND**

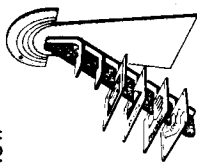


**RAINBOW
STAND**

3. Assemble Rainbow Stands as shown below



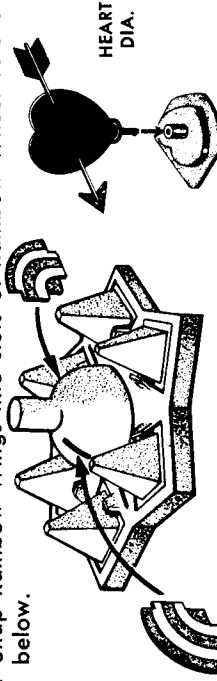
ASSEMBLY



SIDEVIEW

KEY CARDS ON STAND

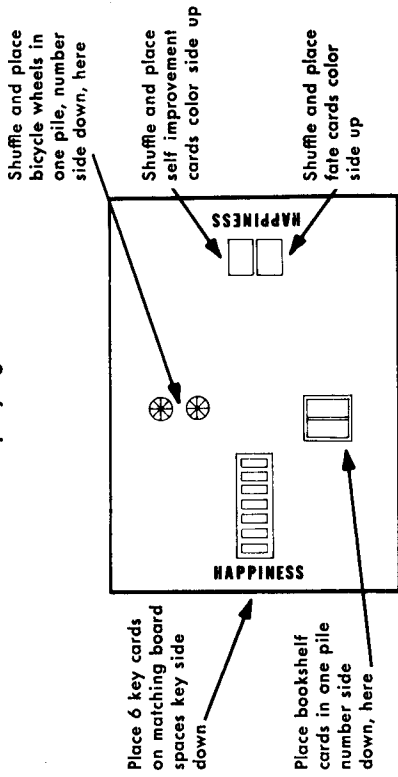
4. Snap Rainbow Wings into slots of Rainbow Wheel as shown below.



**HEART
DIA.**

5. If Heart Spinner is not in place, press it into base as shown above.

6. Placement of cards on playing board.



7. Place \$500 and \$1000 bills in piles near the board as a "bank."

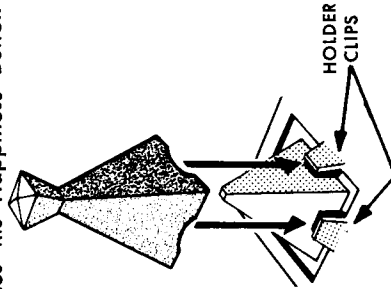
8. Place 6 Hang Up cards, one of each kind, face up, in front of each player. Cards not needed are removed from the game.

9. Before the start, each player places his Happiness Button on any track fate space.

10. Each player places his Marker over any holder on the Rainbow Wheel. One is shown here.

Press sides of marker into sides of holder with clips first and then press down firmly to lock in place.

Holder clips hold Markers on Rainbow Wheel while it is spinning.



**HOLDER
CLIPS**

GENERAL IDEA OF THE PLAY

PLEASE READ CAREFULLY BEFORE YOUR FIRST GAME.

The game board contains six circles or tracks to be traveled by the players to complete their Rainbow of Happiness. Five tracks are FAITH, HEALTH, FRIENDSHIP, KNOWLEDGE, and LOVE. When each is traveled all around, a KEY of that kind is given to the player. Another "KEY," that of MONEY, is necessary and is earned when enough money (\$2,500) is collected by a player during his trips around the board. The SELF IMPROVEMENT track is special, and it usually is traveled to get rid of HANG UP cards.

All tracks start from the RAINBOW WHEEL spinner. To enter a track, a player's marker must be on the wheel when spun. It must stop the spin AT THAT TRACK and be taken off the wheel. The player may get off when he chooses and travel the tracks in ANY ORDER, but, of course, he can enter a certain track only when stopped there on the wheel. Each track has its own way of moving. For example, the "heart" spinner moves players in the LOVE area and the "hand" in the FRIENDSHIP track tells the number of spaces to move.

Each space has a message, some very important to the play of the game. The SELF IMPROVEMENT spaces give one of these cards to the player landing there while the FATE spaces require a player to take a FATE card. The SELF IMPROVEMENT cards are needed to match up with and remove a player's HANG UP cards. The FATE cards are often bad news, but a player can help others (and get a reward for himself) by clever placing of his HAPPINESS BUTTON.

When a player has completed a track, he earns the KEY for that area and, if his HANG UP for that KEY is removed, he may place it in a slot in his RAINBOW STAND.

THE OBJECT OF THE GAME is to be the first player to reach his RAINBOW of HAPPINESS by filling his stand with the required six different KEYS TO HAPPINESS.

RULES FOR PLAY

STARTING THE GAME

1. All players place their Markers on any Marker Holder on the Rainbow Wheel.
2. Players decide who goes first, all others take turns, clockwise.
3. During the play of the game a player is either on the Rainbow Wheel or on the path of a Track. While on the Wheel his turn consists of either getting off at that location or spinning again to try for another desired location. While on a Track, his turn consists of using the "moving device" of that Track and moving the number of spaces indicated.

CHOOSING THE TRACK TO TRAVEL

1. The first player spins the Rainbow Wheel and has a choice of leaving his Marker on the Wheel and ending his turn or re-moving it to the "start" space of the track next to his Marker.
2. The following players in their turns, either remove their Markers from the Wheel where they are resting, or spin the Wheel one time in an attempt to stop on a different Track.
3. When a player completes a Track, he jumps from the last Space of the Track to the Rainbow Wheel Holder on the Track just completed. Therefore, if his Marker is not moved by the spin of opposing players before his next turn, he must spin the Wheel in an attempt to stop on a new Track.
4. A player collects a Key Card from each area when he has successfully completed that area's Track. Only ONE Key Card may be collected for any one area, but a player may travel an area more than once to obtain Money or Self-improvement Cards.

MOVING MARKERS AROUND THE TRACKS

While on a Track, players take turns in moving according to the Track's own moving system. Each system moves the Markers the number of spaces, as below.

1. The Friendship Track — the steel ball in the plastic hand is rolled toward the wrist and then into the numbered fingers, which indicates the number of spaces the Marker moves.

2. The Love Track — the Heart is spun and the arrow points to the number of spaces to move.
3. The Self-improvement Track — the top Bookshelf Card is turned over and placed number side up on the adjacent shelf space. The number on its back gives the number of spaces to move.
4. The Knowledge Track — the Computer Wheel is spun with the raised knob on the wheel pointing to the number of spaces to move.
5. The Faith Track — the Lightning Spinner is spun to determine the number of spaces to move.
6. The Health Track — the top Bicycle Wheel Card is turned over and placed number side up on the rear wheel space. The number showing on the Card is the number of spaces to move.

LANDING ON SPECIAL TRACK SPACES

1. "Green" money spaces — a Player's Marker ending its turn on a Green Space collects the amount of money indicated from the Bank. A player does not collect money from these spaces after he has collected a total of \$2500.00.
2. "Red" fate spaces — a player's Marker landing on a red space, forces the player to draw the top card from the Fate Card Pile.

The Fate Cards have 3 different messages.

- A. Some may give the player a hang-up.
 - B. Some allow the player to draw a Self-improvement Card.
 - C. Some allow the player to collect a Key Card that he needs WITHOUT traveling the matching Track.
- The Fate Card that reads, "You have developed a hang-up for love, money" etc. is placed in front of the drawing player and is like an original Hang-up Card and must be cancelled by its matching Self-improvement Card, before its corresponding Key Card can be placed on the player's Rainbow Stand.

EXCEPTION TO DRAWING FATE CARDS

A player does NOT draw a Fate Card if the Fate Space his Marker lands on is covered with an opponent's Happiness Button. This is explained later in the rules under "Playing The Happiness Buttons."

3. "Blue" back to start spaces — a Marker landing on this space sends the player's Marker back to the "start" space at the beginning of the Track it is on.
4. "Orange" Self-improvement spaces — a player who's Marker lands on these spaces draws the Top Card from the Self-improvement Card Pile. This Card is used to cancel the matching Hang-up Card or Fate Card giving a Hang-up.

NOTE: A player does NOT have to travel the Self-improvement Track if he thinks he has no need for obtaining Self-improvement Cards. However, he may travel the track as many times as he likes if he feels it is to his advantage.

5. The "Last Space" of each Track — a player with his Marker reaching the Last Space of a Track, (not necessarily by exact count) does the following:

- A. He collects the Key Card matching the Area completed, (except the Self-improvement area). He places the Key Card, key side down, in front of him. A player may collect only ONE Key Card of any one Area.
- B. He returns his Marker to the Marker Holder of the Rainbow Wheel on the path JUST COMPLETED. If this Holder is not vacant, he may place it on any vacant Holder.

CANCELLING HANG-UP CARDS

1. Each Hang-up Card or Fate Card with a hang-up, in front of a player is cancelled, one for one, by a matching Self-improvement Card.

For example, a hang-up on knowledge is cancelled only by a Self-improvement Card for knowledge. Once a Hang-up Card is cancelled, it and the matching Self-improvement Card are removed from the game.

2. Self-improvement Cards may be collected and saved for an area in anticipation of collecting hang-ups of that area later in the game even if the player at the time has cancelled all hang-ups of that area without yet earning a Key Card.

PLACING KEY CARDS ON RAINBOW STANDS

1. Before a player can place a Key Card in a slot (bottom to top) on his Rainbow Stand he must have cancelled any Hang-up Cards he may have for that Area.
2. When a player has in front of him a Key Card for an Area and is without hang-ups for that Area he may immediately place the Key Card, key side down, in the lowest empty slot on his Rainbow Stand.
3. Once a Key Card is placed on a Rainbow Stand, it is safe from further hang-ups and CANNOT be removed.

For example, if a player has a Health Key on his stand, the drawing of a Fate Card giving him a hang-up on Health is disregarded and the card is placed at the bottom of the Fate Pile. Also, Self-improvement Cards drawn for an Area with a Key already on the stand, is not needed and is returned to the bottom of the Self-improvement Pile.

PLAYING THE HAPPINESS BUTTONS

1. Players have an opportunity to help fellow players by the placement of their Happiness Buttons on unoccupied Fate Spaces.
2. At the start of the game, a player places his button on any unoccupied Fate Space and may move it once during HIS TURN to any other unoccupied Fate Space.
3. When an opponent's marker lands on a Fate Space covered by a Button, the player landing on it does not draw a Fate Card and the player who's Button is on the space is given, as a reward, a Self-improvement Card from the top of the pile.
4. If a player lands on a Fate Space occupied by HIS OWN Happiness Button, he must draw a Fate Card.

WINNING THE GAME

1. The first player to place all 6 Key Cards on his Rainbow Stand is the **WINNER OF HAPPINESS.**

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