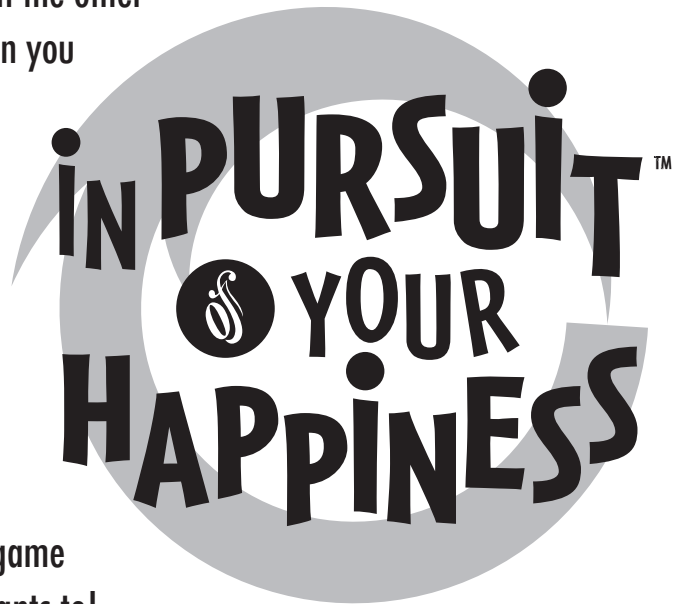


The object of the game is to beat the other player(s) to the finish line of happiness. Can you get there first? Do you want to? There are many roads to contentment. Here's your chance to get there. Just tell the truth-or don't, it's up to you. Soon you'll be on a cushion of ecstasy. Up the ladder of revelation, round the wheel of repetition and then down the slope of joy to the HAPPINESS space. Yeah, that's all. Strategy and wagering are allowed. Now enjoy the game where everybody wins...because nobody wants to!



OFFICIAL RULES

1. Select a pig and roll the dice. Always let the other player go first.
2. Now you're moving. Some the spaces are the tasks, some are resting spots.
3. Resting spots are just that, unless another player challenges you with a 'makeup'. Makeups are 30 second improvisations on the sentence in the space. Refusing to perform – this sets you back 2, each player is allowed 2 makeups per game.
4. DESERT ISLAND. When a player lands on desert island space, the other player presents a multiple choice conundrum, such as "You're going to a desert island. Would you take a Jimmy Buffet album or a George Thorogood album? Answer and explain.
5. THE WHEEL OF REPETITION. Once you have entered the wheel you must go around once. You must land exactly on the out arrow to get on the slope of joy. Otherwise, round again. Each symbol has it's own devilment (see below).
 - **Magnet** – You're attracted to the other player. Say why in 3 words.
 - **Boom Box** – Do your best radio voice.
 - **Martini** – Say something suave
 - **Money Bag** – Give your opponent a coin.
 - **Birthday Cake** – Name someone you share a birthday with.
 - **Jam Jar** – Toast your friend.
6. Write a word in the air and the other player must guess what it is.
7. Moment of silence-Stare at the other player for as long as you can.
8. To get to the Happiness square, you must roll the exact number needed.
9. 2 game boards can be crossed so 4 can play.