

## 'High Society' Quick Start

### Object:

Players bid on 3 types of cards – Luxury possession cards (face value), Recognition cards (double) and Misfortune cards (negative) – to score the most 'status' points **and** have more money than at least 1 other player. Players bid their money cards to purchase Luxury and Recognition cards and to avoid taking Misfortune cards.

### Setup:

- 1) Each player takes all 11 money cards of one color to create a hand (hidden).
- 2) Shuffle the 16 Luxury Possession, Recognition, and Misfortune cards together as the draw deck.
- 3) Select a starting player, who turns up the top card and starts the bidding for this card.

### How to Play:

- 1) The starting player may play **1 or more money cards** as his bid, announcing the value.
- 2) Moving clockwise, each player must either lay down a **higher bid or pass**.
- 3) If a player chooses to **pass**, any Money **cards go back into his hand**.
- 4) When you **increase** your bid, you may not make change (take back any previous played cards). You may only add new cards.
- 5) Play continues until all but one person has passed. The **winner** of the bid takes the Luxury or Recognition card and places it face up in front of him, paying for the card by removing the bid cards from the game.
- 6) If all players pass without placing a bid, the last player who has the option of bidding receives the card for free!
- 7) The player who acquired the previous card turns up another card and begins the next round.

### Bidding on Misfortune cards:

- Bidding proceeds as above, however the round ends when the **first** player passes, taking the misfortune card and placing it in front of them. He also **takes back** into his hand any Money cards he may have bid in this round. All **other players** lose the Money cards they bid. (You bid to avoid a Misfortune card).
- **Thief** (crossed-out square) – You must discard a Luxury card. If you don't have one, you discard the 1<sup>st</sup> one you purchase. Both are removed from the game.

### End of Game:

- 4 cards have red edges on them (3 Recognition cards and the Mansion Fire card). The game ends immediately when the 4<sup>th</sup> red-edged card is turned face-up. This card, and any other cards left face-down in the deck, does not count toward any player's total.

### Scoring:

- At game end, count your money cards. The player with the least is out of the game and loses immediately. If there is a tie, then all tied players lose the game.
- All remaining players now count their points as follows: Total all 'Luxury' cards, subtract 5 for the 'Scandal' misfortune card (can't go negative), double score for each 'Recognition' card, and finally ½ the total value for the 'Mansion Fire Misfortune' card.
- Highest total wins, ties are broken by the highest single Luxury Possession card.
- **Variation:** Place all acquired cards face down instead of face-up. You may look at your own cards at any time.

**Hints for Success:** 1) Don't waste money, the poorest player always loses, 2) Don't hesitate to pass, be patient and wait for your chance, 3) Watch your money card distribution as no change is given, 4) Try to remember which Money cards your opponents have already played, 5) Don't forget you'll need Money cards to defend against any Misfortune cards, 6) Examine the Luxury possession cards already purchased, 7) Be ready for a quick finish (4<sup>th</sup> red card)