

HIGH SOCIETY

MONEY ISN'T EVERYTHING

A Game by Reiner Knizia

A cunning card game for 3-5 players, aged 12 or more.

Playing time: c. 30 minutes.

Ravensburger Spiele® No. 27 006-4

German Edition: © 1995 by Ravensburger Spieleverlag.

English Edition: © 1995, 1997 by Reiner Knizia.

English Translation: Reiner Knizia and Kevin Jacklin (after Merfyn Lewis and Ken Tidwell).

GAME CONTENTS

- 55 **Money Cards** of varying denominations. 5 sets in different colours, 11 cards per set.
- 16 **Status Cards**, some more desirable than others:
 - ◇ The **10 Possession Cards** improve their owner's lifestyle.
 - ◇ The **3 Title Cards** magnify their owner's prestige.
 - ◇ The **3 Misfortune Cards** have negative consequences, and should be avoided.

High Society is about gaining status. Use your assets wisely to succeed. Remember: **Money isn't everything - but it helps.**

OVERVIEW

By playing money cards, players bid **to get** Possession and Title cards and **to avoid** Misfortune cards. As long as a player has not passed in a round, he can increase his bid by adding more money cards to outbid the others. A round of bidding is over when all players but one have passed. In the end, the player with the highest status, and who has more money than at least one other player, wins the game.

MONEY CARDS

One set of eleven money cards consists of one each of: 25,000, 20,000, 15,000, 12,000, 10,000, 8,000, 6,000, 4,000, 3,000, 2,000 and 1,000. Players use money to bid for Possession and Title cards, and to avoid Misfortune cards.

STATUS CARDS

Possession Cards

These are the cards that really count. They show status values from 1-10, thereby increasing the prestige of their owner.

Title Cards

Each Title card doubles the value of its bearer's Possession cards.

Misfortune Cards

- The **Scandal card** halves the value of its bearer's Possession cards.
 - The **Gambling Debt card** reduces the total value of its bearer's Possession cards by 5.
 - The player who gets the **Theft card** must discard one of his Possession cards. If he does not yet own a Possession card, he must discard the first one he gets. The Theft card must be discarded with this Possession card.
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PREPARATION

Each player is given the set of eleven money cards in one colour to form a hand. Shuffle the sixteen Status cards and place the deck face down in the middle of the table. Choose a starting player for the first round. There will be at most fifteen rounds.

THE GAME BEGINS

The starting player turns up the top Status card - the card that will go to the highest bidder for this round. Beginning with the starting player, and proceeding clockwise, each player may take a turn. A player's turn consists of taking one of two actions:

1 - Play Money Cards

A player may play one or more money cards from his hand. The cards are placed face up in front of him. The total value of all his open money cards should be announced out loud.

As long as bids increase play continues clockwise around the table. In this way, one player may make several bids. The total value announced must always increase. A player who increases his bid must not withdraw any of the previously played open money cards. He may only add to his layout - no changing is allowed.

If a player does not make a bid, he must pass.

2 - Pass

The player whose turn it is may pass. When passing, the player takes all his open money cards back into his hand, and he is excluded from making further bids in this round.

END OF THE ROUND

Possession and Title Cards

After all but one of the players have passed, the remaining bidder takes the Possession or Title card and displays it face up in front of him on the table. The bid is paid for by placing his open money cards onto a discard pile (they are out of the game). If all of the players pass without ever bidding, the last player who had the option of bidding gets the card for free.

Misfortune Cards

Here things are the other way around. Now **the first player who passes** gets the card and places it face up in front of him. If the player bid money cards before passing, he may return these into his hand. The other players must place their bids on the discard pile.

NEW ROUND

The player who received the previous Status card is the starting player for the next round and turns over another Status card from the deck. Play then proceeds as before.

END OF THE GAME

Four out of the sixteen Status cards have red edges (the three Title cards and the Scandal card). The game ends immediately when the fourth red-edged card is turned face up. This card and the remainder of the face-down deck do not count toward any player's score.

WHO IS 'OUT'?

Each player totals the money remaining in his hand. The player (or players) with the least money is out and loses the game right away.

WHO IS 'IN'?

Only the remaining players have a chance of winning. They total the values of their Possession cards. If a player has the Gambling Debt card he must subtract 5 from his total. Then, for each Title card held, a player doubles the total value of his cards; if the Scandal card is held, this halves the total value of his cards.

For example, a player totals his cards as follows:

<i>Possession(s):</i>	Racehorse [+3], Chateau [+9]	= 12
<i>Misfortune:</i>	Gambling Debt [-5]	= 7
<i>Title:</i>	First [x2]	= 14
<i>Title:</i>	Second [x2]	= 28
<i>Misfortune:</i>	Scandal [x½]	= 14
TOTAL STATUS		14

THE WINNER

The player with the highest result has the most status and wins the game. Congratulations! In the case of a tie, the player with more money in his hand wins. If there is still a tie, then all tied players win.

HINTS FOR SUCCESS

1. Do not waste your money. The poorest player always loses.
2. Do not hesitate to pass if the bid goes too high. Be patient and wait for your chance.
3. Keep an eye on your remaining money card distribution - no change is given!
4. Try to remember which money cards your opponents have already used up, to gauge your relative strengths.
5. Do not forget you will need some money cards to defend yourself against Misfortune.
6. Look over the Status cards that are already distributed to determine which are still outstanding.
7. Always be prepared for the quick finish: the Scandal card may not necessarily be distributed.
8. Take the measure of your opponents: how willing are they to take a risk, and how well do they bluff?
9. Stay cool until the end - do not show any nerves!

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Version: 2.0
Last Revised: 26 April, 1997
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