

HIGH SOCIETY

SET-UP

Each Player: Set of 11 money cards of their colour, hidden in hand.

Deck: Shuffle Status Cards, place in centre.

10 Luxury (positive), 3 Prestige (multiply), 3 Disgrace (negative or divide)

Goal: Most points, but the poorest player(s) are eliminated and can't win.

AUCTION

- **Flip top card of Deck** (if it's the 4th Green, game ends **immediately**)
- In turn order each player **Bids** or **Passes**, until all but one player passes.
 - Start Player or Winner of previous auction goes first.
- **Bid:** Play one or more money cards face-up. *Whole cards, no making change.*
 - If increasing a previous bid, you add cards. You cannot take cards away.
 - Must bid higher than previous bids.
- **Pass:** Take back any money they bid, may no longer bid this round.
- Last remaining player wins and takes the Status Card.

If Status Card is Disgrace:

- Instead, first player to pass 'wins' and takes the Disgrace card and any money they bid, all other players discard their bids.
 - **Faux Pas:** Must immediately discard a luxury card, or, if none, discard the next luxury card they win. *Luxury card, not Prestige card.*
-

END OF THE GAME immediately when 4th Green card is flipped, (no auction).

- **Cast Out:** Player(s) with least remaining money cannot win.
 - **Scoring:** Player with the highest score wins.
 - *If tied, tied player with most money remaining wins, if still tied, tied player with highest luxury card wins.*
-

CLARIFICATIONS

Status cards are public information, Money cards are hidden information.
If 2 Prestige cards, multiple total status by 4, if 3, multiply by 8.