

HIGH SOCIETY

3-5



30'

10+



CREDITS

Design: Reiner Knizia

Illustration: Marie Bergeron

Graphic Design: Anca Gavril & Co.

Rules Editing: Jeff Fraser

3D Artist: Filip Gavril

©Dr. Reiner Knizia, 2025. All rights reserved.

Flaunt your wealth and earn your place in High Society!

COMPONENTS

A 19 Status Cards (includes 3 Advanced cards ★)

B 55 Money Cards
(5 sets of 11 cards)

C 5 Player Aids

SETUP

- Each player takes a player aid and a set of 11 money cards of 1 color. Each player keeps their money cards secret in their hand.
- Shuffle the status cards to create the **auction deck** and place it in the middle of the table. *For your first game, remove the 3 advanced status cards marked with a ★ (see page 8).*
- The most dapper player is the first player. *Alternatively, choose at random.*

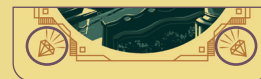
OVERVIEW

High Society is an auction game where rival socialites frivolously spend wealth to acquire **luxuries** that elevate their social status, while avoiding reputation-ruining **scandals**.

At the end of the game, each player scores all **status cards** they've won at auction, and the player with the highest **status score** wins. But beware the catch – whoever has the least money left in their pocket is cast out of *High Society* and **can't win the game!**

Status Card Types

The icons at the bottom of each status card indicate its type.



LUXURY CARDS (10)

Each luxury card has a **status value** from 1-10. You score the total value of your luxury cards at the end of the game (page 7).

PRESTIGE CARDS (3)

Each prestige card **doubles** your status score at the end of the game (page 7).

SCANDAL CARDS (3)

Scandal cards have **negative effects** that reduce your status score (page 5).

PLAYING THE GAME

The game is made up of **rounds**.

Start each round by revealing the top card on the auction deck.

Players take turns in clockwise order, starting with the first player. On a player's turn, they may either **bid** on the revealed status card or **pass**.

BIDDING

To bid, select 1 or more money cards from your hand and play them faceup in front of you. The value of your bid is the sum of the values of the money cards you play.

If no one has made a bid yet this round, you may make an opening bid of any value. If someone has already bid, your bid must exceed the current highest bid at the table.

If you made a previous bid this round, you may raise your bid by playing additional money cards. You may not return or exchange previously played cards when raising your bid.

PASSING

When you pass, return all money cards you played this round to your hand. You are out of the auction and may not bid again this round.

WINNING AN AUCTION

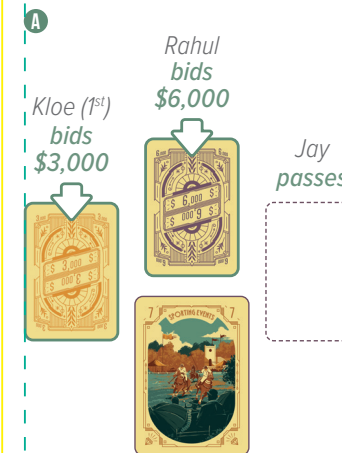
When all players but 1 have passed, the remaining player wins the auction and claims the revealed status card, placing it faceup in front of themselves.

The winning player must discard all money cards they played, placing them facedown in a personal discard pile. *Players may not look at each other's discarded money cards.*

NEXT ROUND

Reveal the next card on the auction deck to start a new round. The player who won the previous auction starts the next auction.

Auction Example



Sporting Events is up for auction. Kloe is the first player, so she starts by bidding \$3,000. Rahul bids \$6,000. Jay passes.



On her next turn, Kloe raises her bid to \$7,000. The lowest card Rahul has left is \$8,000, and he doesn't think Sporting Events is worth \$14,000, so he passes. Kloe wins!



SCANDAL!

When a scandal card is revealed from the auction deck, instead of holding a normal auction, players bid to **avoid claiming the scandal**.

Players bid in clockwise order, as usual. However, when any player passes, the auction ends immediately. The player who passed claims the scandal card and returns all money cards they played to their hand. All **other** players must then discard all money cards they played. The player who passed is the first player for the next round.

Auction Example

Jay (1st) bids \$5,000

Kloe bids \$8,000

Rahul passes

Jay bids \$5,000 to avoid the scandal. Kloe bids \$8,000. Rahul decides to pass and claim the scandal, so both Jay and Kloe discard their bids.

SCANDAL EFFECTS



When you claim this card, immediately choose and discard 1 luxury card you've claimed. If you have no luxury cards, instead keep this card and discard the next luxury card you claim. After you discard a luxury card, discard this card.



At the end of the game, reduce your status score by 5 (*before doubling or halving it*).



At the end of the game, divide your status score in half.

END OF THE GAME

The 4 status cards with dark-colored backgrounds are **game end cards**. When the 4th game end card is revealed on the auction deck, the game ends immediately. Players do not bid on the final card.

ELIMINATION

Before scoring, each player reveals their hand of money cards. The player or tied players with the least remaining money are eliminated from the game and **cannot win**!



SCORING

Each remaining player follows these steps to determine their **status score**:

- Luxuries:** Add up the status values of all your luxury cards to get your initial status score. If you have the “-5” scandal, reduce it by 5.
- Prestige:** For each prestige card you have, double your status score.
- ½ Scandal:** If you have the “½” scandal, divide your status score in half, rounding down.

The player with the highest status score wins the game. In a tie, the player with the most money left wins. If still tied, the player with the single most valuable luxury card wins.

Scoring Example



Kloe scores her 6 status cards at the end of the game:

- She starts with a status score of $3 + 9 - 5 = 7$.
- She has 2 prestige cards, so she doubles her score to **14**, then again to **28**.
- She has the “½” scandal card, so she halves her score back to **14**. This is her final status score!

★ ADVANCED STATUS CARDS

Experienced players may opt to play with any or all of the 3 advanced status cards below. Shuffle the cards you select into the auction deck during setup.



GAMBLING has no status value. If you claim this card, double your money at the end of the game (*before players are eliminated*).



EXCURSIONS has a status value of 12. When any player claims this luxury card, each other player immediately returns the highest value money card in their discard pile to their hand. *If a player has no discarded money cards, they don't return a card.*



YACHT CLUB has a status value of 5. When revealed from the auction deck, instead of holding a normal auction, each player simultaneously bids 1 money card facedown. Every player **must** participate, unless they have no money cards left.



All players reveal their bids, and the highest **unique bid** (*i.e. not tied with any other bid*) wins this luxury card. All players discard their bids, regardless of who won. *If there are no unique bids, Yacht Club is discarded along with all bids. In this case, the current first player remains first player for the next round.*