

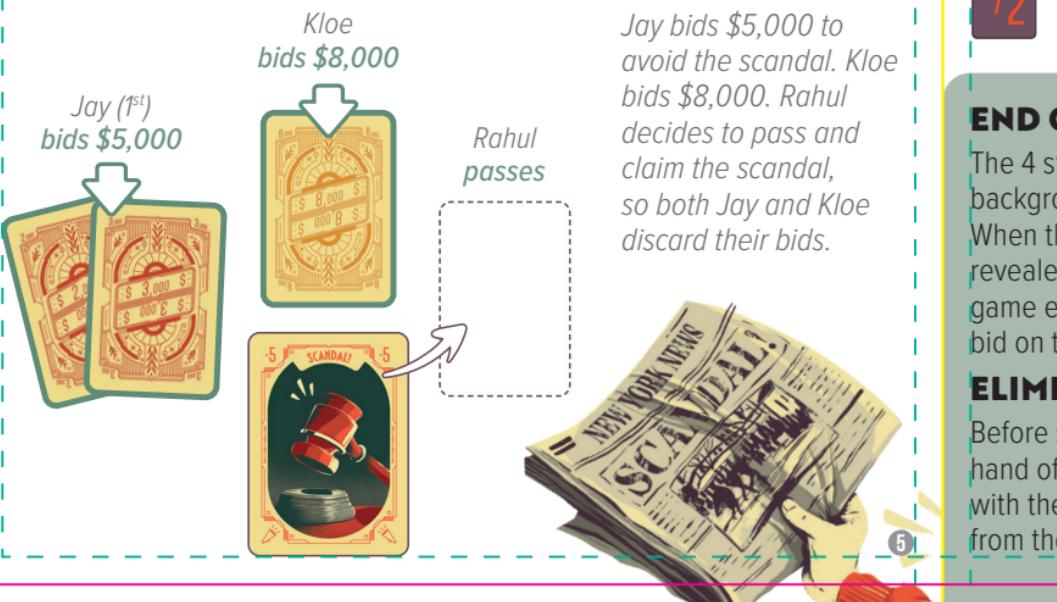


SCANDAL!

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



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.

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

1/2 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**:

- 1 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.
- 2 Prestige:** For each prestige card you have, double your status score.
- 3 1/2 Scandal:** If you have the “1/2” 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



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.

\$x2 **GAMBLING** has no status value. If you claim this card, double your money at the end of the game (*before players are eliminated*).

\$12 **EXCURSIONS** has a status value of 12. When a 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.

5 **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.