

The Game of Society or High Hat

TRADE MARK

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RULES

FOR THREE TO SIX PLAYERS

BRIEF IDEA OF THE GAME

Each player in this game strives to become **Social Leader** by accumulating **Social Points** during the several **Social Seasons** represented by the movement of his piece (a small High Hat) around the board. To do this he must accumulate property, such as Houses, Yachts, Horses, Automobiles, etc., each worth a certain number of points, and also **Social Register Cards** having definite point values. He may do this by **landing on certain spaces**, by **making successful bets** on the Lottery, by **obtaining favorable cards** from the Human Equation pile, or by trading with some other player. The first player to accumulate **8 different** pieces of property (**with no duplicates**) plus enough Social Register Cards to give him a **total of 6000 points** is declared the **Social Leader** and the **Winner** of the game.

EQUIPMENT

In this game there is **a board with a playing track to represent a complete social season**. There are spaces thereon which secure for, or take away from, the player a specified number of points, award him property, direct him to move forward and back, to place bets, draw cards, etc. There are **two sets of Chance cards**, one to be placed face-down on the Lottery Space, and the other on the Human Equation Space on the board. There are **Two Dice and One Cube** which controls the value of the dice, the movement of the players' pieces, etc. There are **50 illustrated Property cards** divided into 5 each of 10 different subjects. There are **Social Point cards** having definite printed value; and there are **6 small High Hats** of different colors to be used as Playing Pieces.

PLAYING THE GAME

PREPARATION

Each player in turn throws the **TWO dice**, and the one securing the Highest Total is selected as **Registrar** (or Chairman of the Social Register). All equipment goes to the Registrar, who places it where he may have easy access to it. He gives to each player (including himself if he is to play) sufficient Social Point cards to total 500 points (retaining the balance in the Social Register). He should divide these point cards among the players as follows:

Three	100 point cards	300 Points
Two	50 " "	100 Points
Two	25 " "	50 Points
Four	10 " "	40 Points
Two	5 " "	10 Points
		500 Points

He then sorts the illustrated **property cards** into separate piles and **discards** a **sufficient number** from each pile to leave in the Social Register **one less card** of each kind than there are players in the game.

EXAMPLE: If four are playing, there should be in the Social Register a pile of 3 Polo Ponies, a pile of 3 Adirondack Camps, a pile of 3 Rolls Royce Automobiles, etc.

After the Registrar makes sure that the **Lottery** and **Human Equation cards** are shuffled and placed **face-down** in their proper spaces on the board, the game is ready to start after each player has selected a High Hat of a dif-

ferent color and placed it on the space marked "START NEW SOCIAL SEASON".

(Note: Players do not receive the 50 points to which this space entitles them until they reach it later, in the regular play of the game.)

MOVING ON THE BOARD

The Registrar **starts** the game by rolling the **two dice and the cube** at one throw. (The turn passes to the left or clockwise around the board.) Each player should always move a number of spaces equal to the total of the two dice along the pathway on the board, in the direction the arrow points, **following instructions** printed on the space on which his piece comes to rest, **unless** the surface turned up on the **Cube** directs him to do otherwise.

If a Player's Piece stops on a space which has a **minus (—) sign** before a number, **he pays** that number of points in to the Social Register using Social Point cards, or Property Cards if he so desires. If his piece stops on a **plus (+) sign** followed by a number **he receives** that number of points from the Social Register.

THE CUBE

The Cube, which is thrown with the Dice on each turn, plays an important part in the game. On its surfaces are instructions which should be acted upon as follows:

If the surface reading "Man About Town" comes uppermost the player having made the throw is entitled to an **additional move**. In this case he moves his piece ahead (according to the reading of the two dice) and follows instructions on the space it reaches. After doing this, and **without a further throw** he again moves forward a number of spaces equal to the move he just made and again follows instructions printed on the space to which his second move brought him.

If the top surface of the Cube reads "Move Back Face Value", the player does so, **counting backward** on the track the **total of the two dice** and follows instructions on the space to which this move brings him.

If the cube reads "Lottery", player first advances his piece the throw of the dice, follows instructions on the space his playing piece reaches and then draws a Lottery card in the manner explained below under "**LOTTERY CARDS**".

Similarly if the Cube reads "Human Equation", player moves his piece in the usual way and then draws a "Human Equation" card as explained below under "**HUMAN EQUATION**".

PROPERTY

Property, denoted by the illustrated cards, may be obtained in several ways; (1) A player **whose piece lands** on an illustrated **space** corresponding to one of the cards receives one of these cards (unless he already owns one of that particular kind); (2) a player **may win one** of these cards on a Bet by means of drawing a "Lottery" card; (3) He may secure one by drawing a "Human Equation" card; (4) He may purchase at any time during the game any piece of property he does not have from the Social Register for an equivalent number of Social Points; (5) He may buy a piece of property from any other player in the game, at any time, for any number of social points agreed upon by the purchaser and seller; or (6) he may exchange property at any time with any other player.

(Note: a player may have only one property of a kind. If he has one card and wins another of the same kind he must accept its value in Social Point cards or other property from the Social Register. Should two or more players want to purchase the same piece of property, when only one card of this property is available in the Social Register, the Registrar must sell it to the player who is willing to exchange the most Social Points for it.)

At any time during the game a player may sell back to the Social Register any piece of property he has for the number of Social Points noted on the card representing that property. (Example: A player may turn into the Social Register a Rolls Royce card and receive 250 Social points, or he may turn in a Rolls Royce and 500 Points to receive a card representing a Yacht. In short, properties may be used in place of Social Points at any time during the game, except for the purpose of making a bet, the only requirement for owning these cards being that to win the game a player must own 8 different kinds of property.)

Should a player be entitled to receive a piece of property and find **that** property exhausted from the Social Register, he may elect to receive **another** piece of property of corresponding value in Social Points or he may elect to receive its point value in Social Point cards.

LOTTERY CARDS

When a player throws the cube on his turn, so that the word "Lottery" is exposed on its top face, or when his playing piece lands on a space on the board marked "Lottery" he **must** make a bet of any number of Social Points he wishes (not less than 5 nor more than 100), place social point cards to the amount of his bet near the pile of lottery cards and draw the top card from the lottery pile.

NOTE: A player in some cases may be instructed, by a space or card, to bet a certain amount. He then has no choice as to the amount bet, but must do as instructed. On one turn he may be instructed both by the space he landed on and by the "Cube" to place a bet. In this case he makes two separate bets on this one turn.

The card turned up from the "Lottery" pile may read "Lose your bet", or "Lose 5 times your bet", or it may read "Win your bet", etc. In this case the player pays to, or receives from, the Social Register a corresponding number of Social Points.

On the other hand one of these cards may instruct a player to move his piece, receive property, etc. In this case the player **retains his bet** and follows instructions.

Important Note: While a player may be compelled to sell property to pay a legitimate debt incurred in the game he **cannot lose more than the amount of points he has in Social Point cards** because of a bet. All his Property cards may be retained regardless of his losses because of a bet made in "Lottery". Therefore, it will be seen that a player is wise to convert his Social Register Cards into Property at every opportunity during the game.

If a player has lost all his Social Point and Property cards he may remain in the game and continue to move his piece, **but** he may not bet again until he secures Social Point cards and he must dispose of any property he may have, or obtain, to pay any legitimate debts he incurs during his travel around the board.

HUMAN EQUATION

Players may be instructed to draw a Human Equation card in the same manner as a Lottery card. In this case the procedure is the same as above **except that no bets are made.**

SANITARIUM

At one side of the board is a large space marked "Sanitarium" in which are illustrated **two beds**. These beds are numbered 1 and 2. If a player is directed by a space or a card to move to "Sanitarium" or if his piece lands on the spaces marked PLANE CRASH, NERVOUS BREAK-DOWN, or AUTO ACCIDENT, **his turn ceases immediately** no matter what else he **was** entitled to do and he moves his piece directly to Bed #1. On his next regular turn **he does not throw the dice** but moves his piece to Bed #2. On the next following turn he moves his piece to the space marked "Start New Social Season", **collects the 50 points** this space allows him and **on his third turn** after being sent to the "Sanitarium" he resumes play in the usual manner.

PARK

On the opposite side of the board from "Sanitarium" is a space marked "Park". Players are sent to "Park" by cards or by landing on a space marked "Stroll in Park". **Their turn ceases as described above.** However, on his first following turn after being sent to the "Park" a player may move his piece to "Symphony", **collect 25 points** and resume play **on his second turn** when it comes to him.

CHARITY BAZAAR HAT POOL

By cards or spaces on the board a player may be directed to donate Social Points to the "Hat Pool". He must then put Social Point Cards, to the designated amount, on the space so marked.

If a player **lands upon a space already occupied by another player the player who occupied the space first must donate 100 Social Points** to the "Charity Bazaar Hat Pool". This rule **does not apply** when players are in the "Sanitarium" or "Park".

After this, any player who is directed by a card or space to move his piece to the Space marked "Collect Charity Bazaar Hat Pool", or who draws a card reading "Win the Charity Bazaar Hat Pool", follows instructions and takes **all** the Social Points in the "Pool".

MILK FUND POOL

This space is used in the same way as the "Hat Pool".

NOTE: No player whose piece is resting on the space marked "Collect Charity Bazaar Hat Pool" or "Milk Fund Pool," is entitled to any money which may be deposited while his piece is resting there. A player is only entitled to the points which are in these pools at the time his piece reaches the above mentioned spaces, or he draws a card instructing him to collect one of these pools.

DAY IN BED — WEEK-END REST

A player whose piece comes to rest on spaces marked as above **loses one turn and must pay** the number of points specified to the Social Register, but after losing his turn he resumes play from this space. **He does not move his piece to "Sanitarium".**

MONTE CARLO

When a player's piece lands on the space marked "Monte Carlo" he **must** make a bet of not exceeding 100 Social Points. He then **throws the two dice**. He **does not use the Cube** nor does he move his piece on this throw.

If the total of the dice is **even** he **wins**, from the Social Register, Social Points equal in value to the number he bet times the total of the throw. If the throw is **odd**, the player **must pay** to the Social Register points equal in number to the total of the throw times the bet.

START NEW SOCIAL SEASON

Any player whose piece **lands on or passes over** (in a forward direction) the space marked as above, collects 50 Social Points from the Social Register. This is the **only space** on the board to which this rule **applies**. All other spaces to become effective **must be landed on** by exact throw, or by instructions on the board or cards.

INSURANCE

Certain cards in the game show the destruction by natural causes, or the loss of certain specified property. Should a player **draw** such a card during the game he must surrender this property, **without receiving payment**, to the Social Register **unless** he is protected by a policy in Lloyd's to secure him against this loss.

Among the Lottery and Human Equation Cards are several cards reading "Lloyds issues a policy protecting you against loss of your horses," etc. This particular card would protect you against the loss of your "Derby Winner" or "Polo Ponies". Some of the cards insure against the loss of one particular thing like a "Yacht". Others give general coverage for "All Houses", etc.

If you are fortunate in drawing one of these cards you may retain it in your hand (after exposing it so the other players may see it) until you wish to use it. It may be surrendered and placed at the bottom of its proper pile in place of any piece of property it **covers** which you would ordinarily lose, or it may be sold to any other player who wishes to purchase it at a price agreed on by the two players.

Other cards such as "Doctor pronounces you well" may be retained until needed. The instructions on them tell you what to do.

TO WIN THE GAME

As a player accumulates property and Social Register cards he should watch very carefully to see how large a total he has, as the first player to obtain **and to announce** he has 6000 points, consisting in part of 8 or more distinct and different properties, **WINS THE GAME**.