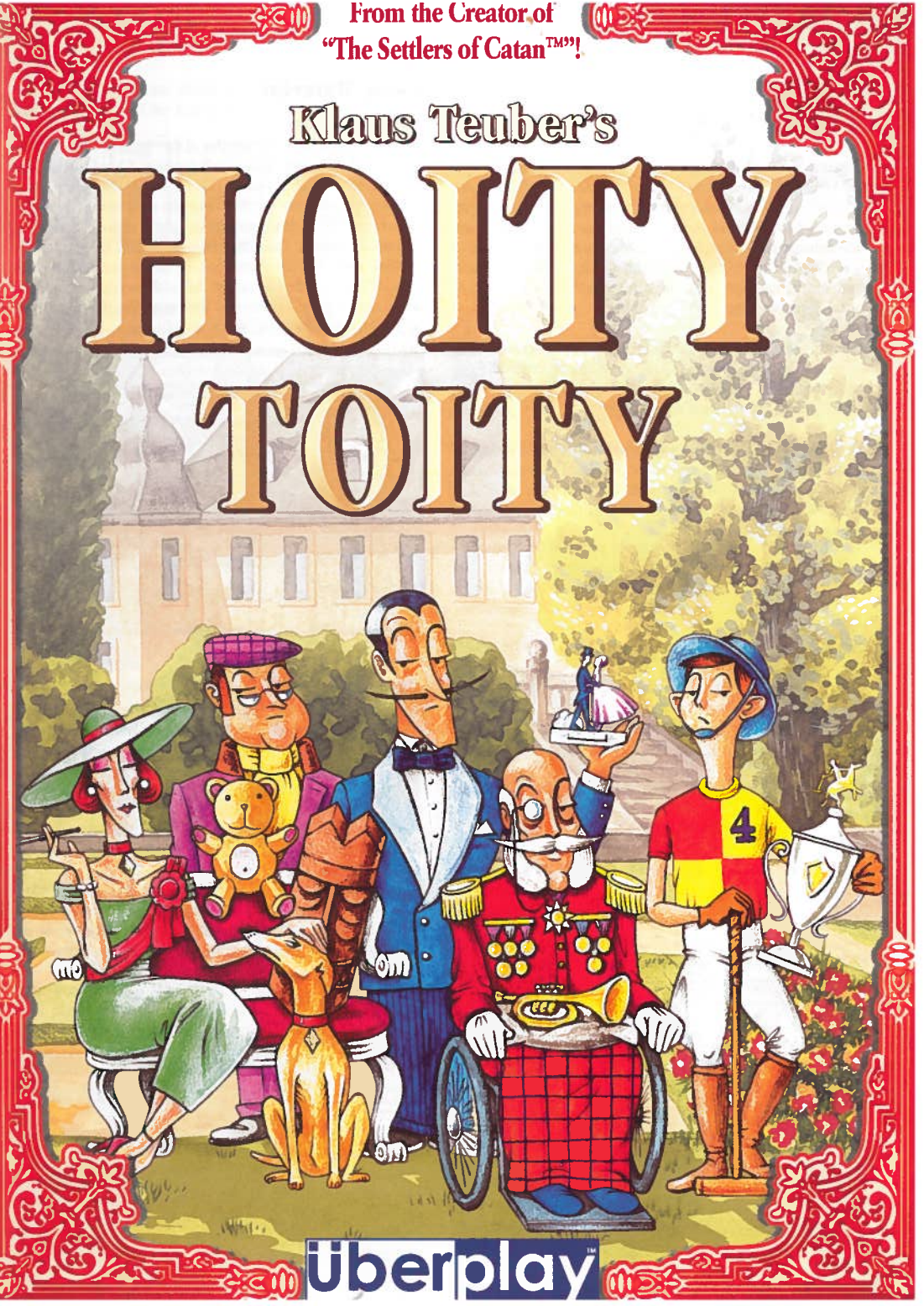


From the Creator of
"The Settlers of Catan™"!

Klaus Teuber's

HOITY TOITY



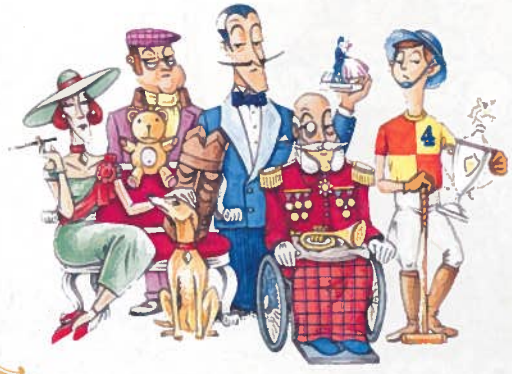
Klaus Teuber's

Hoity Toity (for 3-6 players, 12 years +)

Eccentricity is what makes the world go around. Well, your world anyways. As a member of the pretentious "Antique Club", you feel inexplicably compelled to outshine your other snobby friends. What you and your wacko group lack in refinement and true sophistication, you certainly make up for in lack of scruples. You are oddly convinced it is your destiny to become the antique collector with the most valuable collection - by using any means necessary.

Unfortunately, you aren't the only one without a sense of right or wrong. Your egotistical friends are also not above bluffing, trickery or even theft! Outwit your fellow snobs to become the most "Hoity Toity" of them all.

Klaus Teuber, the designer of the world famous "Settlers of Catan" series of games, received the prestigious German "Game of the Year" award for this classic in 1990. This intriguing game, which has sold over 1,000,000 copies in Germany, is enjoyed by people of all ages.



Game Material

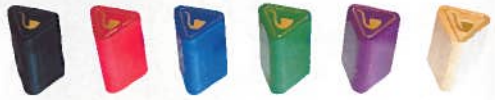
The Game Board

The game board shows the interior of the "Antique Club". Players start with their figures in the Club Room and head towards the prestigious Dinner Banquet. On your way to the Dinner Banquet, you will pass Castles where the exhibitions take place. In between the individual spaces, are octagonal areas that contain 2 numbers. The numbers indicate how far players may advance their figures. Now look at the center of the game board. There you see an Auction Hall with two display windows and a cash register. Further up the board lies the prison with six prison cells which detain arrested thieves.



Six Figures

The game contains six game figures with triangular shapes in the following colors: black, red, blue, green, purple, and beige.



12 Place Cards

There are 2 **Place cards** for each color, depicting a Castle and an Auction Hall. Pictured on each card are references to the actions that are possible at that location. The back of the Place cards display the number 1.



48 Action Cards

There are 8 Action cards in each color:

- 4 Cash Cards (total value of $50,000)
- 2 Thieves (showing the amount of expertise)
- 1 Detective
- 1 Exhibit

Action cards indicate which actions are possible at what places. The backs of the Action cards display the number 2.



51 Collectibles Cards

Collectibles cards show the objects of everyone's desire. These cards show all the different collectible items in six different categories (A-F). The ages of the objects are indicated on the top of the **Collectibles cards** - the older an object, the more valuable it is. Players use these cards to put together an exhibit.



Game Preparation

Pick a color

In order to determine a player's color, one player takes a Castle card of each color (total of six) and shuffles them. Place the cards face down on the table and have each player pick a card.

Take place cards and action cards

Each player now receives the rest of the cards in his color, i.e. the Auction Hall card and the 8 Action cards. If there are less then six players, the leftover cards are removed from the game.

Take your play figure

Each player takes the triangular play figure of his color and places it in the Club Room on the game board.



Hand out Collectibles cards

Shuffle the 51 Collectibles cards thoroughly and give each player four face down cards. Players may look at their cards. They then place the cards face down in front of them.
The remaining Collectibles cards are divided into two roughly equal sized stacks and placed face up in the two windows of the Auction Hall. This ensures that there are always two stacks of Collectibles cards to choose from.
Note: It is not permitted to look at the cards underneath the cards on top of the two card stacks.



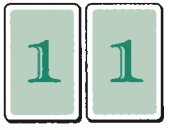
Game Play – Overview

The game is played in several rounds. Each round consists of four phases that are repeated in each subsequent round:

- ***Phase I (Where?):*** All players designate a place of their choice, either a Castle or an Auction House. They play a Place card (a card with #1 on the back) simultaneously to designate where they want to go.
- ***Phase II (What?):*** All players simultaneously designate with the Action cards (with #2s on the back) what action they want to perform at their chosen place.
- ***Phase III (Auction Hall):*** Players who decided to go to the Auction Hall play their action cards.
- ***Phase IV (Castle):*** Players who decided to go to the Castle play their action cards.

Game Play – In Details

***Phase I:* "Where"**



In this phase, all players decide **where** they want to go – either to the **Auction Hall** or the **Castle**.
Once a player has decided on which place to go, he places one of his place cards (with a 1 on the card back) face down in front of him. After all players have chosen their place cards, they flip them face up simultaneously. Now each player is aware of the place that the other players have chosen to visit. However, nobody knows what actions the other player will choose at those locations. This is revealed in the following phase.

Phase I: In a nutshell!
Either play an Auction Hall or a Castle card face down and then reveal your chosen place simultaneously with the other players.

Phase II: *"What"*

After having selected where to visit, (Place cards remain face up in front of the players), everybody chooses **what** action to perform at the chosen place. At this point, you can start to guess the intentions of the other players.



Here are the options:

Auction Hall



Players in the Auction Hall can
Either:
- acquire **one** of the two top Collectibles cards on top of the two stacks in the Auction Hall by paying for them with a Cash card

Or-
- steal cash from the cash register that the other players played on the same turn.

Note: The Detective may not be used in the Auction Hall.

Castle



Players in the Castle can-
Either:
- play an Exhibit card, granted that a player owns enough Collectibles cards to put on an exhibit (see below)...

Or-
- steal Collectibles cards from other players' exhibits with a Thief...

Or-
- arrest and jail other players' Thieves with your Detective.

How do you put on an exhibit?

You can put on an exhibit when you have a minimum of three Collectibles cards (no limit upwards) linked together in alphabetical order.



Example: The following Collectibles card orders are legitimate exhibits: AAA, AABBC, CDEE However, these card orders cannot be counted as exhibits: AB (too short), BCF (interruptions in alphabetical order).

Note: If you do not have 3 or more cards in a legitimate order, you may not play the Exhibit card.

Phase II: In a nutshell:
- You can play either the **Cash** or **Thief** cards in the Auction Hall.
- You can play either the **Exhibit**, **Thief** or **Detective** cards in the Castle.

Phase III: Play actions in the Auction Hall

Players who played the Castle card in phase I do not perform any actions during this phase and must wait until phase IV!

All other players now pick what Action card to play. They then lay their card face down next to their face up **Place card**. Once all players are ready, each person flips over their Action cards simultaneously.

Players who played a Cash card go first, followed by the player(s) who played a Thief.

1. Cash Cards



The player who played the largest amount of cash, takes one **Collectibles card** from **either one** of the Auction Hall windows. The acquired **Collectibles card** is placed with the player's other **Collectibles cards**. The player then places the **Cash card** face up on the cash register field.
All other players with a smaller amount shown on their **cash card** may **not take a Collectibles card.** However, they may take the Cash card back into their hand for future use in the game.

2. Thieves



If you played a Thief, you may steal the newly played Cash card from the cash register. The stolen cash may be used in any one of your future rounds of the game. If nobody paid any cash that round, the Thief leaves empty handed. Thieves may not steal cards that were placed on the cash register field in previous rounds.

Note: If more than one player played a Thief card, nobody receives cash!

Players take all Thieves played in the Auction Hall back into their hands, regardless of whether they were successful or not with their heist.

Finally, players conclude the third phase by picking up their Auction Hall place card and putting it back into their hand of cards.

Note: Should there be no Collectibles cards left for purchase after several rounds of the game, the game play occurs only in the Castle (described in the following section).

Phase III: In a nutshell!
- First, players flip their Action cards to a face up position.
- The largest Cash card purchases a Collectibles card.
- A Thief steals the newly paid cash.
- If multiple Thieves are played, nobody receives the cash.

Phase IV: Play actions in the Castle

All players who played the Castle card in phase I, now choose their action card. All players flip their Action cards to a face-up position simultaneously. Now, perform the three possible actions in the following order:


1. Exhibits


2. Thieves

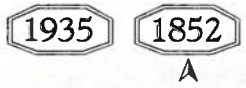

3. Detectives

1. Exhibits

All players who played the Exhibit card, must now display at least three Collectibles cards (in uninterrupted alphabetical order) that make up their exhibit. If a player can display more than one exhibit, chose only one to display.

If two or more players decided to put up an exhibition, they secretly combine the required cards and then all players reveal their exhibits at the same time. Be careful that nobody sees how many cards you will display for your exhibit before simultaneously revealing your collection to the other players.

Whoever has the most cards in her collection, automatically has created the most valuable exhibit. In the case of a tie, the player with the oldest object in her exhibit has the most valuable exhibit. After having determined the most valuable exhibit, identify the player with the second-most valuable exhibit. If only one player shows an exhibit, she automatically has the most valuable exhibit.



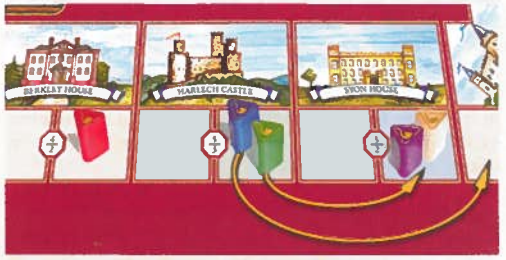
All exhibits, regardless of their value, remain openly displayed in front of the players until the end of phase IV!

The two players with the most valuable and second-most valuable exhibit may now move their triangular game figures forward along the Castles of the score track.

Important: The number of spaces that a player may advance on the score track depends on the position of the leading player on the score track. The field on which the leading player is positioned, houses a smaller octagonal space with two numbers in it. The higher number indicates how far the player with the most valuable exhibit may advance. The lower number shows how far the player with the second-most valuable exhibit may advance. Only the two players with the most valuable exhibits score points, the other players leave empty-handed.



Note: At the beginning, when all wooden playing figures are on the starting field of the Club Room, the two numbers in the octagonal space in the Club show how far the players with the most valuable exhibits may advance.



Example: The player with the blue playing figure has the most valuable exhibit. The two figures in the lead on the score track, beige and purple, are positioned next to the octagonal space with the numbers 3/2. Therefore, the blue figure advances 3 spaces. Player green, with the second most valuable exhibit, moves ahead 2 spaces.

2. Thieves



The action of the Thieves are resolved once the players have received their scores for their exhibits. Each player who played a Thief card in the Castle may take **one Collectibles card** of their choice from the exhibit of **each** player. This is a tricky way to build your collection, in addition to acquiring Collectibles cards from the Auction Hall!

If more than one player played a Thief, the Thief with the highest number, indicating years of experience, steals first - followed by the Thief with the next lower number and so on.

If no player put on an exhibition that round, the Thieves leave the Castle empty handed.

3. Detective



After all the Thieves have taken their bounty, Detectives come into play. If at least one Detective has been played, all Thieves automatically go to jail – regardless of whether they have stolen something or not. Even though the Thieves are jailed, players who played Thief cards still retain the stolen Collectibles, so their bounty remains safe.

If at least one Thief was played, **players who played Detectives** look where their playing figures stand on the score track. The player who is most ahead on the score track may advance by one field. The player in second position may advance 2 fields, the player in third position may advance 3 fields and so on.

To sum up, every player who played a Detective, and if at least one Thief was played, moves ahead the number of fields that corresponds to his position relative to others on the score track.



Example: A Thief was caught and arrested. Players red, green and purple played their Detectives. Red may advance one field, Green 3 fields and purple 4 fields.

Of course, if no player played a Thief in the Castle, players who played Detectives are not rewarded.

The Prison

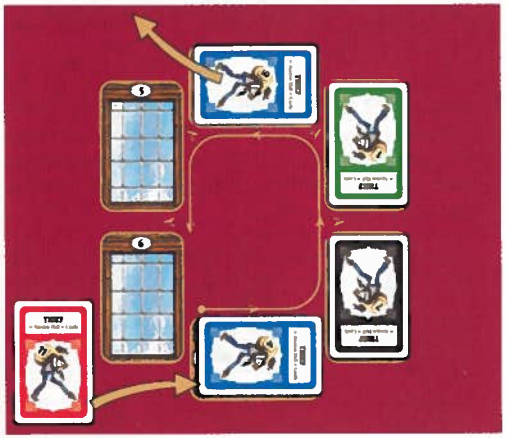


All arrested Thieves end up in jail at the center of the game board. The Thief who was caught first, enters cell number 1. Whenever a new Thief enters the jail, all Thieves already in jail, rotate up to the next cell number.

If two or more Thieves are caught in a game round, they all go to jail - Thieves with the lowest numbers enter first and then Thieves with the highest numbers last.

The number of prison cells corresponds to the number of players in a game. In a six-player game, all prison cells 1 through 6 are used in the game. In a five-player game, only prison cells 1-5 are used, and so on.

Once a Thief moves out of the last prison cell, because of new Thieves entering the prison, the player who owns that Thief takes the card back into his hand. The player who regained his Thief may now use him again in future rounds.



Example: In a four-player game, a new Thief is caught and enters prison cell 1. All other previously jailed inmates move on to the next prison cells. The illustration below shows how the Thief with the number 9 leaves the prison as the Thief with number 11 enters the first prison cell.

Note: Thieves that are played in the Castle apply only in the Castle. If they are not caught by a Detective, players take them back to their hands at the end of the phase. Thieves that are played in the Auction Hall (in game phase III) count only there, and players take them back into their hand of cards at the end of phase III. In other words, a Detective played in phase IV cannot arrest Thieves played in phase III.

Players finish phase IV by taking their Place and Action cards back into their hand of cards. Players who displayed an exhibit, places the Collectibles cards back in front of them (face down).

Phase IV: In a nutshell!

- Players reveal their action cards.
- If multiple players put on an exhibit, they reveal their exhibits simultaneously.
- The two players with the most valuable exhibits score points.
- Thieves may steal one card from each exhibit. Thieves with higher numbers may steal before Thieves with lower numbers.
- Players with Detectives send all Thieves to jail and score points. The points they get depend on their position on the score track.
- The number of players determines how many jail cells are used in a game. For instance, in a four-player game, only four cells are used.

- Thieves rotate through the cells as new Thieves enter the prison. They are released from prison when they leave the last cell.

End of the Game!

Game play continues until one player has reached any field on the big Dinner Banquet.



Then, players receive one last chance to score their exhibits. Each player puts on the best exhibit that he can produce. The player with the most valuable collection receives 8 points on the score track and the player with the second most valuable exhibit scores 4 points.

After this final exhibit, the player who is the farthest ahead on the score track wins the game. If two or more players are tied (i.e. on the same scoring field), the player with the most valuable exhibit wins the game.

Here is a recap of a typical round in the game:

We are eccentric collectors who collect everything from chamber pots to pipes! Each of us has two Place cards and several Action cards.

And here we go! First, we all display our Place cards facedown and reveal them at the same time. O.k., so Jeremy and Molly decided to go to the Auction House, while Emily, Guido, Matt and Alisha decided to go to the Castle.

What is happening in the Auction Hall?
We play our Action cards simultaneously and reveal them. Jeremy put down some cash and acquires that hoity-toity chamber pot that he always wanted to own! Molly played a Thief and steals the cash that Jeremy just put on the cash register.

Now, let's take a look at what's going on in the Castle. Matt proudly displays his exhibit and scores a large number of points. Emily and Guido played their Thieves and use them to steal the best pieces from Matt's exhibit. What a bummer! Alisha triumphantly uses her Detective to jail Emily's and Guido's Thieves and scores even more points than Matt!

As you can see, reverse psychology hides behind reverse psychology in this game. Your heart will be racing at high speed – not that others would suspect that – after all, a hoity-toity façade is a perfect cover for a bluffing genius like you!

Note: The game is most fun, when you play with 3-6 players. However, an optional 2-player game has its own tactical appeal. You will find comments on the 2-player game below.

Rules for two-player games:

1. The Surprise Variant
Both players decide to play a Place and Action card at the same time (phase I and II together). They choose the cards, put them face down in front of them and reveal them simultaneously.

2. The Confrontation Variant
Place cards (phase I) are omitted. Both players are always at the same place, whereas the place changes from round to round. In the first round, both players are in the Auction Hall, in the second round both players are in the Castle and in the third round, they meet in the Auction Hall again and so on.

As a reminder to both players, the place is announced before both players play their Action cards.

Credits:

Game Design: Klaus Teuber, creator of the world famous "The Settlers of Catan™" game line
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Illustrations: Tanja Donner

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Not appropriate for children under 3 as small parts may be swallowed