

The Status Game™ Complete Manual



DESCRIPTION: The Status Game™ is a card game for three or more players that simulates dating and ultimately a permanent relationship. Like dating it is all about status and the ups and downs in life that shapes us.

Go through life having ups and downs (taking and discarding cards each round), try not to get caught up in extremes (choosing a card that turns you into a fanatic), date others (asking another player to date) to find The One (ask a player you are dating to be serious), and don't get too changed by your relationships in the process (player you are dating breaks up and takes/gives a card). And meet someone before you're too set in your ways (you collect too many permanent cards) .

GOAL: To be the first one in a Serious Relationship with someone whose status is higher than yours. They > You.

SETUP: Separate Rule and Gender cards. Shuffle and pass out Gender cards to players face up. Dealer deals Five (or seven) cards to all players, face down. Review your cards, add up status so you have a good idea of how much you have.

GAME PLAY: Left of dealer goes first. Choose card and discard. This process simulates passing of time and ups and downs of life. You can only have Five cards in your hand at any given time, which means the more permanent cards you accumulate the less room you have for temporary cards and the more set in your ways. All cards are discarded and that discard pile is eventually reshuffled into a new deck unless otherwise specified. The cards in your hand simulate your time you have for things you do in life, including dating.

RULES:

- You can only keep FIVE cards in your hand at any time. If you want another card you have to discard one.
- If someone wants to date you, you can say yes or no (unless you have a Rebound card). Both of you must place one card face down, showing that you both have less time for other things. Do not forget what the face down card does to your status - it is still present.
- Permanent cards are stuck in your hand, so if you have FIVE permanent cards then you have no time to date
- Table cards are seen by everyone and don't count against your time, and are usually apparent things, like attractiveness, etc.

OPTIONS: Accumulate cards to raise your status as high as possible while also making sure you have enough time to date (some cards give status while removing time).

- You may play a FLIRT or HARMLESS COMMUNICATION card *at any time*, even when not your turn.
- You may ask someone out by saying "I want to go out with you" or "I want to date you" or any variation of that.
- To attempt to win the game you must ask someone you are already dating, "Let's be serious" or "Let's get married" or "Be my seper special monogamous girl" or any variation. It's up to you. It can be as awesome or as lame as you typically are.

Dating: Ask another player out. When you ask them out the following happens:

- **They say yes** - Now you both are dating, and every time either draws a new card (and discards one) you must show it to the other person before you put it in your hand. This is called The Relationship Filter. This allows them to get to know you, but doesn't reveal everything about you. If you draw a really bad card they have the option to break up with you. "I left Doug when he became a sports fanatic." The following cards are immune to this: **Flirt**, **Harmless Communication** and **The Time Is Right**.
- **They say No.** You were rejected and you both move on. However, if that player at any time comes back to you to date you (and enter a relationship) you have a +2 to your status for them only
- **To date someone you must make room in your hand for them.** If you have FIVE cards, you both must take one of your *temp* cards and place it face down on the table in front of you. You both get to see what you gave up. Those two cards remain face down as long as you are dating, and counts as one of your hand cards and against your count. Unlike other table cards. This simulates the extra time/effort of having a relationship. You don't get the benefit the card gives you but must keep it around to show everyone you are dating.

The Time is Right - This action may end the game for you and everyone else. You must already be dating someone to use this card. You will either cause the person you ask to win, or you will win, but only if they say yes. You must possess a Time Is Right card to ask for this. If you don't draw one the time may never be right and you'll never be able to move past dating only, unless they ask you.

- **They say no.** You can continue to date them, or you can say "Fine" and break up with them at that moment. You are always free to break up with someone when it is your turn.
- If **they say yes**, then you both lay down your cards and compare status. Whoever has the higher status wins, as they have successfully entered into a serious relationship with someone of higher status. Congrats you lucky bastard. Players can then say "Why is he with her?!" and "She's too good for you!"

Breaking up - If you are dating someone and decide to break up with them, you can do this on your turn. Tell them whatever you like. You have two options.

- You can be **kind/neutral** about it - In this case you can simply move on, no hard feelings. You stop dating and that's it. You can say anything positive you want, or nothing. Things like "I think we are better friends than lovers" or "I just need alone time" or "meh, it's all good."
- You can be **mean/dramatic/final** about it. Doing this observes the hurt-them-before-they-hurt-you rule. If you have a **Baggage** card you can give them one of your undesirable cards, even permanent ones. If they have no room they must discard one of their temp cards to make room. You can actually give them the baggage card if you like instead of being mean. At which time they also have to discard a temp card if they have no room. This simulates your ex picking up a bad habit from you because of your bad influences.

In any event you then both return the face down card back to your hand and you have recovered the time from dating to have more personal freedom (also known as loneliness).

Getting hurt by putting yourself out there: If you ask someone out and they say no, then they are allowed to take any one of your cards, permanent, or otherwise, and either take it for themselves or discard it. They do this by blindly picking from your hand (they are not allowed to look).

They can mess you up and take a card randomly in the hopes that they take something good, thus emotionally scarring you. Or they can have been a good influence on you, and in that case they can attempt to remove a bad card from you and discard it. If they pick from your hand and get a good card, they can choose to give it back. They can say "I always liked this about you." or, if they choose a bad card, they can discard it for you and say "I know you're better than this."

If they take a card they are free to take it as their own, discard it, or just give it back to you. They can only do this once.

They can simply say "no thank you" however, and not mess with you.

Being Set In Your Ways: The longer the game goes on the more you'll accumulate permanent cards. The more permanent cards you have, the more set in your ways you are as you only have so much room for change.

Dating more than one person at the same time: You can date more than one person, thus increasing your odds, but that means you have to show each card you choose/discard to BOTH people as The Relationship Filter applies to both. No, there's no way to keep the relationships secret from them both - you're just simply dating.

Optional Rules:

You may use any or all of these optional rules. Feel free to adjust game play to suit you and your group. Sometimes it's nice to have a manual to show players, and when you cite a rule that will usually shut them up. There's always one, am I right? However, if you create a new rule, or discard one because it just sucks, that's great! I'm not omniscient, yah know?

- Allow players to keep SEVEN cards in play at any time, making it a little easier to date and harder to become set in your ways.
- Only allow players to say "no" and not take cards from the dating player they rejected. This will reduce the randomness and make it easier and less treacherous for players to ask others out.
- Allow players to pick their Gender cards
- Assign Gender cards either by matching genders or forcing the card of the opposite genders on them. Boys have to be girls, vice versa.
- Keep one ONE The Time Is Right card in play.

If you come up with a particularly great rule or modification, feel free to submit it to info@thestatusgame.com. Our team of Fungineers™ will pour over it, playtest it with thousands of randomly selected participants, and possibly include it in the next set of rules. If it is accepted and deemed worthy one of these things will happen a) You'll receive a free game as a reward, b) you will be featured on this web site, including a picture of you, a list of hobbies and a picture of your cat or c) you will bask and or wallow in the satisfaction that you helped.

Kinds of cards

Gender card: Choose a gender, and then place it face up in front of you. Table card.

Rule cards: Sort them out, helpful to get things moving when you are too lazy, er, cheap, er... um, you don't have this extra manual.

Permanent Cards

These cards, once drawn are permanent and part of who you are, they are long lasting effects.

Temporary Cards

These cards come and go and can be discarded in place or other, presumably better cards.

They simulate your experiences and the various places you are in life.

Special Cards:

Special cards alter reality for you and are usually used and discarded, like a life changing experience.





Set in your ways: If all of your cards are permanent you no longer have room for anything new. You can continue to try choosing a card, but only a life changing event, or addiction is going to make a difference. This also means you do not have time or energy to date.

STRATEGY: To build up your worth, but still find someone who has a higher status. The higher your perceived status, the more likely you will be asked into a serious relationship. So build your perceived status but don't let it get too high. The more you date, the more options you have for a relationship, but the more chance you will get hurt.

Note that who you are at any given moment changes. That's why one moment you can have young children, then none at all, then young children again.

Kinds of cards:

- Temporary - This card can be discarded on your turn, and is normally kept in your hand
- Table - this card is kept on the table face up unless otherwise noted does not count against the total number of cards you are allowed to have
- Permanent - this card cannot be discarded unless a life changing event occurs
- Special - neither a positive or negative (typically), this makes changes to reality

ICON	NAME	DESCRIPTION
	Permanent	Permanent. This stays into play forever and cannot be discarded. However, these cards can be discarded in the event of a Life Changing Event (or other card that specifically mentions this card)
	Temporary	The effects of this card are temporary. This usually means this card can be discarded when it is your turn (unless otherwise specified)
	Status	The number that appears on the card shows the effect this card has on your status. Can range from -5 to +5. Some cards do not affect status.
	Special	This card has special properties and we want you to know about it, man! Whatever this asterisk is found next to has an exception, like a permanent card that may not be permanent for some people, etc.

The Cards - Extended Descriptions

These expanded descriptions give you more depth top the card, and a better understanding of how they play a part in dating.

Male



Choose your gender at the beginning of the game. Men suffer from a perpetual reduction in status; they are the default and through assumptions they come out on the bottom. Be the aggressor but don't be aggressive. Do the majority of work through Chivalry but treat her as an equal. No means no. The gender card is placed on the table for all to see. Unlike some places you've read about, genders in this game are permanent. Unless you'd be willing to buy a booster pack?

Female



Choose your gender at the beginning of the game. Women enjoy a perpetual status boost, just for being women. They automatically get the benefit of the doubt and almost all assumptions are positive. No means no, unless you wanted it to mean yes. The gender card is placed on the table for all to see. Issues with binary genders? Write your ideas/outrage on a \$100 bill and send them to...

Woman's Group



Belonging to a woman's group can help you to be empowered, increase your self esteem, fight sexism and waste a lot of your time. Can only be used by women who are all inclusive. No there's no men's group.

Young Kids



You have young kids to deal with, which can take a considerable amount of time on your part. This is temporary, as they do grow up, requiring less time as they seek their independence. For purposes of the game this is permanent however, unless you get a Life Changing Card. But in the meantime don't step on a Lego.

Recent Injury



Your injury has caused you to stop participating in sports and working out, and it shows in the mirror. Don't worry, it's only temporary, but you must discard all workout and sports cards when you receive this. The good news is you have a lot more time.

Time to eat, to snack, to drink.

You're Hilarious



Everyone wants someone who is funny, right? Well, women all want a funny guy ... *if he's also attractive*. Men? Um, no. No effect on women, even if they are funny. Men had to learn to be funny to engage women for the last 20,000 years. If you are attractive and male, +3. If female, no effect. Yes, even if you talk about your vagina. Vagina!

Rebound



Your recent breakup, which wasn't your doing, has put you in a special place. By 'special' I mean you'll say yes to anyone who asks you to date. If you are already dating then this is the end of this relationship for now. You must tell the person you don't want to be together and that they shouldn't worry because "It's not you, it's me." Discard this next round if you wish. Most people will not want to date you coming off a rebound. It does however give you lots of time to date, because that's all you think of (and talk about) now.

Life Changing Event



This event is so profound it allows you to make a changes in your life, even to seemingly permanent things. Because of this, you may discard any card you wish on your next turn, including permanent ones. When you discard the bad card this becomes a table card for one round (and counts as a hand card), then gets discarded. When it becomes a table card you must announce what the event was. "Because of that bout with obesity I gave up being a workaholic" etc. Can also be used to make kids grow up, conquer addiction and make exes handle 50% of the parenting if needed.

Harmless Communication



You're just talking to your friend, via text, or on the phone, or at your car, or in the mall. If it looks suspicious then maybe they should look in the mirror, am I right? Hand this card to anyone you want at any time, even if it is not your turn. If they are dating this card is immune to the filter-things-through-me rule, because it's just harmless communication. They must accept the card and smile. Immune to prying eyes of girlfriend/boyfriend. This allows them to discard one of their temp cards even if its not their turn. They Must discard this card on their next round.

Flirt



Wink, nudge, that sort of thing. You're flirting with someone. Give this to anyone at any time, whether they are dating or not. If they are dating this card is immune to the filter things through me rule. They must accept it and smile, just like the Harmless Communication. Huh, that would make it sort of easy to confuse the two. This allows them to discard one of their temp cards even if its not their turn. The added bonus is that if YOU ask them out while they are holding this they must say yes. They must discard this card on the next round.

Workaholic



Dude, take a break. You're married to your job, which is why there's no room for another spouse. If you have any job cards they become permanent. If you have no job cards then you can discard this next round.

Heart on sleeve



You wear your heart on your sleeve. Awww, how noble and naive. Table card for all to see. You can discard at your next turn. Until then you must show your hand to anyone that asks at any time. But I'm sure no one will take advantage of this, right?

Retail Therapy



You need a little therapy now and then, and retail therapy is the best! As long as you hold this card you will have better status with all the new clothing and style. Plus reduced stress with all those lattes along the way. Yum! Who cares about the cost?

What could go wrong?

Bad Job



You have to make a living. How did you get here? Keep working at it and someday things will get better. Your boss is calling... Oh, YES Your Majesty. However, if you are lucky enough to be Really Attractive then this becomes a temporary card, because beautiful people don't have to work hard.

Baggage



Not luggage, baggage. We all have it. It's your awareness of it that makes the difference. Can you learn from it? Or better yet, can you cause someone else to be burdened by it. Well, that's exactly what this card does. Draw this card, then keep it in your hand. If someone breaks up with you, use this card to make one of your undesirable cards theirs or just give it to them. Now you are harboring ill will. Neat.

Sports



Baseball, football, basketball... Who doesn't play sports? It keeps you fit and social... Unless you only watch sports, then it makes you fat and argumentative. But at least there's beer.

Just don't become a fanatic.

The Time Is Right



Finally! You can finally move forward in this relationship. Use this card to ask someone you are dating to be serious/get married. You may be about to win the game, or help *them* to do so. If you are not dating anyone you must discard this card on your next turn and sigh heavily. No, seriously. Immune to the prying eyes of your girlfriend/boyfriend. Who doesn't like surprises? Even if you're not holding this card for *them*. You dirty dog.

Addiction



Dontcha just love carrots? I can't get enough?! When I say "carrots" I mean "heroin." Causes you to discard the following: Wealthy, Really Attractive, Good job cards. They must be discarded on the next round. If you have more than one then discard one on the next round, and one on the round after, etc. as things fall apart. Can be counteracted by Life Changing Event

Wealthy



You are indeed a wealthy individual. And when I say that I mean you are enriched by the important things in life; not trivial things. You know, important things like a sexy sports car or two, a giant house, the ability to take long lavish vacations, buy really expensive clothing, etc. This of course wouldn't affect your status to anyone though right?

Tall



Women aren't heightests, honest. As long as you are a foot taller while they are in heels, that is. You're tall, so your status with women is great, even though you may be a jerk. Bravo, arbitrary genetics! And it has nothing to do with most of them having Daddy issues. If you are a woman then it can be a disadvantage finding tall enough men, and some men are intimidated by your height. What a bunch of heightists!

Good Job



You have a good job and or career - you make a good amount of money and have job satisfaction. This job enhances your life. If you draw this while you have a bad job, that card is immediately replaced by this one. Congrats, Dr. Ferguson.

Workout / Athletic



Keeping healthy increases your status, plus you get to wear those wicked t shirts and grunt a lot. I forget what they are called. Also, food in powder form is delicious. May hold multiple workout cards. Immune to Sports Fanatic effects but subject to Workout Fanatic.

Sports Fanatic



Causes all your sports cards now and in the future to become permanent. This simulates the danger of getting addicted and over doing it with activities. If you aren't holding any Sports cards this goes back into the deck next round. Hurray Chess!

Workout Fanatic



Causes all your workout cards now and in the future to become permanent. This simulates the danger of getting addicted and over doing it with activities. If you aren't holding any workout cards this goes back into the deck. Hurray gentle, non taxing, no strenuous walking.

Insufferable



Those who know things sometimes won't shut up about them, because hey, they know stuff. If you draw this card while holding a life changing card it becomes permanent (and a table card). You have so much to tell, maybe write a book? Or develop a stupid card game.

Full Time Parent



You've done the right thing and rescued your kids from the jaws of stupidity, alcoholism, drugs and/or laziness. Your reward is to have almost no time. Congrats. And if you are a man, it's probably something you did wrong. When this changes it will be a Life Changing Event, eh?

Really Attractive



Man you're hot. Not sure why but... man. Probably genetics, luck, etc. Looks are fleeting though, and stress, or other changes can affect it so this is only temporary. You're so lucky. Surely this will not cloud the judgement of everyone around you. Everything is looking up... Unless of course you become serious high maintenance... But then maybe some people like that?

High Maintenance



Give me an M, give me an E. What's that spell? Damn right. You are really important. If you are also really attractive then both of these cards become permanent, leaving less time for anything else. But then, what else is as important as you? Oh, yeah, if you're holding a retail therapy that also becomes permanent. You think I wake up like this??

Long distance



If asked to date while holding must say yes, sucoones face down table card. Both must give up one card in hand and have max of 4 cards. If selected while dating relationship ends.

Long distance relationships can work! Really they can. Sure you can't pop by after work, and always have to plan everything, but it's great. If you're holding this card when someone asks you to date you must say yes and you must lay this down face up and it becomes a table card. both of you have one less card max, and two times the stress! They have to immediately discard one card.

Special Diet



People really need to understand the importance of the thing you eat, or avoid eating. Am I right?
This time I actually mean carrots

If people only understood not to eat that thing! OMG. Or rather, if they would just eat that really expensive rare thing that we need, right? Who cares if it contradicts what you said last week, or laws of chemistry and/or physics and there's no data. It makes you feel better - better about being different, and better than those other people.

Ugh. You don't get it.

Disclaimer: The Status Game™ is meant to be an entertaining and inexpensive card game, and you should probably buy two or three of them. Any resemblance to real life and how actual dating works is completely intentional and due to intense research and an awful lot of thinking by someone with obsessive problem solving abilities who sees systems in everything he looks at. I'm sorry.

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Suggestions and comments can be forwarded to info@thestatusgame.com

Complaints? Write them on the back of a \$100 bill and... Oh that's right, I used that one already. It's still funny though.