

RULEBOOK

FRIENDS IN HIGH PLACES

AN ART SOCIETY EXPANSION



Win over your well-connected peers to earn their favours and rewards. Each prominent friend - the Curator, the Critic, and the Socialite - introduces a different element of the art world. This expansion is fully modular, so mix and match: play with all three or play with only one or two.

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Art Society. Friends in Hight Places
Rulebook version 1

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OVERVIEW

Set up Art Society exactly as described in the base game rulebook. Then add the components and observe the rules of each chosen module as described below.

All expansion rules are observed in addition to the normal base game rules.



Whenever you return paintings to the box because of an ability, put them in the back of their respective section.



Unless stated otherwise, all paintings and decor gained from expansion effects are placed following the normal gallery wall and assistant rules.



THE CURATOR

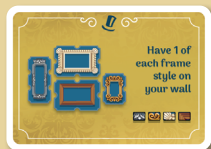
The Curator recognises standout collections and grants special abilities to players who achieve a shared objective.

SETUP

1. Randomly select 1 Curator objective card and place it face up in the centre of the table
2. Randomly select a number of Curator ability cards equal to the number of players +1.
3. Place these ability cards face up in a row next to the Curator objective card.

2 player game example:

2 +1 Curator ability cards



1 Curator objective card



HOW TO PLAY

The Curator objectives are checked immediately after a painting is placed on a gallery wall.

When a player achieves the objective shown on the Curator objective card, that player immediately chooses 1 Curator ability card.

If multiple players achieve the objective in the same round, they select the abilities in order from highest to lowest bid.



Once chosen, a Curator ability card is placed face up on the top right corner of your player board.

As indicated by the icon on the top left of the Curator ability cards, some abilities can be used

for the rest of the game, while other abilities are one-use only. Flip those cards face down once the ability has been used.

one-use only
(flip after use)



HIDDEN BID

ongoing effect



INFLUENCER

Curator ability cards may not be traded between players.



THE CURATED EXPERIENCE

Instead of selecting Curator ability cards at random, players may choose an agreed-upon set of Curator abilities before the game begins, or use one of the recommended combinations below.

Select the appropriate number of cards from left to right, based on the number of players:

“CURATOR’S FAVOURITE”: Low Ball, Curator in your Pocket, Modern Art, Influencer, Picky Buyer

“AUCTION VETERAN”: Hidden Bid, Art Handler, Auctioneer’s Favour, Auction Reshuffle, Blackjack

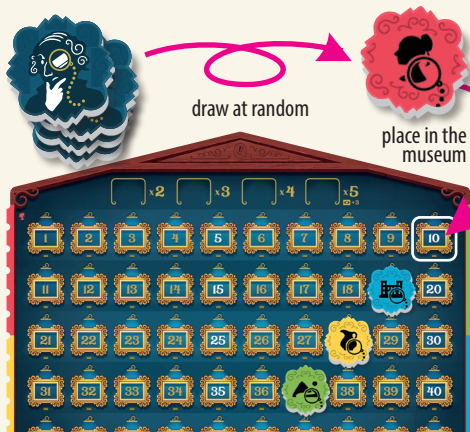
“DECORATED”: Art Cabinet, Trinket Aficionado, Décor Aficionado, Decorateur, Imitator

THE CRITIC

The Critic reflects the art community's shifting tastes, awarding bonus points at key moments in the game, when certain painting types come under review.

SETUP

1. Randomly place the 4 Critic tokens on spaces 10, 19, 28, and 37 of the museum score track, with the painting type icon facing up.



HOW TO PLAY

When any prestige marker on the score track reaches or passes a Critic token, the Critic immediately awards points. After scoring these points, remove the Critic token from the museum score track.

Each player scores points for each painting on their gallery wall of the type shown on the Critic token - not the prestige marker that triggered scoring. Place your scoring token on the museum score track.

Player scoring tokens may tie and also share a space with a prestige marker.



- **FIRST CRITIC:** 1 point per painting
- **SECOND CRITIC:** 2 points per painting
- **THIRD CRITIC:** 3 points per painting
- **FOURTH CRITIC:** 4 points per painting



THE SOCIALITE

The Socialite rewards players who impress their peers, turning successful displays into a choice of rewards.

SETUP

1. Select 4 Socialite cards, either at random or pick favourites chosen by all players, and place them face up in a row in the centre of the table.
2. Remove all Socialite reward tokens showing a number that is higher than the current number of players.
3. Shuffle the remaining Socialite reward tokens face down.
4. Reveal and place tokens from left to right in the spaces at the bottom of the Socialite cards.

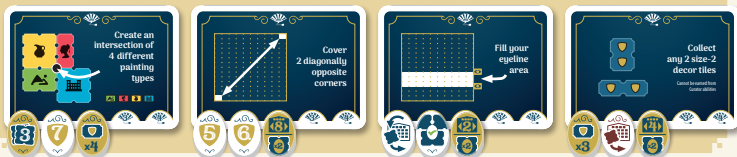
reward token backs:



- a. Place reward tokens on each Socialite card equal to number of players + 1
- b. **Do not place more than 1 token of the same type on the same card**, except Point tokens (see “Socialite Rewards Index”). If a duplicate is placed, swap tokens between cards until no card has duplicate token types.
- c. Return unused tokens to the box.



2 player game example:



HOW TO PLAY

Objectives are checked immediately after a painting is placed on a gallery wall.

When a player achieves an objective on a Socialite card, they immediately choose 1 of the reward tokens from that card and place one of their player tokens on that space.

If multiple players achieve the objective in the same round, they select the reward tokens in order from highest to lowest bid.



Players may not choose rewards from the same Socialite card more than once.

RESOLVING SOCIALITE REWARDS

Reward tokens grant a one-time benefit. Return the token to the box after use. Unless stated otherwise, rewards resolve immediately before the round ends.

Some tokens grant actions that may be used later; players may keep those tokens in front of them until they decide to use them.

Tokens with a white background may be used later.



END OF THE GAME

The end of the game is always triggered as described in the base game rules, regardless of which expansion modules are in use (whether using one, two, or all three). Finish the current round, then score the game normally, including all expansion effects.

The player with the highest total score wins. Ties are resolved using the base game tiebreaker rules.

SOCIALITE REWARDS INDEX



Tokens with a golden background must be resolved immediately.

DECORATIONS

Take single decor tiles with a total shield value of the number shown.



FREE PAINTINGS

Draw 2 paintings of the shown prestige value from the box. Select 1 to keep and return the other to the box.

If there are fewer than 2 paintings of the printed value available, instead draw any 2 paintings from the box that fit on your wall.



PUBLICITY

Advance or reduce the prestige marker of any 1 painting type by the number shown, following all normal prestige rules.

OR

Immediately place the token on a painting on your wall. This painting will score twice during final scoring (including the Eyeline Bonus). A painting may not have more than one of these tokens, and kept tokens may not be used later to advance or reduce prestige.



POINT TOKENS

Keep this token near your player board.

At the end of the game, score the number of points shown on the token.



MUSEUM EXCHANGE



This action may be used later. When the player acquires a painting, they may exchange it with any painting in the museum. This does not affect prestige.

MUSEUM LOAN



This action may be used later. The player may take any 1 painting from the museum and place it on their gallery wall or give it to their assistant. This does not affect prestige.

NO FAUX PAS



This action may be used later. This token may be placed on an intersection or connecting side of paintings that are part of a faux pas. The paintings touching the No Faux Pas token score normally at the end of the game, ignoring the FauxPas rule.

At the end of the game, each unused Museum Exchange, Museum Loan, or No Faux Pas token a player holds scores 2 points.

