



Buying and selling paintings is a very lucrative business, at least that's what Hollywood's led us to believe, and that's the premise of this game.

Modern Art lets the player assume the role as an owner of a famous art gallery. It is a game of gaining as much profit as possible by auctioning master pieces created by five great artists. To win the game, you will want to sell your paintings to the highest bidder. Sometimes you bid and buy the paintings sold by the others. It is wise to bid on paintings that will eventually increase in their value. After each auctioning round the paintings are sold based on their market price at that point in time. Test your insight by discerning the most expensive art.

OBJECT OF THE GAME

The game consists of four auctioning rounds. In each auction, the highest bidder pays the Auctioneer for the painting cards he has won. At the end of each round, these paintings will be sold. After fourth round, players count up how much money they have earned. The winner is the player with the most money.

COMPONENTS

- 1 double-sided market value board (featuring Western and Korean artists)



- 12 market value tokens



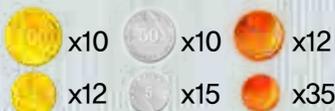
- 5 player screens



- 1 wooden mini easel
- 1 gavel with pedestal



- 94 money coins (in denominations of 1, 5, 10, 20, 50, and 100)



- 1 bag



- 70 Western painting cards



- 70 Korean painting cards



- 1 rulebook

Note: This game comes with printings of two different art styles. This rulebook is based on the Western painting cards. However, you are free to choose the set of painting cards you prefer to play with. Just remember to flip the market value board to the side displaying the proper accompanying art work.

SET UP



- Place the market value board in the middle of the table.
- Shuffle the painting cards well and deal them out based on the number of players.
 - 3 players: 10 cards per player
 - 4 players: 9 cards per player
 - 5 players: 8 cards per player
- Place the remaining cards in a pile near the market value board and accessible to all players.
- Distribute starting money. Each player starts with a distribution of coins valuing 100. Remaining coins should be placed in a supply accessible to all players near the market value board.
- Give a player screen to each player. Players should keep their coins hidden behind their player screens until the end of the game.
- The youngest player receives the gavel and pedestal and begins the game as Auctioneer.

GAME PLAY

Flow of Auctions

Every auction begins with the Auctioneer and proceeds clockwise. The Auctioneer places one of his painting cards to the table, which triggers the start of the auction.

An auction flows as follows:

- The icon displayed on the painting card played by the Auctioneer determines what type of auction it will be. This also determines what rules will be implemented for the auction (see Types of Auctions below).
- When bidding, a player must bid at least a minimum value of 1.
- When bidding, a player's maximum bid may not be more than the value of coins hidden behind his player screen.
- The highest bidder wins an auction.
- The winning player pays his bid to the Auctioneer, then places the card he won in front of his player screen so it is visible to everyone. There are some special cases:
 - If the highest bidder is the Auctioneer, he pays his bid to the coin supply and then places the painting card he won in front of his player screen.
 - If no one bids, the Auctioneer wins the painting card for free and places it in front of his player screen. (Fixed Auctions are the exception; see Types of Auctions below).

Types of Auctions

There are five types of auctions in the game. The icon on the upper left corner of the painting cards denotes what kind of auction will be had, as well as what rules will be enforced.

Let's take a detailed look at what these types of auctions are:



Open Auction As soon as the Auctioneer plays a painting card to the table for bidding, all players (including the Auctioneer) can make bids for it. There is no turn order to be followed, and bids are made by simply stating a bid value out loud. The auction will end when no players state a higher bid. If no player makes a bid at all, then the Auctioneer gets the painting card for free.



Once Around Auction Although the Auctioneer will reveal a painting card for bidding, it is the player to the left of the Auctioneer who begins the bidding for this type of auction. Then, going clockwise around the table, all other players will only be given a single chance to place bids. The Auctioneer always gets the last chance to bid.

Players may only bid or pass. To make a valid bid, it must be higher than the bid made previously. Otherwise, a player must pass (thus making no bid).

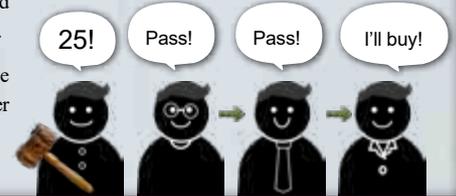
Once the Auctioneer bids or passes, the auction will end. If none of the players make a bid, then the Auctioneer will get the painting card for free.



Fixed Price Auction In this type of auction, the Auctioneer starts the auction by stating a sales value for the chosen painting card. This serves as the fixed price that a bid must match in order for the painting card to be obtained. The fixed price may not exceed the monetary value the Auctioneer has behind his player screen.

Starting from the left of the Auctioneer, each player will get a chance to agree to pay this fixed price or pass. If a player decides to pass, then the next player is given the same chance with the same set of options. If a player agrees to pay the Auctioneer's fixed price, the auction is over.

If no player matches the fixed price, the Auctioneer **MUST** buy it at the fixed price.



Sealed Auction The Auctioneer will place a painting card up for bidding. All players (including the Auctioneer) will then reach behind their player screens to make a single secret bid.

Players will choose whatever monetary value they wish to bid by placing the corresponding coins into their hands and then closing them into fists. If a player doesn't want the painting card put up for auction, he may choose to place nothing in his hand and make an empty fist. When a player has finished preparing his hidden bid, he will outstretch his fist in front of him, signifying that he is ready.

Once all players have outstretched a closed fist in front of them (thus acknowledging everyone is ready), everyone will simultaneously open their hands to reveal their secret bids. The highest bidder gets the painting card.

If two or more players are tied for the highest bid, then in clockwise order the player closest to the Auctioneer wins the auction. If the Auctioneer is one of the tied players, then he must buy the painting card.

If none of the players make a bid (they don't reveal any monetary value), then the Auctioneer gets the painting card for free.



Double Auction When the Auctioneer decides to place a painting card with the Double Auction icon on it for bidding, he may choose to offer up a second painting card alongside it. The second painting card **MUST** be from the same artist and **CAN'T** feature a Double Auction icon on it. The rules of the auction will then be determined by the auction type icon featured on the second painting card. The winner of the auction will receive both painting cards.

If the Auctioneer **CAN'T** or **DOESN'T WANT TO** play a second painting card, then he must pass. The next player to the Auctioneer's left will have the chance to play a second painting card (following the same rules—the second painting card must be from the same artist as the first painting card, and not feature a Double Auction icon) or to pass. This auction flow will continue clockwise for every time a player decides to pass.

If all of the players pass on placing a second painting card, the Auctioneer gets the original painting card they placed for free.

If any of the subsequent players decide to place a second painting card, then that player becomes the **New Auctioneer**. This entails a few important details:

- The gavel and pedestal will be passed to this **New Auctioneer**.
- The auction continues, following the type of auction icon featured on the second painting card that the **New Auctioneer** has placed.
- The highest bidder wins both painting cards and pays the **New Auctioneer** (not the original Auctioneer).
- At the end of the auction, play continues clockwise from the **New Auctioneer**. (This means any players between the original Auctioneer and the **New Auctioneer** will lose their chance to auction a painting.)

End of a Round

During a round, players should pay attention to the number of painting cards displayed in front of each other's player screens. Once the fifth painting card of a single artist is placed to the table for bidding, the round will immediately end. This fifth painting card is NOT auctioned, so no player will own it at the end of the round.

If the fifth painting card ending a round is the second painting card revealed because of a painting card featuring a Double Auction icon, then the round ends immediately. Neither of those revealed painting cards will be auctioned (they will remain unowned by any player, thus unsold as well).

If the fifth painting card ending a round is a painting card featuring a Double Auction icon, then the round ends immediately. No second painting card can nor will be played.

Any painting cards remaining in the players' hands will be kept to be auctioned in any later rounds to come.

Example:



Let's say in this round there are total four of Van Gogh paintings, three Munch paintings, two Cézanne paintings, and one painting each for Manet and Klimt have been auctioned.



The round can end in one of the following conditions:



- If the next painting card played is a Van Gogh, then it triggers the end of the round. It's not auctioned because it is the fifth card.



- If the next painting card played is a Van Gogh, and if it is a Double Auction, then it triggers the end of the round. It's not auctioned because it is the fifth card; a second card of Double Auction is not played.



- If the next painting card played is a Munch, and if it is a Double Auction, it may trigger the end of the round. Because the second played card of the double auction effect is also a Munch, then it becomes the fifth Munch card displayed. Therefore, both of the Munch cards will not be auctioned, and only count towards scoring.

Scoring for Market Value

There are four rows of empty spaces on the market value board. Each row corresponds to one of the four rounds of the game in ascending order (so the top row represents the first round, while the very bottom row represents the final round).

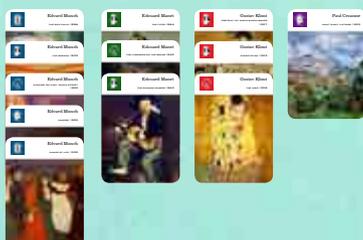
At the end of a round, count the number of painting cards for each artist displayed across the front of all player screens. This also includes any painting cards that were played and not auctioned all the way through to the end of the round. By counting for who has the most number of painting cards displayed (including fifth card of the artist that triggered the end of the round), determine which artist comes in first, second and third place.

The first place artist will get the 30 value market value token placed in the empty space under his name on the market value board. The second place artist will get the 20 value market value token placed on his space. The third place artist will place the 10 value market value token on his space. If there are any other artist painting cards won from the auction that remain but have failed to place at least in third place, the artists of those remaining cards are worthless in this round (they have a monetary value of 0).

Ties are also possible between two or more artists for most painting cards auctioned during a round. When this happens, the artist who is closer to the left side of the market value board (so whichever artist is closest to Edouard Manet) has the higher rank.

Example:

During the first round there are twelve painting cards that have been played. There are five Munch cards so Munch gets first place. Manet and Klimt each have three cards. Since Manet is closer to the left side of the board, Manet takes second place while Klimt takes third place. There is only one Cézanne auctioned, so he is unranked.



The ranking determines the value of the artists' paintings. On the market value board, place the market value tokens on the spaces of the current row of the corresponding to the artists (as pictured on the right).

- 1st place: 30
- 2nd place: 20
- 3rd place: 10
- Do not place anything for the rest.

Once the market value tokens have been placed accordingly, players will score the painting cards they won through the auctions by multiplying the number of each artist's painting cards in their possession by the associated market value token placed on the market value board for that artist (so 30, 20, 10 or 0, depending on what place the associated artist was in at the end of the round). The market value tokens will remain on the market value board until the end of the game. This means the value of the paintings will accumulate throughout the game.

Players then add up the total monetary values for all the artists in their possession and take this from the supply of money coins. This earned money is placed behind player screens, and all players will discard their auction cards from the round out of the game. The painting cards remaining in their hands are never discarded between rounds.

NOTE: Some of the artists are located closer to the left side of the market value board therefore might seem unfair to the other artists who are located more to the right, but artists who are closer to the left have lesser amounts of cards. Édouard Manet consists of twelve cards and will always have the higher ranking when it has same value as any other artists because it has the least cards. Paul Cézanne consists of thirteen cards, Vincent Van Gogh fourteen cards, Edvard Munch fifteen cards, and Gustave Klimt sixteen cards. While the artists on the right do rank lower in the case of ties, this disadvantage is offset by the advantage they possess in having a higher chance to be put down into the auction.

Preparing for the next round

After scoring and discarding the played cards, start the next round.

Each player receives cards from the draw deck. The amount of cards each player receives depends on the number of players and what round you are in (See below).

| Number of Players | Round 1 | Round 2 | Round 3 | Round 4 |
|-------------------|----------|---------|---------|---------|
| Three players | 10 cards | 6 cards | 6 cards | 0 cards |
| Four players | 9 cards | 4 cards | 4 cards | 0 cards |
| Five players | 8 cards | 3 cards | 3 cards | 0 cards |

Add these new cards to your hand.

Then you start the next auction's round.

The player left of the previous Auctioneer becomes the New Auctioneer. The Auctioneer receives the gavel and pedestal, then begin a new round. The auction proceeds by the rules explained previously.

Value of the paintings can increase as the round passes. However, even if an artist has several market value tokens accumulated, if he did not make it into the top three artists in the current round, then his paintings have no value during scoring.

When an artist is one of the top three in a round, any paintings from that artist are worth the total value of all the market value tokens in that artist's column.

During a round, a player may not add new cards into his hand, even if he has run out of cards from it. In this case, he also can't be an Auctioneer. However, he can still bid for other painting cards during other auctions.

If every player runs out of cards before the end of the fourth round, then as the last painting card becomes auctioned off, it triggers the end of the game. Final scoring takes place immediately.

Example:



During the first round Klimt got 3rd place therefore received the value of 10. Klimt got 2nd place during the second round therefore received an additional 30 value token. The value of Klimt's painting became 40. Manet and Munch were not able to make it into the top three places on the second round. Therefore, even though they have values during the first round, they don't receive any money for their paintings.

Klimt's popularity decreased and did not make it to the 3rd place on the third round. Even though Klimt has total of 40 on his market value board, on this round his paintings have no value. During the fourth round Klimt becomes the 2nd place. As the market value of Klimt increase by 20, during the fourth round each of Klimt's painting receives a total of 60.

END OF THE GAME

After scoring of the fourth round, the game ends. The remaining cards in the players hands have no value. Players count the money they have accumulated.

The winner is the player with the most money.

THREE PLAYER VARIANT

To make a three player game more interesting, apply this variation of the rules.

When setting up the game, deal out the cards as if there are four players. This fourth player is a dummy player. Be sure to make a draw deck for the dummy player. This will represent his hand.

The game play is the same as the general rules with one exception: The winner of an auction can choose whether or not to reveal the top card of the dummy player's hand. The revealed cards of dummy player are never auctioned; no player takes those cards, but the dummy player's revealed cards are accounted for when determining the ranking of the top three artists. The dummy player's cards can trigger the end of a round or the game.



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