

# MODERN ART

## 現代藝術

### Note

this is the e-manual of Modern Art Taiwan Edition. The game rule, designed by Reiner Knizia, is the same as the original. The below content was referenced from boardgamegeek.com and the paper manual in Modern Art Taiwan Edition is in Chinese only.

### Contents

- 1 board for value tracking
- 70 cards ( representing artworks)
- 5 screens
- 112 coins in 1, 5, 10, 50 and 100.
- 12 value chips

## GOAL OF THE GAME

In Modern Art Taiwan Edition, the well known artist Chen Cheng-po's paintings are being auctioned. The five categories are different kinds of paintings that represented his contricution to the Modern Art industry in the early days in Taiwan.

Each player represents a gallery. The goal is to buy and sell the paintings at their best prices possible in order to win the game.

In the world of art, it is not easy to distinguish whether an artwork is a true treasure from the beloved artists or if it is actually a copy work trying to mess with the maret. Only the most proffesional gallery can distinguish and invest in the real treasures and win thier assets back.

## PREPARATION

- 1) Suffle the 70 cards and distribute them to the players in accordance to teh number of player.  
3 players: 10 cards each person.  
4 players: 9 cards each person.  
5 players: 8 cards each person.  
These cards are the cards to be used for the first round. Place the remaining cards aside, they will be distributed later on in the game.
- 2) Each player takes 100 coin values as their initial assets.
- 3) Each player takes a screen and put them in front of you in order to cover your coins.
- 4) Choose a player as the initial player to start the auctions.

## HOW TO PLAY

A game of Modern Art consists of 4 auction rounds: each round involves several separate sales of cards (representing works of art). After each of the four rounds, there is a general settling up of earnings. Players can make money in two ways. Firstly they earn cash by successfully auctioning off artworks from their own stocks. Secondly, at the end of the round, all the cards sold in the round are cashed in, but only those, which sold best, have any value.

## AUCTIONS

Starting with a selected player to be the first auctioneer. The auctioneer will select a card, play it on the table facing up representing that he is selling the painting. There are 5 auction methods in this game:



Open  
Auction



Clockwise  
Auction



Secretive  
Auction



Fixed Price  
Auction



Bundle  
Auction

After the auction, the player with the highest bid will win the card. The player pays the auctioneer and puts the card in front of his/her screen representing that he/she has collected this painting into his/her gallery. At the end of the round, the paintings collected will be sold again for cash in. The game goes clockwise, each player take turns to be the auctioneer till the end of the game.



For all auction methods:

1. Minimum auction value = 1
2. The bids must be higher than the previous bids by the previous player
3. The players must bid the amount that are equal or less than the money that they actually have behind the screen.
4. If no one bids, the auctioneer may 'buy' the painting for free (except for Fixed Price Auction.)

## 5 Auction Methods:

### OPEN AUCTION



This icon indicates an open auction.

This means that all players (including the auctioneer) can bid, there is no order of bidding and bids can be raised as players wish. The auction ends when no one offers a higher bid. The person with the highest bid will pay the auctioneer and win the card.

### CLOCKWISE AUCTION



This icon indicates a Clockwise Auction.

This means that each player in turn, starting with the player to the auctioneer's left, makes a bid (which must be higher than the previous one) or pass. The auction continues back to the auctioneer who has the last bid. The auctioneer can choose to pass and sell the painting to the last bid, or to offer an even higher bid and purchase the painting him/herself. In this case, the auctioneer will pay the money to the bank.

### SECRETIVE AUCTION



This icon indicates a Secretive Auction.

This means that the card is auctioned using secret bids. In practice, each player decides how much he wants to bid and picks up that amount of coins. All players put their closed fists over the card and when all are ready, they open their hands and reveal their bid. The highest bid will win the card. If more than one person offered the highest bid with the same amount, the player who is closest to the left of the auctioneer (aka counting clockwise from the auctioneer) wins the bid.

### FIXED PRICE AUCTION



This icon indicates a Fixed Price Auction.

This means the auctioneer will set a price for the card. Each player in turn is offered the card at this price and may accept or decline. If all players decline then the auctioneer must buy the card at the price they have set and pay the money to the bank. (Note that the auctioneer may not set a price higher than their cash holding.)

### BUNDLE AUCTION



This icon indicates a Bundle Auction.

1) The player plays this card with another card in the same category (can be distinguished from the frame colour). The auction method will be decided by the second card (and hence it can not be another Bundle Auction card). The winner takes both cards.  
2) If the player who played the Bundle Auction card cannot or doesn't want to play another card

in conjunction, the next player to his left may add the second card and become the new auctioneer of this round. The auction method will be decided by the second card (and hence it can not be another Bundle Auction card) and the new auctioneer will be receiving the payment without having to share with the original player who played the first Bundle Auction card. If no one offered to add the second card at the first place, the original player who played this Bundle Auction card may 'buy' the artwork for free. Note: The next round will start from the left to the new Auctioneer.

### Example of Bundle Auction:

Player A played the first Bundle Auction card only without the second card.



Player B (left to player A) refused to add the second card. Player C (left to player B) added a second card which is in the same category and is with Secretive Auction.



Player C became the new auctioneer. If C won the auction with 25, he pays 25 to the bank and receive both cards. If another player won the auction, then the player pays player C the money and receive both cards. Now Player D (left to player C) became the auctioneer of the next round.

Follow the above auction methods and take turns to be the auctioneer and play the cards until the turn ends (when a 5th card of the same category is played, see below.)

## END OF THE ROUND

It is important to pay attention to the number of cards being sold in different categories. When a 5th card from the same category is played, the round ends immediately. The 5th card will not be auctioned and does not belong to anyone. The category of the 5th card will be identified as the most valuable category of the round.

In the case where the 5th card (of the same category) is a Bundle Auction card, no additional card will be needed as they will not be auctioned. In the case where the 4th card is a Bundle Auction card, the card added to this bundle will end this round and they still will not be auctioned.



The palyers will keep the remaining cards for the next rounds.

CASH IN

The first thing to decide is which artworks have sold best in this round. All cards on the table, including the last one played, are counted towards the totals. The category with the most cards gets a 30 marker placed on the value tracking board in the upper-most of the 4 auction rows. The second category gets a 20 marker. In the case of draws, the cate-gory, which lies furthest, to the left on the board, wins. The third category gets a 10 marker. The works of the remaining two categories have no value. Now that the value of each card has been estab-lished, the players will start to sell off and cash in their cards. Valueless cards are discarded. Once all players have taken the cash for their sold artworks, the cards played in the first round are re-turned to the box, they play no further part in the game.

NEXT ROUNDS

Before the 2nd round starts, and again before the 3rd round, additional cards are dealt. The amount depends on the number of players.

	round 1	round 2	round 3	round 4
3 players	10	6	6	0
4 players	9	4	4	0
5 players	8	3	3	0

0 cards are dealt before the fourth round. With the new cards dealt this round and the original cards from the previous round(s), play clockwise starting with the player who is left to the player who played the last card in the previous round. The second, third and fourth rounds are played in exactly the same way as the first. But the game is not simply a repetition of the first round. The value of cards can continue to rise cumulatively through the game. However, same as the first round, only the top three categories during this round can be cashed. If a player finished all his card before a round ends, he may not be an auctoineer anymore during this round but he can still participates the game by bid-ding other auctionners artworks. If all players finished their cards before a 5th card of the same category was played, the round ends immediately as the last card was played. This card

will not be auctioned but it will be considered as a sold painting while coutning which category sold the most amount of cards.

END OF THE GAME

The game ends after the forth round. The player with the most money wins.



Example of cashing in the painting values:

First round: The 5th card with the red frame is played. This indicates the red frame cate-gory with a 30 value file. Each red frame painting will be cashed in with 30.

Second Round: This round, red frame became the third place and hence is with a 10 value file. 30+10=40. Hence this round, each red frame painting will cash in 40.

Third Round: This round, red frame did not make it to the top three. Hence no income will be made with red frame paintings.

Variant for Three Players

Four sets of cards are dealt according to the table in the rules (As if there were four peo-ple playing.) The fourth set of cards is left face-ing down to the side. These cards represent a non- playing fourth player. After each auction, the winner of the bid can choose to turn over a card of the 4th player's or not. This card will not be auctioned, Its pur-pose is only to mess with market (as they will be counted in as an already auctioned cards ). This also means that if the card revealed is a 5th card of the same category, the round ends immediately.

Credits

- © 2009 Reiner Knizia - all rights reserved  
Reiner Knizia would like to thank Dieter Hornung for his significant contribution to the development of this game.
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www.gege.com.tw
- Illustrations: Ariel Yi Chi Chang (Graphics provided by Chen Cheng-po Foundation)





The paintings in this product are all oil paintings on canvas created by the Taiwanese artist Chen Cheng-po (1895-1947)

The artworks below are under collection of the museums and organisations as listed.

China Art Museum



裸女疲倦

Year: unknown.  
Size: 44cm x 52cm

Cheng Shiu  
University Office  
of Arts and Culture



早餐

Year: 1935  
Size: 45cm x 51cm

The University  
Art Museum,  
Tokyo University



裸女彎肘坐椅靜思

Year: 1926  
Size: 72.5cm x 52.5cm

The University  
Art Museum,  
Tokyo University



山居 (太魯閣)

Year: unknown.  
Size: 72cm x 60cm

National Art  
Museum of China



五里湖

Year: 1931  
Size: 91cm x 116.5cm

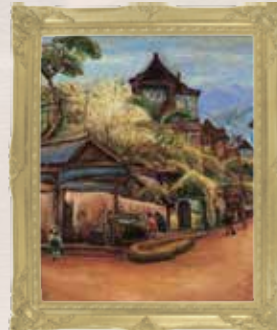
Taipei Fine Arts  
Museum



戴面具的裸女

Year: unknown  
Size: 78cm x 53cm

National Taiwan  
Museum of Fine Arts



懷古

Year: unknown.  
Size: 73cm x 91cm

Taiwan Soka  
Association



勤讀

Year: 1928  
Size: 80.5cm x 65.5cm

National Art Museum  
of China



裸女靠立椅上紅巾前

Year: unknown.  
Size: 78cm x 38.5cm

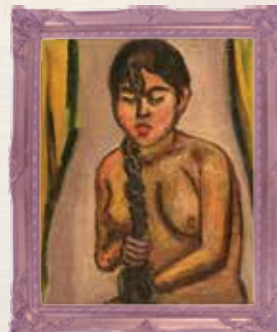
Kaohsiung Museum  
of Fine Arts



阿里山遙望玉山

Year: 1935  
Size: 53cm x 72cm

Tainan Art Museum



裸女含羞

Year: unknown.  
Size: 45cm x 37.3cm

Tainan Art Museum



新樓 (一)

Year: 1941  
Size: 91cm x 116.5cm