MODERN ART

By Reiner Knizia



RULEBOOK

MODERN ART

COMPONENTS



1 Game Board

12 Cards
Manuel Carvalho



15 Cards
Ramon Martins







15 Cards
Daniel Melim

15 Cards
Rafael Silveira



5 Museum Screens

132 Money Tokens
(1 k€, 5 k€, 10 k€,
25 k€, 50 k€, and 100 k€).



13 Cards
Sigrid Thaler





1 Hammer Token
(Auctioneer marker)

12 Artist Value
Tiles* (10 k€, 20
k€,30 k€)



GOAL OF THE GAME

In the game, players take on the role of a Museum that is trying to buy and sell paintings at the best price.
The game is played over four rounds. Each round, paintings are auctioned by the players. At the end of a round, the paintings are sold to the bank.
The more that one artist's work is purchased, the more valuable it becomes.
The winner is the player who has the most money at the end of the four rounds.

GAME SETUP

1) Shuffle the 70 paintings cards. Deal the cards as follows:

- **3 players : 10 cards each**
- **4 players : 9 cards each**
- **5 players : 8 cards each**

These cards are the paintings that will be auctioned in that first round. For now, players will just be auctioning off the paintings. Their Museums do not own them. The remaining cards won't be used until the next round.

2) Choose one player to be the Banker. **The Banker gives 100 k€ (100.000 €) to each player**:

3) Each player chooses one Museum screen behind which he will hide his money from the others. None must know how much money the other players have until the end of the game.

The youngest player receives the hammer and begins the first auction.

GAMEPLAY

Modern Art is played over four rounds. During each round, the players will auction the paintings they have in their hands. As soon as one of the artists' fifth painting is played on the table, the round ends and all the paintings that have been purchased in that round are sold to the bank.
The value of a painting depends on the rank of its artist for the round. During the following rounds, the rank may change, causing the value of an artist's painting to increase, decrease or become worthless.

To add to the game's atmosphere, try to say a few words about the auctioned painting's quality to motivate other players to put money on it. You must also give all players a warning that the auction is about to end: ***"Going once. Going twice. Sold!"***

RUNNING AUCTIONS

The youngest player will have the first opportunity to hold an auction. They choose any one of the painting cards in their hand and show it to the other players. They place the painting faceup in the center of the table, so everyone can see it. The painting is now up for auction. The player who played the card will act as the auctioneer. Each painting has a symbol beside its name that shows which type of auction must be held when the card is played.

There are five types of auctions, each with a unique symbol:



When an auction ends, the player who made the highest bid pays the auctioneer the amount of the bid. If the auctioneer made the highest bid, then the money is paid from the auctioneer to the bank instead. The winner of the auction takes the painting and places it faceup in front of their museum screen. Their Museum now owns this painting and will sell it at the end of the round. After one painting has been bought, the player to the left of the last auctioneer receives the Hammer token and offers a painting card from their hand for a new auction. Play continues clockwise until the end of the round.

GENERAL RULES FOR AUCTIONS

- *All bids must be in units of 1 k€* (i.e., 1000 €, at least one money token)
- *You cannot bid less than or equal to another player.*
- *You cannot bid more money than you actually have behind your screen.*
- *If no players make any bids, then the auctioneer gets the painting for free.*

Exception: for the *Fixed Price* auction, they must pay the price they declared.

THE FIVE TYPES OF AUCTIONS



A. OPEN AUCTION

- If the auctioneer plays an Open Auction card, then all players (including the auctioneer) can bid in any order. To make a bid, simply state the amount of your bid out loud. The auctioneer is reponsible for keeping track of the bids. The auction ends when no player wants to make a higher bid. If no players make any bids, then the auctioneer gets the painting for free.



B. ONE OFFER AUCTION

Starting with the player to the left of the auctioneer, and moving clockwise around the table, each player may choose not to bid and pass or they can bid by stating an amount higher than the previous bid. The auctioneer has the last chance to bid.

After the auctioneer bids or passes, the auction ends. If no players make any bids, then the auctioneer gets the painting for free.



C. HIDDEN AUCTION

All players (including the auctioneer) simultaneously make one bid in secret. Choose how much you want to bid and secretly put that much money in your hand. If you don't want to bid for the painting, don't put any money in your hand. Without letting any other player see your bid, hold out a closed fist with your bid hidden inside.

Once all players have held out a closed fist (containing either a bid or nothing), everyone opens their fists at the same time and the highest bidder buys the painting. If two or more players tie for the highest bid, then the player sitting closest to the auctioneer in clockwise order wins the auction.

If the auctioneer is one of the players who tied for the highest bid, then they buy the painting.
If no players make any bids, then the auctioneer gets the painting for free.



D. FIXED PRICE AUCTION

The auctioneer chooses a price for the painting and annouces it aloud. Each player, starting with the player to the left of the auctioneer and then continuing clockwise, can buy the painting at this price (once someone buys it, the auction ends). If no one buys the painting, the auctioneer MUST buy it for the fixed price.

Notice: The auctioneer may not declare a price that is more than the amount of money they currently have.



E. DOUBLE AUCTION

1) If the auctioneer plays a Double Auction card, they may choose to offer a second painting card. The second painting must be of the same artist, but cannot be another Double Auction painting. Then, both paintings are auctioned together according to the type of auction shown on the second painting. The winner of the auction both paintings.

2) If the auctioneer does not play a second painting card (or cannot play one), then the player to their left now has the opportunity to play a second painting card. Of course, this card must be of the same artist, but cannot be another Double Auction painting. If the player does not wish to play a second painting (or cannot), then each of the other players, in clockwise order around the table, has an opportunity to play one. If no other player places a second painting, then the auctioneer gets their original painting for free.

But, if another player plays a second painting, then that player becomes the new auctioneer. They auction the two cards together using the type of auction shown on the second painting (the second card played). The highest bidder buys both paintings and the new auctioneer receives all the money (the player who played the Double Auction painting doesn't take anything). As usual, if the new auctioneer is the highest bidder, they pays their bid to the bank.

After the auction, play continues with the player to the left of the new auctioneer. Any player between the original auctioneer and the new one loses their opportunity to auction a painting this turn.



EXAMPLE - DOUBLE AUCTION

*Paul plays a **Ramon Martins'** painting card with the **Double Auction** symbol. He doesn't want to play a second painting card.*
*On his left, **Mark**, doesn't play a card either.*
*Marie, who is to the left of Mark, takes the opportunity and plays a **Ramon Martins'** painting with the **Hidden Auction** symbol.*
*All players make a secret bid. When everyone reveals their bid, the highest bidder is **Marie**, with 25 k€. She pays 25 k€ to the bank and takes the two paintings. If **Paul** or **Mark** had been the highest bidder, they would have given 25 k€ to **Marie**. Now the player to the left of **Marie** proposes a new auction, and not **Mark** who would normally play after **Paul**.*

ENDING THE AUCTION ROUND

During the auction round, you must keep track of how many paintings are sold for each artist. When the fifth painting from any single artist is played, the round ends. The fifth painting is NOT auctioned, and is not owned by any player at the end of the round.
If the fifth painting is the second painting of a Double Auction, then there will be two unsold paintings at the end of the round instead of one. If the fifth painting is the first painting of a Double Auction, then the round ends and no second painting is played.
Players usually have cards left in their hand at the end of the auction round. They keep these cards, as they may be auctioned off in later rounds.

SELLING TO THE BANK

First, count the number of paintings sold in auction for each artist during that round. Be sure to include any unsold paintings that were played to end the round, even though they were never sold.
Determine which artists sold the first, second, and third most paintings this round. These rankings will determine the value of the artists' works. If there were less than three artists who sold paintings this round, then only rank the artists whose paintings were auctionned.

If two or more artists have the same number of sold paintings, the artist who is closer to the left side of the game board (the closest to Manuel) is ranked better.
The artist's ranking determines the value of each of that artist's paintings, accordind to this chart:

- **First: 30 k€**
- **Second: 20 k€**
- **Third: 10 k€**
- **All others: nothing**

Place an Artist Value tile on the board beneath the name of the artist. There are four rows of spaces on the board, one for each round. For each of the three artists who sold more this round, put the appropriate tile (30 k€, 20 k€ or 10 k€) in this column, in the row corresponding to the round. These tiles remain on the board for the entire game and can increase the value of that artist in future rounds.

Once the values have been marked on the board, players must sell all the paintings they purchased in auctions that round, even if a painting is worth nothing. The tile in that artist's column determines how much money the player earns when they sell the painting at the end of the first round.

Once all players receive money for their paintings, all the paintings they bought that round are discarded, even if they are worth nothing. Ownership of paintings is never carried over from one round to the next. Cards in the players' hands are not discarded between rounds.

THE FOLLOWING AUCTION ROUNDS

After the paintings are sold and discarded, a new auction round can begin. First, deal each player new cards from the deck of unused cards. The number of cards is determined by the number of players and which round is about to begin:

NUMBER OF CARDS DEALT AT THE BEGINNING:

NUMBER OF PLAYERS	1ST ROUND	2ND ROUND	3RD ROUND	4TH ROUND
3 PLAYERS	10	6	6	0
4 PLAYERS	9	4	4	0
5 PLAYERS	8	3	3	0

The new paintings are added to any cards remaining in players' hands from previous rounds. After dealing the new cards, another auction round begins. Play then continues with the player to the left of the auctioneer who played the last painting in the previous round (the painting that was not auctioned). Auctions are conducted exactly the same way in all rounds.

The value of paintings by a popular artist can increase in later rounds. When an artist is one of the top three in a round, any paintings from that artist are worth the total value of all Artist Value tiles in that artist's column. Paintings by artists who do not rank in the top three are still worthless, even if they have Artist Value tiles from previous rounds.

Running out of cards: If a player runs out of cards during a round, they cannot auction any more paintings until they get new cards between rounds. They may still bid on paintings put up for auction by the other players.
If all players run out of cards before the end of the fourth round, then that round ends when the final painting card is played. The final painting is not auctioned off and is not owned by anyone. Determine the value of each artist based on the number of paintings that were actualy offered (including the final painting) and pay everyone for the paintings they own. Then the game ends.



EXAMPLE - VALUE OF RAFAEL SILVEIRA

FIRST ROUND: *Rafael Silveira does very well in the first round. His paintings are worth 30 k€ each this round. Each* ***Rafael Silveira*** *painting, bought by a player in this round is sold to the bank for 30 k€ (thus, a player with two paintings gets 60 k€).*

SECOND ROUND: ***Rafael Silveira*** *does not do so well, but finishes in third place. This round, his value is 10 k€, but since he did so well in the previuos round, his paintings are worth 40 k€ (10 k€ for being in third place this round, and 30 k€ for being in first place in the previous round).*

THIRD ROUND: *This was a bad round for* ***Rafael Silveira****! His paintings are worth nothing this round, despite the 30 k€ and 10 k€ Artist Value tiles on the board.*

FORTH ROUND: ***Rafael Silveira*** *comes back and finishes in second place in this final round. His paintings are each worth 60 k€ (20 k€ for this last round, 10 k€ for the second round, and 30 k€ for the first round).*

WINNING THE GAME

When the fourth rounds ends and all the paintings are sold, all players reveal their money. The player with the most money is the winner.

3 PLAYERS VARIANT: THE MYSTERY PLAYER

In each round, deal out cards as if there were four players, but keep one hand face down and to the side. This hand does not belong to any player, but instead is the ***"mystery hand".***

After you finish a normal auction from your hand, you may flip over a random card from the mystery hand. The choice to reveal a mystery card is always optional.

The mystery painting is not auctioned, and does not belong to any player.

But, it does count as a painting offered for auction in the round, and is also counted to determine when the round ends.

So, if the mystery painting is the fifth painting offered for an artist, the round ends.

If the mystery painting is a ***Double Auction*** card, no second card is played.

After you sell your paintings at the end of the round, any mystery paintings revealed are discarded along with everyone else's.

CREDITS

GAME DESIGN - Reiner Knizia
GRAPHIC DESIGN - Fabio de Castro
PRODUCTION - Thiago Aranha, Guilherme Goulart and Renato Sasdelli
PUBLISHER - David Preti
PROOFREADING - Jared Miller, Jason Koepp, & Colin Young.





ARTBOOK


OIL!
OIL



DANIEL MELIM

Daniel Melim took the tradition of stencil graffiti to a different level of excellence. From the simple and direct messages his art passes on, in the industrial suburbs of Sao Bernardo to the most sophisticated and formal galleries and museums all over the word, what you can identify is a strict and original aesthetic.

His art interventions, reminiscent of classic Brazilian street art, are known for their selection of unique locations, often favoring deteriorated spaces which provide vivid elements of composition (colors, texture, position).

A great share of his interventions are located in suburban neighborhoods of São Paulo, reaching an audience that is regularly deprived of art. Due to that particular experience, many of Melim's non-street pieces are presented in galleries and museums, such as Galeria Choque Cultural, Museu AfroBrasil, Memorial da América Latina, Bienal de Valência na Espanha, MASP, and many other spaces and institutions over the world.

DANIEL MELIN



Sua Cabeça



Suspeitos



CR$

Streetfobia





Unsistema

The Strangers





Suburbio Geral

2 Abto Social



DANIEL MELIM



Barraco





Eletrico Sistema

Daniel Melim was born and raised in São Bernardo do Campo, São Paulo, Brazil. Since 2000, he has been working on urban interventions with stencil graffiti, and collecting projects, expositions, and awards since then, including:

- First individual exposition at gallery Choque Cultural, São Paulo, 2005.
- Collective expositions: "Território Ocupado", at Afro Brasil Museum and "Novo Muralismo Latino-americano", at Memorial da America Latina, 2006.
- Valencia Bienal - special part with paitings and intervention of specific site on the old building, 2007.
- The Can's Festival - exhibition that took place inside an abandoned tunnel in London, organized by the artist Bansky, in 2008.
- Exhibition "De Dentro Para Fora De Fora Para Dentro" (Inside Out and Outside In) in 2009, at the MASP - Museu de Arte de São Paulo Assis Chateaubriand, which had an incredible record of more than 140 thousand visitors.
- "Mural da Luz" intervention (one of the biggest street art works in São Paulo), Av Prestes Maia, Center, 2012.
- Permanent collection Award at Pinacoteca do Estado, 2012.
- Public structure at Shoutbank park, London, 2013.

Punk II



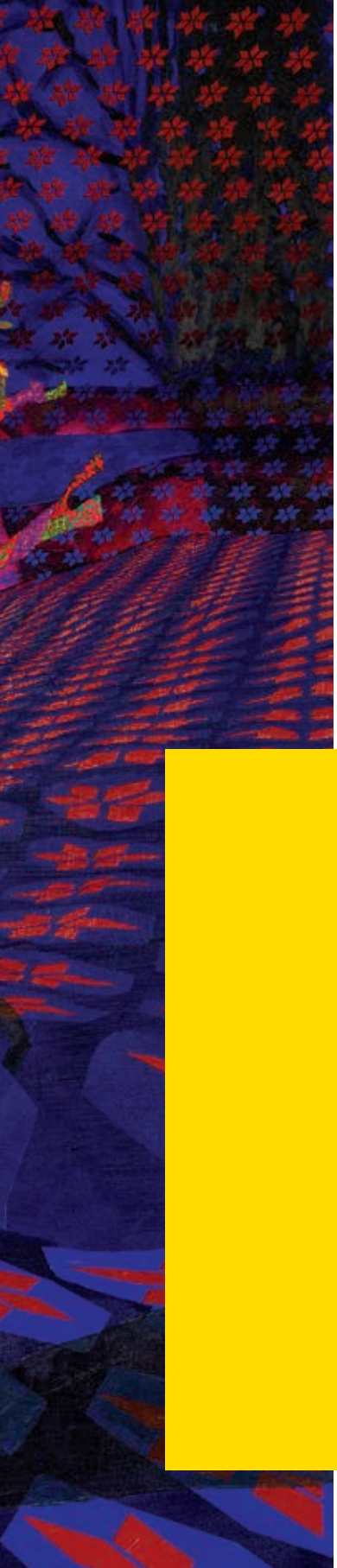
Dirty Suburb



Recorte Social




SANDBURG



MANUEL CARVALHO

Analyzing the artwork of Manuel Carvalho, you can identify a combination of figurative elements with a common source and a group of procedures that intervenes with the constructed image; this means of attacking the original image - thereby creating a new image - assumes the role of a deliberate, almost informal erasure that masks and disrupts the relationship between the viewer and the painting's representation.

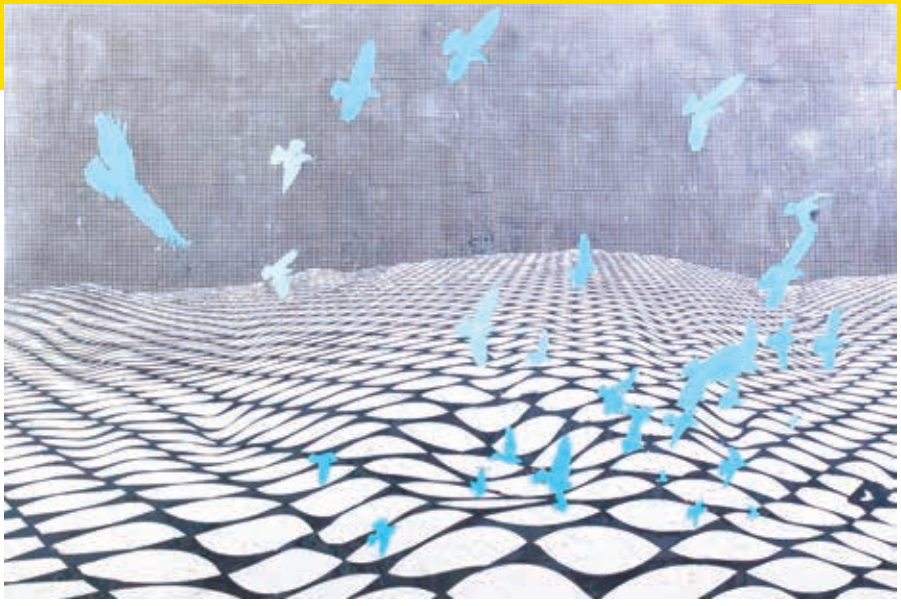
But this superficial incoherence is strictly functional. Even the most rigorous symmetry has its support on the background gestuality, creating a world where you can dinstinguish the high and the low - the shallow imaginary and the historical background - in a infinite combination of distinct elements that have their purposes consistently renewed.

The paitings can, therefore, be understood as a part of a specific series, when they are looked at as a collection of sub-series or even when you group them with Carvalho's previous works. The aperture of meaning and sensation that is produced from the accumulation and always provisional value of each painting and group that they form constitutes itself as the ultimate conceptual character of Manuel Carvalho's painting.

MANUEL CARVALHO



Empate



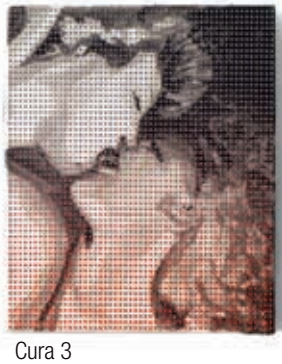
Paisagem com Pássaros



Cura 1

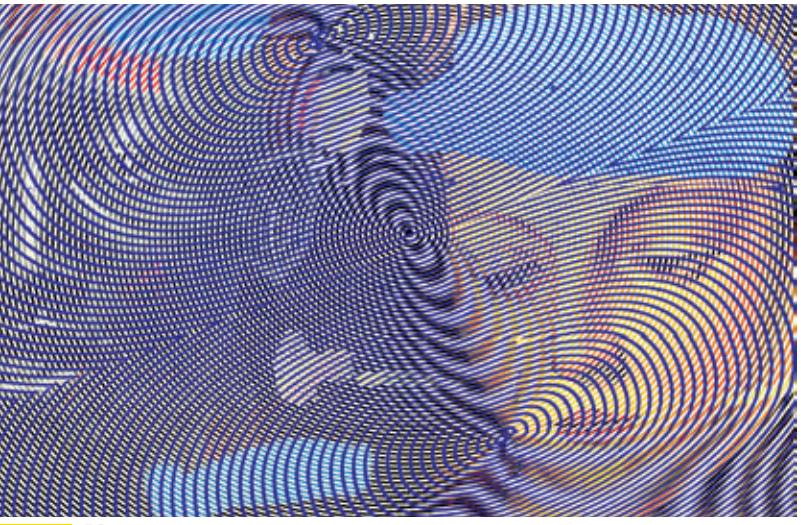


Cura 2

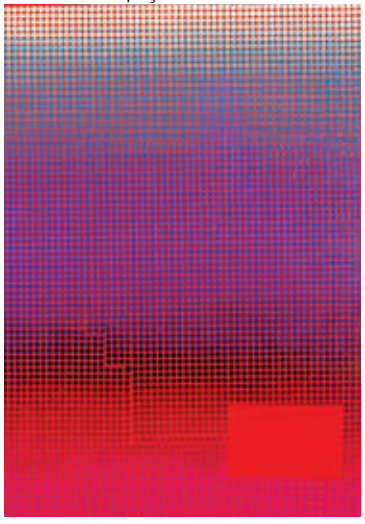


Cura 3

Anacolutos



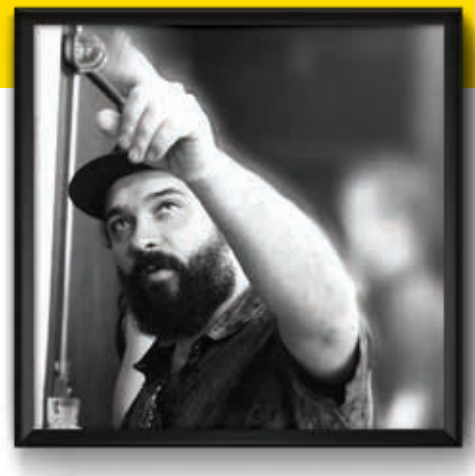
Na Falta de Espaço



Cena de Interior



MANUEL CARVALHO



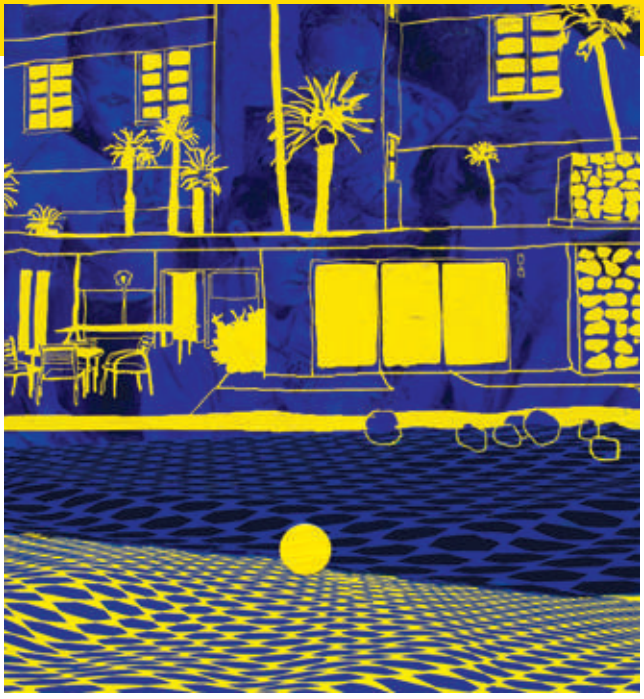
Manuel Carvalho received his Bachelor's degree in Visual Arts from Escola Guignard – UEMG. He had a broad experience in Residence programs all over her world, including Jaca (Jardim Canadá, Brazil), 2015, in a partnership with Warley Desali; Agora (Bela Scrva, Servia), in 2014; and EXA (Belo Horizonte, Brazil), in 2013.

In partnership with Gustavo Maia, he was selected for the 1º Itamaraty Contemporary Art Award in 2011.

Individual expositions in Empate (Mama/Cadela galeria), 2014, Belo Horizonte; Da pintura (BDMG cultural) 2014, Belo Horizonte.

Among the different collective expositions, main distinction to: Antimônio, (Mama/Cadela Galeria), 2014, Belo Horizonte; 2013, Belo Horizonte; Atropelamento (Centro Cultural UFMG), 2011, Belo Horizonte; Encontros e Mestiçagens Culturais (FAOP), 2010, Ouro Preto; Draw drawing 2 – London Biennale (Foundry Gallery), 2006, Inglaterra.

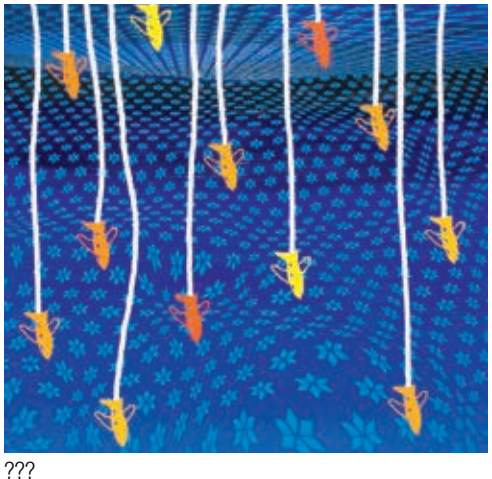
Manuel lives and works in Belo Horizonte, MG, Brazil.



Empate



Empate



???

Shunga



Paisagens




ornaMENTAL

RAFAEL SILVEIRA

Rafael Silveira is a fine artist with a strong background in graphic arts. The majority of his works consists of oil and acrilic paintings that mix classical atmosphere with contemporary techniques and subjects, especially cartoon imagery.

In his work, the dream-like floats above the real, creating distorted and multi-colored effects, revealing in each painting, parallel dimensions that inspire a new day-to-day. Keeping himself apart from shallow and transient matters, the artist searchs in the psychic intimacy of human beings all the arguments to construct his enigmatic images, which express deep and surprising concepts through unusual metaphors.

On the journey to expand his artistic vocabulary, Silveira established a dialogue between his paintings and new mediuns, such as wood sculpture and collage, among others.

RAFAEL SILVEIRA



Powerfull Instinct



Oftalmorphosis



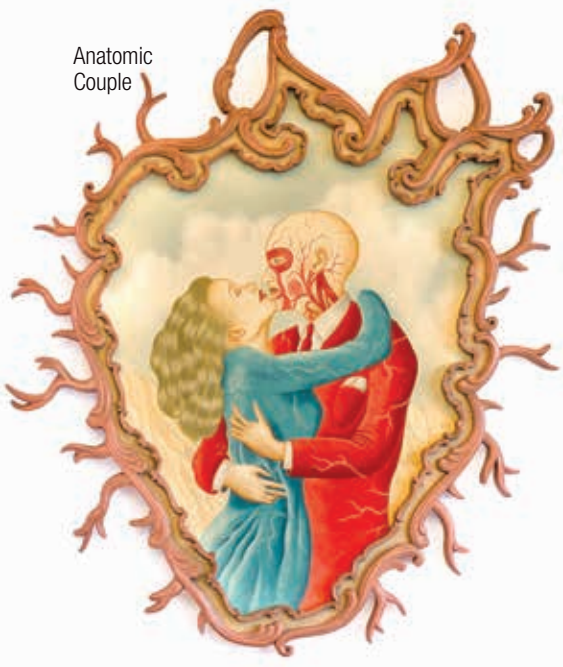
Sentimental



Time will tell



Dissonância



Anatomic
Couple



Vanitas

RAFAEL SILVEIRA



Rafael Silveira started to draw at the end of the 80s, when he was still a child. Throughout the 90s, he published his works in small indie magazines around Brazil. In the mid-2000, he started to working illustration. His drawings were in the pages of the most important Brazilian magazines, illustrated ad campaigns, and awarded promotional materials in Europe.

The outcome of the colision between the waking and the dreamlike is a timeless art that has conquered attention and eyes of different societies. São Paulo, New York, London, and Milan have received Rafael's art expositions and important international publishings have shown his works, like the Americans Juxtapoz and Hi-Fructose, the french "Hey!", and the cover of the Brazilian Zupi.

He currently lives and works in Curitiba, in the south of Brazil.



Live Fast

A Walk in the Garden



At Full Steam



Intangível









Allegory of Time Opus 1, 2 and 3


XXXX



RAMON MARTINS

The fluid spirit of Ramon constitutes a collage of possibilities and reconfigurations. A "kaleidoscopic" universe that reflects a deep and rich essence, created out of a rebellion to his urban culture background, associated to academic reflections.

Since his debut, Ramon has impressed with his unique style of ecletic approaches, languages, and artistic techniques. His universal narratives can be identified by themes and elements based on tropical natures, organic traces, the 'barroco mineiro' style, urban culture, Asian tradition, pop culture, and it's opposites: solitude and anonimous portraits. A strong "geographic poetry" is perceived in his work.

The artist articulates beautiful visual poetry derived from a huge variety of places, times, cultures, behaviors, and values. There's a vibration, excitation, and melancholy that, beside its explosive visual exuberance, take you to an instrospective commune. In a lascivious way, this work envisions a dreamlike reality that reveals different possibilities about ourselves.

RAMON MARTINS



Made-In

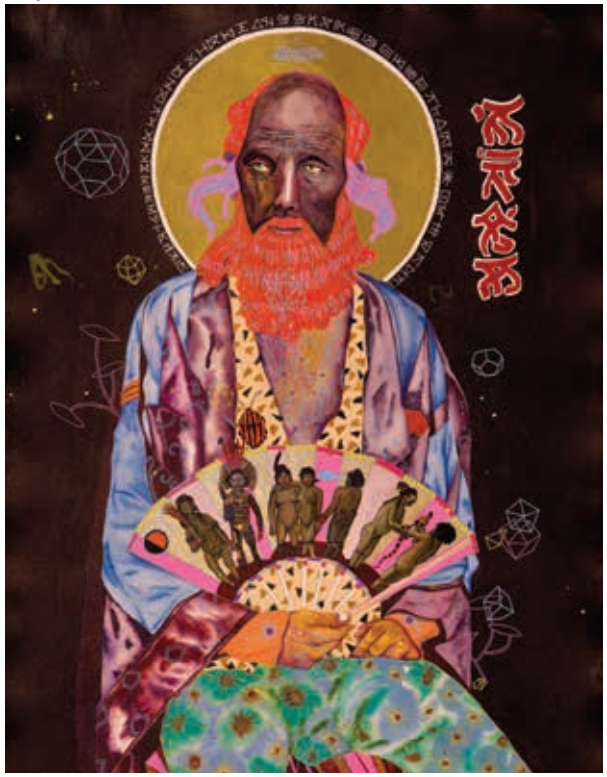


Arapuca



Biju de Licuri

Ninguém Sabe Quem Sou Eu



Primeiro Encontro de Casamento Arranjado



Miragem





Memoria

RAMON MARTINS



União das Coreias





Carmen Surukyuki

In 2014, Ramon was part of the 3º edition of "R.U.A. Festival: Reflex on Urban Art in Amsterdam", with the panel "A Pregnant Man's Dream". In 2009, he part of the first edition, "R.U.A. Festival: Reflex on Urban Art in Rotterdam" the opportunity that gave him great visibility and professional projection. During this festival, the artist exposed one of his most brilliant works, "Love Spreads, 2009".

Right after the success of his open air performance in Rotterdam, Ramon joined the exhibition "De Dentro Para Fora De Fora Para Dentro" (Inside Out and Outside In) yet in 2009, at the MASP - Museu de Arte de São Paulo Assis Chateaubriand, which had an incredible record of more than 140 thousand visitors in a period of 10 weeks. Ramon's representative works belong to Brazil's greatest collections, including MAM – RJ (Museu de Arte Moderna, Rio de Janeiro) and MASP, in São Paulo.

So far, the artist has taken part in exhibitions in South America, North America, and Europe; and his panels have reached all continents with the same intensity.

Ramon Martins lives in the quiet city of Campina do Monte Alegre, in São Paulo, Brazil.

Jussara



Schucrutez



Teletransporte




SANDBURG



SIGRID THALER

Sigrid Thaler's characters move over unreal romantic and refined backgrounds, yet still connected to everyday life. They are placed in space with no gravitational order and each one express themselves conveying their own identity.
Her works are mostly monochromatic and dominated by shades of gray.

Sigrid has work with several publishing houses creating works of literature for children. Parallel to that, she has refined her painting skills on silk and other fabrics. These techniques she has taught for many years, holding multiple classes on fabric painting for children. She is also skilled at painting porcelain.

SIGRID TAHLER



Neue Strassen

Bewegung







Fänger von Hameln



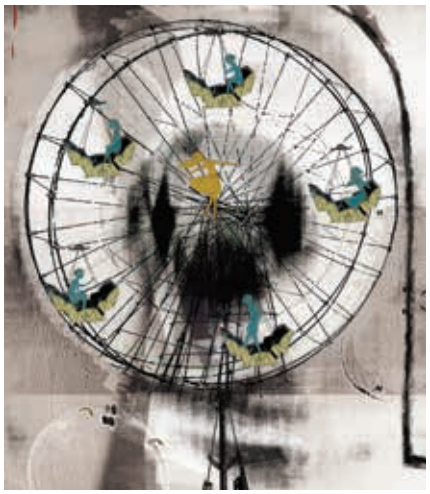
Leben

Das Spiel





Sweet Home

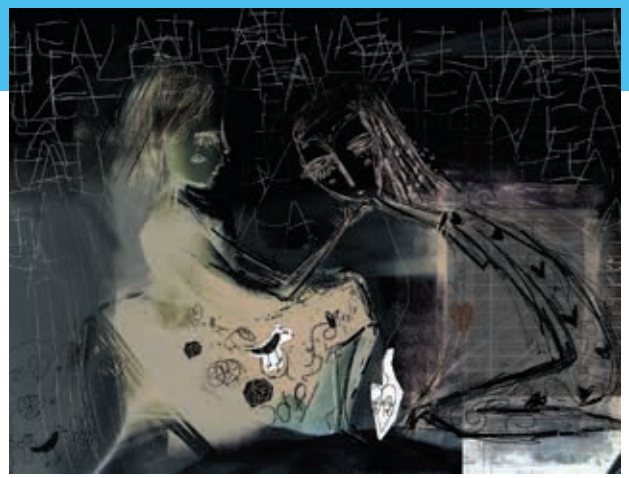


Das Riesenrad



Il Pisolino

SIGRID TAHLER



Lea



Born in Vipiteno, Italy in 1971, Sigrid Thaler has presented her artwork in several exhibitions across Trentino, Alto Adige, Liguria, Germany, Austria, and England:

- Selected for the ARTPROTAGONIST 2015 exhibition, curated by ARTEFICIOLinea, held at Villa Contarini, Padova, 2015-2016.
- ARTITALY & ARTWORLD exhibition in Monaco, curated by Pamela Centro, artistic director of the Premio Art a Roma, 2014.
- LIGHT & SHADOWS exhibition in Milan, 2014.
- Art Roma award - Winner in the Arte Visive Primo Step category - Exhibition curated by Pamela Centro, artistic director of the Premio Art a Roma, 2014.
- "SENTIERI DI PENSIERI" exhibition in Vienna, 2014.
- LONDON ROYAL ART IN THE WORLD exhibition in London, 2014
- "MENTAL ADVENTURES HAMBURG" exhibition, curated by Maurizio Pradella from ARTEFICIOLinea, 2014.
- COLLEZIONARTE exhibition in Turin, 2014.

Con-Dividi

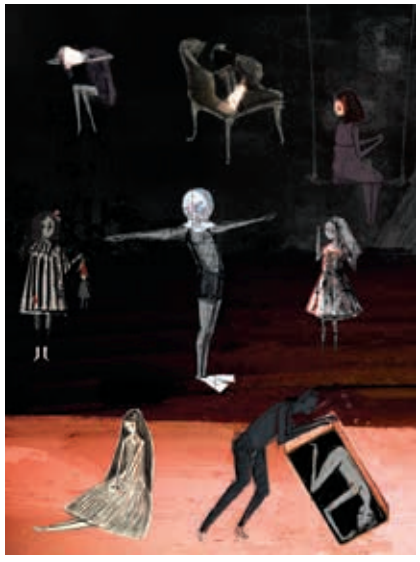


Shape of My Heart





Wir Ich Oder



The Diver



Broken

MODERN ART

By Reiner Knizia



Going in clockwise order, each player offers a painting for auction.

AUCTION

- The Auctioneer picks a card from their hand and places the painting face up in the center of the table.

  Winning Bidder:
  - If Buyer, pays Auctioneer.
  - If Auctioneer, pays the Bank (If no bids were made, they get it for free).
- Players cannot bid more money than they have.

TYPES OF AUCTIONS

OPEN AUCTIONS: Shout out bid, all players may bid in any order and any number of times. ***"GOING ONCE, GOING TWICE…"***

ONE OFFER AUCTIONS: Turn order, one time bid. Each player can bid higher or pass. Auctioneer last to act.

HIDDEN AUCTIONS: Secret, in-hand bid with simultaneous reveal.

FIXED PRICE AUCTIONS: Auctioneer sets fixed price. Turn order, one time bid. Each player can buy or pass. Auctioneer last to act. If all players pass, the auctioneer must pay the bank for the painting.

DOUBLE AUCTIONS: Add a 2nd painting of same artist (cannot be another Double) auction type for both is the 2nd card type. If you can't offer a 2nd card, it goes in order to offer. If no one offers a 2nd, Auctioneer gets the double card for free.
If there is a 2nd painting, both paintings are auctioned and the 2nd Auctioneer gets all the money. (Variant: Divide money evenly, the 2nd Auctioneer gets the odd $1.) Play resumes to the left of 2nd Auctioneer. Players in the middle lose their turn.

If a player runs out of cards, they can't offer a painting for auction but can still bid. If all players run out, the last offered painting ends the season and is not auctioned, but counts to the season total. Paintings are sold and the game ends.

END OF A SEASON

- A season ends when the 5th painting of any artist is offered. This painting is not auctioned off, but is counted for determining the ranking of the artist. Same applies for both cards when a Double Auction is offered.
- Rank TOP 3 artists' total sales
- Left-most artist wins in the case of any ties
- If artist is on TOP 3, add all previous season values
- All players sell all paitings by new price, even if worthless.

GENERAL RULES:

- Player closest to Auctioneer breaks ties (clockwise).
- Players keep leftover cards in hands from one season to the next.
- Sold paintings are not reused and are returned to the box.
- In the next season, the player to the left of the last Auctioneer starts.

GAME END

When the 4th season ends, the player with the most money WINS!

GAME SUMMARY