



# MODERN ART

## Objective

Buying and selling paintings can be a very lucrative business, at least that's what art dealers hope, and that's the premise of this game. You control classic works of art by Chinese masters, and it's your task to be both the buyer and the seller, hopefully making a profit in both roles. You do this by putting a painting from your hand up for auction each turn. If some other player buys it, you get the money, or you pay the bank if you buy it for yourself. After each round, paintings are valued by the number of paintings of that type that were sold. The broker with the most cash after four rounds is the winner.

## Contents

- 1 value tracking board
- 70 cards with artworks from 5 artists
- 5 bidding screens
- 93 coins in various denominations
- 12 value chips
- 1 rulebook



**1. Free auction.** This means that all players can bid, there is no order of bidding and bids can be raised as players wish.



**2. Single Offer.** This means that each player in turn, starting with the player to the auctioneer's left, makes a bid. The auction continues back to the auctioneer who has the last bid.



**3. Blind Bid.** 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.



**4. Fixed Price.** The Auctioneer sets 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. (Notice that the auctioneer may not set a price higher than their cash holding.)



**5. Joint Offer.** Cards with this symbol are played in conjunction with another card of the same artist but with a different symbol. If the player who played the joint offer card cannot or does not want to play another card, the next player to his left might add a card to the joint offer card and then auction off the two cards in the normal way, per the symbol on the second card. If no player can or wants to "follow suit", then the player who originally played the card gets the card back and puts it face up in front of him without paying anything. Whoever adds the second card to the joint offer card auctions off both cards as one lot and is then followed in turn by the player to his left (players who have not added a card effectively lose a turn). Note that the player who adds the second card and auctions both cards receives all of the proceeds from their sale.



# MODERN ART

Huang Bin Hong

黄宾虹

Huang studied painting and then spent many years editing literary and art journals in Shanghai and teaching at fine arts colleges in Shanghai, Beijing and the West Lake Art College in Hangzhou. He achieved a simple yet profound effect in his landscapes through the use of the thick, dark ink over which he applied light or heavy coloring.

Chen Shizeng

陈师曾

Chen Shizeng was a Chinese painter and critic, painter, and educator of early 20th-century China. At a time when some Chinese artists were rejecting traditional Chinese painting styles in favor of Western influenced styles, Chen championed traditional Chinese literati art in his own art and in his A Study of Chinese Literati Painting.

Wu Changshuo

吴昌硕

Wu Changshuo was a leading figure in the Shanghai School during the early 20th century, and was largely responsible for rejuvenating the genre of bird-and-flower painting by introducing an expressive, individualistic style more generally associated with literati painting. He began his artistic career with the study of literature and ancient inscriptions before moving to calligraphy.

Qi Baishi

齐白石

Qi Baishi was originally named Qi Huang, also known as Baishi Shanren. He could draw insects with extremely fine and meticulous brushwork, yet he was also accomplished at simple, free sketch-style compositions. Fish, shrimp, crabs, and frogs were Qi Baishi's most common subjects.

Xu Beihong

徐悲鸿

Xu Beihong was exceptionally important in shaping the twentieth century Chinese art practice as well as art education. After studying in France, he returned to China and became the advocator of realistic painting and French Academy style of art training. The credits of the Chinese mastering of realistic style of oil painting in the 20th century must chiefly go to him.



China Art Gallery



Hong Kong Art Gallery



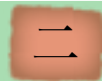
Shanghai Art Gallery



Taiwan Art Gallery



Guangdong Art Gallery



300,000



200,000



100,000

## Settling Up

The first thing to decide is which artist's works have sold best in this round. All cards on the table, including the last one played, are counted towards the totals. The artist with the most cards gets a 300,000 yuan marker placed on the board under his name in the uppermost of the 4 auction rows (in the example below, Xu Beihong). The second artist (Chen Shizeng) gets a 200,000 put under his name. In the case of draws, the type which lies furthest to the left on the board wins. The third artist (Qi Baishi) gets at a 100,000 marker is placed under his name. The works of the remaining two artists have no value. Now that the value of each card has been established, the players sell off their cards. Valueless cards are laid to the side. Once all players have taken the cash for their pictures, the cards played in the first round are returned to the box, they play no further part in the game.



## The Second and Subsequent Rounds

While the first round is being played, the players get no extra cards. Now however, before the second round, and again before the third round, additional cards are dealt, the number depends on the number of players. No new cards are dealt before the fourth round. Play in subsequent rounds commences with the player to the left of the player who laid out the last card in the previous round.

# of Players	Round 1	Round 2	Round 3	Round 4
3人	10	6	6	0
4人	9	4	4	0
5人	8	3	3	0



# MODERN ART

The second, third and fourth rounds are played in exactly the same way as the first. But the game isn't simply a repetition of the first round. The value of cards can continue to rise cumulatively through the game. As we have seen in the first round, the exact value of each card is only really decided at the end of the round. In the same way, the true value of a card, i.e. whether its value will increase or plummet, can only really be determined at the end of each round. So we need to look at how the values at the end of the second, third and fourth rounds are reckoned.

There are three points that need to be taken into consideration.

- 1) The results of the individual round is reckoned exactly as per the first round, a 300,000 marker is placed under the name of the most successful artist (in the example below, **Huang Bin Hong**) in the relevant row for that round. A 200,000 marker goes under the second most successful artist's sign (**Wu Changshuo**) and 100,000 under the third most successful (**Xu Bei Hong**). The other two artists' works have no value.
- 2) Now it can be seen from the board, which, if any, of the successful artists have also been successful in previous rounds, i.e. whether any markers are already in that column.
- 3) If any of the successful artists from this round do have markers from previous rounds then the value of the artist's works is the sum of all the markers.

黄宾虹	陈师曾	吴昌硕	徐悲鸿	齐白石

## A few special situations which may occur in the game



### Ending a round with a double auction card

Let us suppose that during a round, 3 "Qi Bai Shi" cards have already been played. A player now plays a "Qi Bai Shi" card with a Joint Offer symbol. He may, but if he can't, one of the other players may, play a second "Qi Bai Shi" card to go with the first. As soon as this is done, there are 5 "Qi Bai Shi" cards on the table. The round ends immediately, the two cards are not auctioned and are not sold.

### An early end to the game

It can rarely happen that a game never reaches the end of the fourth round, because all the players have already played all their cards without there being five from any one artist on the table. In this case the game ends after the play of the last card, but before that card is auctioned. The artist with most examples on the table is valued at 300,000, the second best 200,000 and so on as usual. The last card played is not sold, but does count towards the number of the artworks on the table from that particular artist.

### Equal numbers of cards

As already said, if two or more artists have equal numbers of artworks on the table, the artist lying furthest to the left on the value tracking board wins.

### No Bids at Auction

If no one makes a bid at auction the card is taken by the auctioneer without payment.

### All cards played

If one or more players run out of cards during a round, they merely miss their turn. Obviously, they may still bid for cards played by other players.

## Some Hints on Play

At first play, there is a lot in Modern Art that is new; which card should one play? Which types of auction work best at which points in the game? Perhaps the hardest aspect of the game for beginners is to judge what is the "right" price for the cards. Obviously, there is no set rule for this, but there are a couple of points which should be kept in mind.

The maximum value that a card can attain in the first round is 300,000. Second place will be worth 200,00 and third 100,000. If then a card goes for 220,000 at auction, the player buying it must ensure that that artwork will be from the first place artist or he automatically takes a loss on that card. Players should be prepared to drop out of auctions rather than pay unrealistic prices.

In the second and later rounds, cards that have already got markers against them become more valuable, but only if they are in the first three again in the actual round. An artist who has been second in the first round can reach a value of 500,000 in the second, but one should never forget the word "can". Basically, the rule at auction is to keep in mind both what value the card is capable of reaching and also its chances of reaching that value.