

Modern Art

Roger's Rules: Firedrake/BGG

Goal

Have the most money at the end of the game.

Play 4 rounds.

Setup

- Each player takes \$100, a screen, and ③:10, ④:9, ⑤:8 cards.

- Remaining cards make up the draw deck.
- Take turns in clockwise order.

Turn/Round

Active player chooses a card to display and auction. If there's an order of bidding, it starts with the player to the left of the active and proceeds clockwise. Winner pays auctioneer; if winner *is* auctioneer, they pay the bank.

Auction types:

- Open: all players may bid, no set order, raise bids as wishes.

- Single bid: in order, each player makes a public bid, or passes.
- Hidden: all players put cash in a closed fist and reveal simultaneously. Tied bids go to the latest player in order.
- Fixed price: auctioneer sets price no higher than their current cash, players in order may buy or pass. If nobody buys, auctioneer must pay the bank that price.
- Double: with another card of a different auction type but the same artist. Sell both cards together, in an auction of that

type. If auctioneer has no other card from that artist, the player to auctioneer's left may supply one, and then runs the auction and gets all the earnings; they skip their next turn. If they don't, next player; if nobody takes over, auctioneer wins the card free of charge.

Bought cards are placed in front of the screen, not in hand.

If you have no cards, skip your turn.

When the fifth painting by one artist is played, the round ends immediately; that painting is not auctioned but does count

towards popularity. The final round can also end when everyone runs out of cards; similarly the last card is not auctioned.

At end of round, retain cards in hand (if any) and sell all purchased paintings: artist with most paintings sold gets a 30 marker, next 20, then 10; ties won to left side of board. All purchased cards are then sold for the sum of marker values (as long as they have a marker from this round, otherwise 0) and removed from the game.

Deal new cards for next round.

③:6, ④:4, ⑤:3 cards in rounds
2 and 3, none in 4.