

Modern Art Auctions



Open Auction

All players (including auctioneer) can bid in any order. Highest bidder wins.



Sealed Auction

Bids are made secretly. Money is held in the fist and revealed simultaneously. If two or more players are tied, the player nearest to the left (clockwise) of the auctioneer wins. If the auctioneer is tied, he/she wins.



Fixed Price Auction

The auctioneer sets a price. Then, starting on his/her left, asks each person in turn (clockwise) if they wish to purchase at that price. The first person to accept wins. If all players pass, the auctioneer MUST buy it at the set price.



Once Around Auction

Each player gets one chance to bid. A player may bid an amount higher than a previous bid (if able) or pass. Bidding starts to the left of the dealer.



Double Auction

1) The auctioneer may choose to offer a second painting by the same artist (however not another double auction painting)

2) If the auctioneer does not or can not play another painting, the player to his/her left may choose to do so if able...and so on (clockwise)

3) If no player offers a second painting, the auctioneer wins the first painting for FREE
4) If another player offers a second painting, he/she becomes the new auctioneer. Both paintings are then auctioned together using second painting's auction type by the new auctioneer. Proceeds are split between the original and new auctioneer. **Play then passes to the left of the NEW auctioneer.

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Modern Art Quick Reference

Setup

- Each player receives a screen and \$100,000, as well as 10 cards (3 players), 9 cards (4 players), or 8 cards (5 players). The youngest player goes first.
- In the 2nd and 3rd rounds, players draw 6 new cards (3 players), 4 new cards (4 players) or 3 new cards (5 players).

Auction rules

- All bids must be in units of \$1000
- No player may bid more money than what is behind his/her screen
- If there are no bids, the auctioneer gets the painting for FREE (excluding fixed price auctions)
- If an auctioneer wins a painting, he pays the bank. For anyone else, they pay the auctioneer.

Auction Season

- Game is played in four seasons (rounds). A season continues until 5 paintings of one artist are played. Once that 5th painting is played it is not auctioned – the round ends immediately.
- If a double auction painting is the 4th painting of an artist played, and is followed by a 5th painting of that artist, the round ends immediately. There is no auction for either painting.
- If all players run out of cards during a season, then that season ends when the final painting card is offered up for auction
- Any cards remaining in a player's hand at the end of a season are kept. You may auction these off in a following season.

Selling the Paintings

- The artist with the most paintings on the table (*including unsold paintings that ended the season) gets the \$30,000 marker. The \$20,000 and \$10,000 markers are placed on the 1st and 2nd runner-ups. Ties between artists are settled in the order of the artist closest to the left (i.e. Lite Metal). Players sell off all the paintings they acquired for that season, receiving an amount per painting as the sum of the amount of that artist's column. However, if the artist did not receive a marker in that round, his paintings are worthless, even if he was ranked in previous rounds.

Game end

- The player with the most money after four seasons of play wins.

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