



RULEBOOK

MODERN ART

CARD GAME By Reiner Knizia

INTRODUCTION

Art collectors are competing to gather the most prized art pieces. Who will best anticipate the changing tastes and trends, influence the market, and assemble the highest-valued art collection? Only the most cunning collector will come out on top!

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OVERVIEW

Modern Art: The Card Game is a competitive game where 2-5 players take on the role of art collectors attempting to assemble the most highly prized art collection. Each round, players strategically choose Artwork cards from five artists to place in their Display and gain bonuses for showing them off. The more a particular artist is displayed, the more valuable their Artwork is. In the end, the player with the highest number of Victory Points is the winner!

COMPONENTS



5 ARTIST CARDS AND 95 ARTWORK CARDS

(MARIANA MARTINS: 21 ARTWORKS; NICOLÁS SÁNCHEZ: 20 ARTWORKS; TEC: 19 ARTWORKS; WAGNER KUROIWA: 18 ARTWORKS; DENISE JILLIAN TAN: 17 ARTWORKS)



12 VALUE TOKENS
(3 DIFFERENT VALUES:
1, 2, AND 3)



5 AWARD TOKENS



1 FIRST PLAYER TOKEN



1 PENCIL



1 SCORE PAD



1 PLAYER AID

SETUP

1. Place the 5 Artist cards in a line in ascending order from 17 to 21. The numbers on the cards indicates how many pieces of art are available from each Artist. Place the Player Aid next to the line of cards.
2. Sort the Value and Award tokens by kind, placing them in separate pools next to the Artist cards.
3. Shuffle the Artwork cards and deal 13 cards to each player. Then, place the remaining cards facedown next to the Artist cards, forming a deck.
4. Reveal the topmost card from the Artwork deck and place it to the right of the deck. This is the Influence card and will be considered a card in the Display for the end of the round conditions (*see pg. 3*) and scoring points (*see pg. 5*).
5. The player who most recently visited a museum takes the First Player token.

HOW TO PLAY

The game consists of 4 rounds. Each round has 3 different phases:

1. Artwork Selection
2. Scoring the Collections
3. New Round Preparation

1. ARTWORK SELECTION

Starting with the First Player and proceeding clockwise, each player selects 1 Artwork card from their hand to play into their Display, faceup, in front of them. The displayed Artwork cards should be grouped by individual Artist. Play proceeds until the End of the Round conditions are met (*see the column to the right*).

IMPORTANT: *If a player runs out of Artwork cards during a round, they no longer participate in playing cards. However, their Display is scored normally (see pg. 5).*

ARTWORK EFFECTS

Artwork cards may contain Artwork Effects, represented by symbols indicating different actions a player may perform when playing that Artwork card. The card's Effect can only be used once per game and its action must be resolved immediately when the Artwork is played, if the player decides to perform them.

The Effects on the Artwork cards are:



You may draw the topmost card from the Artwork deck and add it to your hand. This Effect is on 1 card from each Artist.



You may play a 2nd Artwork card from your hand from the **same Artist, faceup** into your Display. Ignore any Effects from the 2nd Artwork card played. This Effect is on 1 card from each Artist.



You may play a 2nd Artwork card from your hand from **any Artist, facedown** into your Display. Facedown cards will only be considered displayed Artwork when Scoring the Displays (*see pg. 5*). Ignore any Effects from the 2nd Artwork card played. This effect is on 2 cards from each Artist.



All players simultaneously play 1 Artwork card from their hand **faceup** into their Display. Ignore any Effects on Artwork cards played. This action is mandatory. The effect is on 1 card from each Artist.



You may place 1 Award token on top of **any** Artist card of your choice. This Effect is on 1 card from each Artist.

END OF THE ROUND

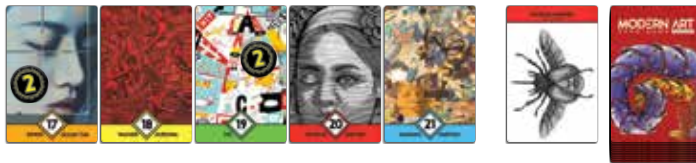
The round ends when a total number of Artwork cards from the same Artist, **including the Influence card**, have been placed into the players' Displays, depending on the number of players:

3-5 player game: 6 Artwork cards

2 player game: 5 Artwork cards

When the Artwork card that reaches the limit is played, the round ends immediately. Any Artwork Effect on the card is ignored.

NOTE: *In the rare event that all players have played all their cards, the round also ends immediately.*



Jason



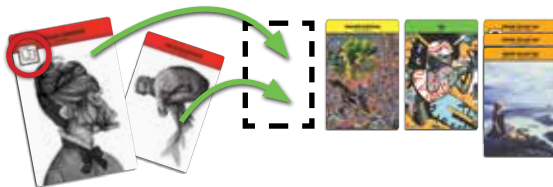
Max



Julia

EXAMPLE: On his turn, Jason plays the *Batalha Aérea* Artwork card from Mariana into his Display and immediately resolves its Artwork Effect: All players play 1 Artwork card from their hand. Jason, Max, and Julia then play 1 Artwork card each, adding them to their Display.

Max's Artwork card, *Urban Man*, from TEC, has an Artwork Effect symbol, which would allow him to draw 1 card. However, since the card was played as a result of another Artwork Effect, this Effect is ignored. Jason's and Julia's cards have no Artwork Effect. Jason's turn is over and play moves to Julia.



Julia plays the *Nicolás* Artwork card, *Numancia*, which allows her to play 1 additional Artwork card from the same Artist. She then plays the *Celtimon* Artwork card. This is the 6th Artwork card played from Nicolás (including the Influence card) bringing this round to an end.

2. SCORING THE COLLECTIONS

Once the round ends, perform the following steps:

1. Each player reveals their facedown Artwork cards (if any) in their Display.
2. Place a 3-Value token on the Artist card with the most Artwork cards in play.
3. Place a 2-Value token on the Artist card with the second-most Artwork cards in play.
4. Finally, place a 1-Value token on the Artist card with the third-most Artwork cards in play.

The Influence card is considered an Artwork in play and must be taken into account when determining the number of Artwork cards.

NOTE: *Ties are always broken in favor of the artist with the lower number (17-21) shown on their Artist card.*

The 3 Artists that receive Value tokens are considered the Leading Artists for the round and will be the only ones used for scoring that round. The remaining 2 Artists and their Artwork will not count for scoring during the round.

For each Leading Artist for which a player has a matching Artwork card in their Display, they may play a single additional Artwork card from their hand that matches those Artists. Hence, each player may add between 0 and 3 Artwork cards to their Display (1 for each Leading Artist), ignoring any Artwork Effects on those cards when played.

Add up all the Value and Award tokens on top of the Artist cards from the Leading Artists. This is how many Victory Points (VP) each Artwork card from each Artist is worth for the round.

Starting with the player who played the last Artwork card during the round and progressing clockwise, each player counts up their Victory Points. Record the results on the Score pad.

When scoring later rounds, any Value and Award tokens placed on Artist's cards in previous rounds will count towards the value of each Artist's Artworks, provided that the Artist is a Leading Artist. The 2 Artists with the fewest Artwork cards in the round will **never** be considered when scoring, regardless if they have Value and Award tokens from previous rounds on top of their cards.

3. NEW ROUND PREPARATION

Before starting the next round, perform the following steps:

1. Remove all Artwork cards displayed during the round (including the Influence card) from the game.
2. Reveal a new Influence Artwork card for the next round.
3. Players keep the Artwork cards they haven't played in their hand. Deal out new Artwork cards depending on the number of players and the round, according to the table:

| # OF PLAYERS | 1 st 🎁 | 2 nd 🎁 | 3 rd 🎁 | 4 th 🎁 |
|--------------|-------------------|-------------------|-------------------|-------------------|
| 2 PLAYERS | 13 | 6 | 6 | 3 |
| 3 PLAYERS | 13 | 6 | 6 | 0 |
| 4 PLAYERS | 13 | 4 | 4 | 0 |
| 5 PLAYERS | 13 | 2 | 2 | 0 |

4. The player to the left of the First Player takes the First Player token and will start the next round.



EXAMPLE: With 6 Artworks cards, Nicolás is the Artist with the most displayed cards. A 3-Value token is then placed on his Artist card. Wagner and Denise are tied Artists with 5 Artwork cards each. Since ties favor the Artist with the lower number (17-21) shown on their Artist card, a 2-Value token is placed on Denise's card and 1-Value token goes to Wagner. TEC and Denise have an Award token placed on their respective cards. However, since TEC is not a Leading Artist,

his Award token will not be taken into account for scoring in this round, only Denise's. In future rounds, if TEC becomes a Leading Artist, the token will then be added to the amount of Victory Points that each TEC Artwork card will be worth.

This round, only Artwork from Nicolás (3 VP each), Denise (4 VP each, 1 from the 2-Value token and 2 VP for the Award), and Wagner (1 VP each) will grant players Victory Points. Artwork from TEC and Mariana will not.



Max



Julia



Jason

Now, for each Leading Artist that the players have Artwork cards in their Display, they may play 1 additional Artwork card from their hand. Max displayed Artwork from 2 Leading Artists: Nicolás and Wagner. Since he has Artwork cards from both in his hand, he plays 2 additional Artwork cards, 1 from each. Julia has displayed Artwork cards

from the 3 Leading Artists, but only has an Artwork card from Wagner in her hand. So, she then plays 1 additional Artwork card. Jason also displayed Artwork from the 3 Leading Artists, and has an Artwork card from Wagner in his hand. However, Jason does not play this card as he wants to promote Wagner further in the next round.

CREDITS

The players then score their Victory Points:



Max: 3 Nicolás, 4 Wagner, 2 TEC, and 1 Mariana,
scoring 13 VP: $3x3 + 4x1 + 2x0 + 1x0 = 13$ VP



Julia: 2 Nicolás, 2 Wagner, 1 TEC, and 3 Denise,
scoring 20 VP: $2x3 + 2x1 + 1x0 + 3x4 = 20$ VP



Jason: 1 Nicolás, 1 Wagner, 2 Denise, and 1 Mariana,
scoring 12 VP: $1x3 + 1x1 + 2x4 + 1x0 = 12$ VP

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END OF THE GAME

The game ends once the 4th round is over. Then, players add all their Victory Points together from the 4 rounds. The player with the highest score wins the game!



DENISE JILLIAN TAN

Born in 1989, Denise Jillian Tan is a young Singaporean artist who graduated with a Fine Arts degree from the LASALLE College of the Arts. She was rated amongst the Top 20 Singapore Artists in 2012, where she also exhibited among the Top 30 Category in Asia at Marina Bay Sands. She has exhibited in group shows at The Arts House, Alliance Française de Singapore, and Vue Privee and had her third solo show at the Artesan Gallery in December 2014. She was one of the winners of the Paintings of Portrait Project by the NUS Society in 2014. Denise is currently a part-time lecturer at LASALLE College of Arts and owns the Fort Studios in Singapore.

"Human formation captivates me. Human figures emanate identity hints resulting in enticement or repulsion. Focusing on the slightest details, I find myself with an obsession to relate with and understand the subject matter deeply. Imagery of children is constant in my artwork, subsequently, adopting the puppet's role helps to narrate my stories and at the same time on my personal mentalities. I use my canvas on stages, engulfing issues of reality, digesting, reinterpreting, and presenting it to the audience as a tale to be contemplated."



Wonderself

Chapter 5 - The Day We Learnt to Read



Hanging



Mirroring

Hover



Little Red Riding Hood



MARIANA MARTINS



Memória de Armarinho



13 Juni



Psicodelia VI

4 de Espadas



Reminiscências em Azul

Batalha Aérea



Mariana Pabst Martins was born in 1958, in São Paulo, Brazil. She graduated from the University of São Paulo (USP) with a degree in Architecture and Urbanism. In 1981, Mariana had her first art exhibition, "Diplomas", where she presented traits that characterized her artistic production. In addition to visual and plastic items fused into her works, Mariana dedicated herself intensely to curatorial and educational projects. She founded "Choque Cultural" in 2004 and "Instituto Educativo" in 2011. She held numerous exhibitions by herself, including collaborations with the most important cultural institution projects in Brazil.

Mariana is a systematic accumulator of symbolic and affective residues, such as personal objects, toys, and many other kinds of objects. She groups them into various forms of collages. Her favorite mediums are calligraphy, graphic arts, engraving, and collage. Currently, Mariana dedicates herself into assemblage by creating three-dimensional collages. Calligraphy is always present as a very personal graphic element. From assemblages, Mariana entered definitively into the sculptural environment and has done several larger pieces; for example, a cabinet-type with small dioramas in each of its drawers, revealing different situations and scenes. It's something between a doll house and a model of a surreal building.

NICOLÁS SÁNCHEZ

Nicolás Sánchez, or better known as AlfAfA, was born in 1983, in Merida, Venezuela. Nicolás started his artistic career very early, originally taking up drawing at the age of 7, inspired by the art of Hieronymus Bosch and designing at his mother's stained glass atelier. He studied Plastic Arts at the University of Caracas and attended the National School of Fine Arts in Montevideo even though he never obtained a formal degree there. Later on, he began a self-taught career as a muralist by presenting themes like allegories and mythologic and fantastic creatures. Since 2008, he has focused on urban-street art, painting murals of different sizes.

Draftsman, painter, and mural artist, Nicolás Sánchez writes stories, tales, and mythologies that feed the bestiary creatures living in his mind. His artwork thematically consists of the creation of hybrids, uses local myths and fauna, costumes, folkloric characters, and tales related to the places where his mural projects are developed. For the past 4 years, he has been on the road, traveling to 30 different countries and visiting about 80 cities. He painted several murals for festivals, projects, collective and solo exhibitions around the world, and soon is moving to Toronto, Canada, for love reasons (the best of reasons).



Gauchoballo



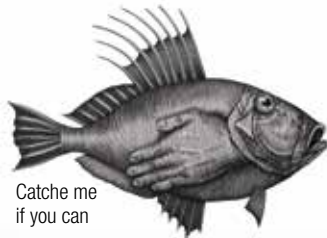
Celtimon



Mr. Neptune



Beetle queen



Catche me if you can



Biddina



Thinking the sea



Urban-Man

Cidade linda



Amarillo



Tell Me

El Lado Azul



La Plaza es Nuestra



Born in Cordoba, Argentina, TEC now lives in São Paulo, Brazil. Aware of the social function of art, he delivers lectures and runs workshops, especially in public schools. Internationally recognized with the exhibition “De Dentro e De Fora” at MASP, TEC has had exhibitions in New York City, Barcelona, and Cologne, and has participated in art fairs including ArteBa (Argentina), ArtRio (Brazil), and Scope Miami Beach (USA). In 2015, he made one of São Paulo’s largest murals located on Amaral Gurgel street, facing the city’s most iconic highways, representing a person in the chaos of the city, full of paths to go through daily.

The combination of supports and techniques are the tonic of TEC’s work and the street the source of aesthetic inspiration. He explores the ambiguity of the public and private art spaces, using distinct methods. He innovated and expanded the scenery of urban art with his giant drawings, making use of distance and perspective. To record these drawings, he uses a camera attached to a drone. On canvas, he combines the speed of painting with the formal rigor of overlapping layers. Through his artistic signature line and color management, he establishes a new interpretation of what is real.

WAGNER KUROIWA

Kuroiwa was born in 1946 in Garça, Brazil. Since childhood, he showed interest in both the arts and science. He graduated as a Medical Doctor (UNIFESP) and specialized in Public Health and Health Law (USP), cultivating art through dilettantism. In both activities, the humanitarian character always guided him. He served as a physician in the Brazilian Air Force, receiving the Santos Dumont Medal of Merit. In 2004, he was invited by the Japanese government to join a project to improve the quality of life/well-being of the people in South America and Portuguese-speaking countries in Africa.

Wagner Kuroiwa is an artist known for the variety of colors and details he uses in his work, blending drawing and painting with a mix of techniques such as watercolor, oil, carvings, and unprecedented use of radiographs and tomographies in an approximation of medicine and art. In 2016, he painted 10 murals in UNIFESP University's anatomy laboratory with reproductions of Michelangelo's Sistine Chapel. In his exploration of perspectives, Kuroiwa embarked upon a series of wood carvings, reproducing small drawings that merge with details in pen-and-ink and acrylic painting. In 2019, he exhibited a new artistic production in Madrid, Spain.

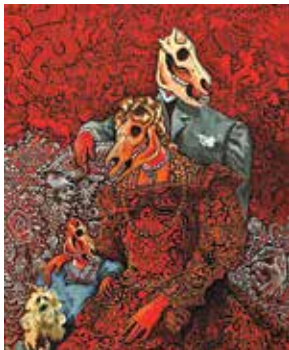


Os Jacarandás



Curta História

Retrato de Família



Branch



Aves Não Do Paraíso

Lady Agnew

