

RAM Maths Circle

December 21, 2025

Nagpur

Setup

1. Shuffle the 70 painting 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. No one must know how much money the other players have until the end of the game.
4. 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...

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.

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 responsible 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 announces 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 buys 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 pay 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.

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

Winning the Game

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

Credits

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