

"Wall Street Legend" Rulebook (Tabletopia)

Overview:

“Wall Street owns the country. It is a government of Wall Street, by Wall Street, and for Wall Street. “ You are an investor. In the financial district of Wall Street, where vast sums of money are traded, strive to build immense wealth compared to other investors. Read economic trends, invest in projects of your choice based on your strategy, and enhance your presence in the market. In the daily hustle and negotiations of this Wall Street, bold transactions and calm decisions become the beacons to glory. Conquer this game with your assets.

Components:

- Currency: \$500, \$100, \$50, \$10, \$1 bills
- Project Cards: 80 cards
- Strategy Cards: 44 cards
- Karma Cards: 35 cards
- Generation Cards: 10 cards
- Economic Fluctuation Cards: 7 cards
- Years Passed Cards: 10 cards
- Karma Points: 32 points
- Player Tokens: 20 tokens

- Economic Fluctuation Tokens: 7 tokens
- Years Passed Token: 1 token
- Dice: 1 die
- Game Board
- Bag

Setup:

- Distribute money to each player, ensuring each has \$1500.
- Deal two Project Cards to each player, allowing them to choose one and discarding the other.
- Distribute Strategy Cards in the same manner as Project Cards.
- Advance player tokens 5 spaces on the Arete Value Board.

Game Play

- Each round represents one year, and the game concludes after 30 years.
- In the first turn, apply only Generation Cards and Economic Fluctuation Cards. Enter the investment phase for each player.
- In Generation (every 10 years):
 - Draw one Generation Card from the deck and reflect its effects on the economy.
 - Distribute Strategy Cards following the same procedure as the preparation stage.
 - Settle Karma Points and impose penalties based on

cumulative points.

- Every 5 years, distribute Project Cards:
 - The player with the lowest Arete Value draws 1 card, the next highest player draws 2 cards, and players with higher values draw 3 cards. They choose one to add to their hand and discard the rest.
- Draw two Economic Fluctuation Cards and reflect their effects on the Economic Board (taking into account the value on the Generation Card at this time).
- Players take turns following these steps:

Step 1: Use Investment Cards or Karma Cards (optional)

- Investment Cards are revealed, making them open to all players.
- Pay the minimum investment amount.
 - At this point, players can pay Arete Value at a predetermined ratio to cover the minimum investment, but they must pay that amount when the project concludes.
 - If unable to pay, players take on debt, drawing a predetermined number of Karma Cards.
 - It's possible to clear the minimum investment using loans from other investors. In such cases, the Arete Value gained based on subsequent investment

amounts is distributed between the investor who presented the Project Card and the investor providing the loan.

- The number of cards that can be publicly placed is determined by the Arete Value.
 - (Arete Value: 1-5 = 2 cards, 6-10 = 3 cards, 10 and above = 4 cards)
- When placing a card, put it under the current Generation Card along with the minimum investment. Place the player token on top of the invested amount and indicate the year the project started using the Years Passed Card.
- When using Karma Cards, draw Karma Tokens equal to the number of cards used.
- To add a Karma Card to your hand, pay 5 Arete Points.

Step 2: Participate in investments (optional) with a flexible amount.

- Other investors can invest in Project Cards placed by players until half of the project's duration.
- Participating players receive Arete Points equal to the invested amount at the project's end (1 point for \$100).
- However, if the project fails, the earned Arete Points are halved.
- Evaluate the success or failure of projects whose durations

have expired using a dice roll (the dice value is affected by the economy).

- After the dice roll, if successful, receive returns; if failed, receive an amount based on the principal loss rate.
- Projects with ESG receive Arete Points.

Repeat the above for 30 years.

Game End: The investor with the most currency after 30 years, with Arete Points convertible at \$100 per point wins

Various Cards:

Project Cards (Green)

Strategy Cards (Red)

Economic Fluctuation Cards (Magenta)

Generation Cards (Gray)

Karma Cards (Black)

Various Tokens:

Karma Tokens (Skull symbol on the back) (Note 4)

Player Tokens (Human symbol)

Years Passed Cards (Numbers): Indicate in which year of the generation a project was initiated.

Years Passed Tokens: Placed on the board to represent the current number of years passed.

Economic Fluctuation Tokens: Placed on the board to indicate the current economic fluctuation points in the sector.

***Additional Information:**

Note 1: Due to economic fluctuations, additional dice values are added to the original dice roll for success. (Example) Economic Points 3 Original success check dice: 1, 2, 5 → After economic influence, the success check dice become 1, 2, 5, adding an extra digit for success.

Note 2: Effects of Arete Value on obtaining Project Cards. → Arete Value 1-5 = 1 card, 6-10 = 2 cards, 10 and above = 3 cards.

Note 3: Does not affect Economic Points but influences Economic Fluctuations. (Example) Generation = Depression, Economic Fluctuation Dice: 4 → Instead of the original Economic Points +1, it becomes 2.

Note 4: Numbered 1-4, representing Karma values. When used, draw the number of cards indicated by the skull symbol. *Penalties for Karma Values: 2p: Fine \$100, 4p: Fine \$500, 6p: Confiscate 70% of holdings, 8p: Elimination.