

SHARKS OF WALL STREET

RULEBOOK

2-6 20-40 min

REMARKABLE
GAMES

COMPONENTS



70
Capital Cards



24
Investment
Cards



46
Tool Cards

OVERVIEW & OBJECTIVE

- The game is played in 4 rounds or until one of the players has 5 Investment cards in their Portfolio.
- Each round consists of 3 Auctions where players compete for high-value Investment cards.
- Winners of each Auction add the Investment cards to their Portfolio and discard the Capital cards they committed.
- The player with the highest total value on the Investment cards in their Portfolio wins the game.

GAME SETUP

1. Shuffle the Capital, Investment, and Tool decks separately and place them in the middle of the table where everyone can reach them.
2. Deal 6 Capital and 3 Tool cards to each player.

ROUND SETUP

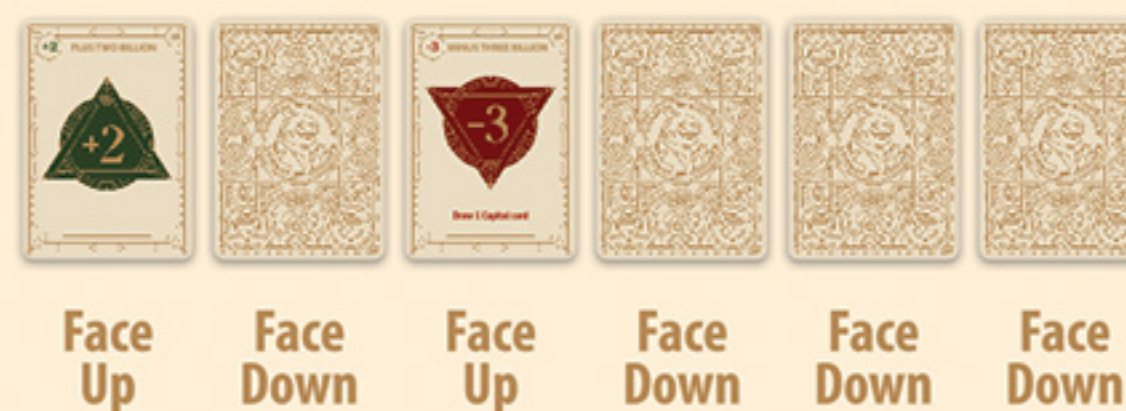
1. *Skip for the first round. Repeat at the start of each following round.*

Each player draws 4 Capital cards, plus 1 additional Capital card for every face-up Investment card in their portfolio.

2. *Skip for the first round. Repeat at the start of each following round.*

Any player with fewer than 3 Tool cards in their hand draws additional Tool cards, until they have 3 again.

3. Lay out 6 Investment cards from left to right, according to the following pattern:



Face
Up

Face
Down

Face
Up

Face
Down

Face
Down

Face
Down

HOW TO PLAY

Each round consists of 3 Auctions, and each Auction is subdivided into Investment Phase and Tool Phase.



In each Auction, 2 Investment cards are up for bidding: usually, one face-up and one face-down. **Before the first Auction of the game**, randomly choose the first player.

INVESTMENT PHASE

During the Investment Phase, players take turns to bid Capital cards on 2 Investment cards available for the current Auction



Auction 1

Auction 2

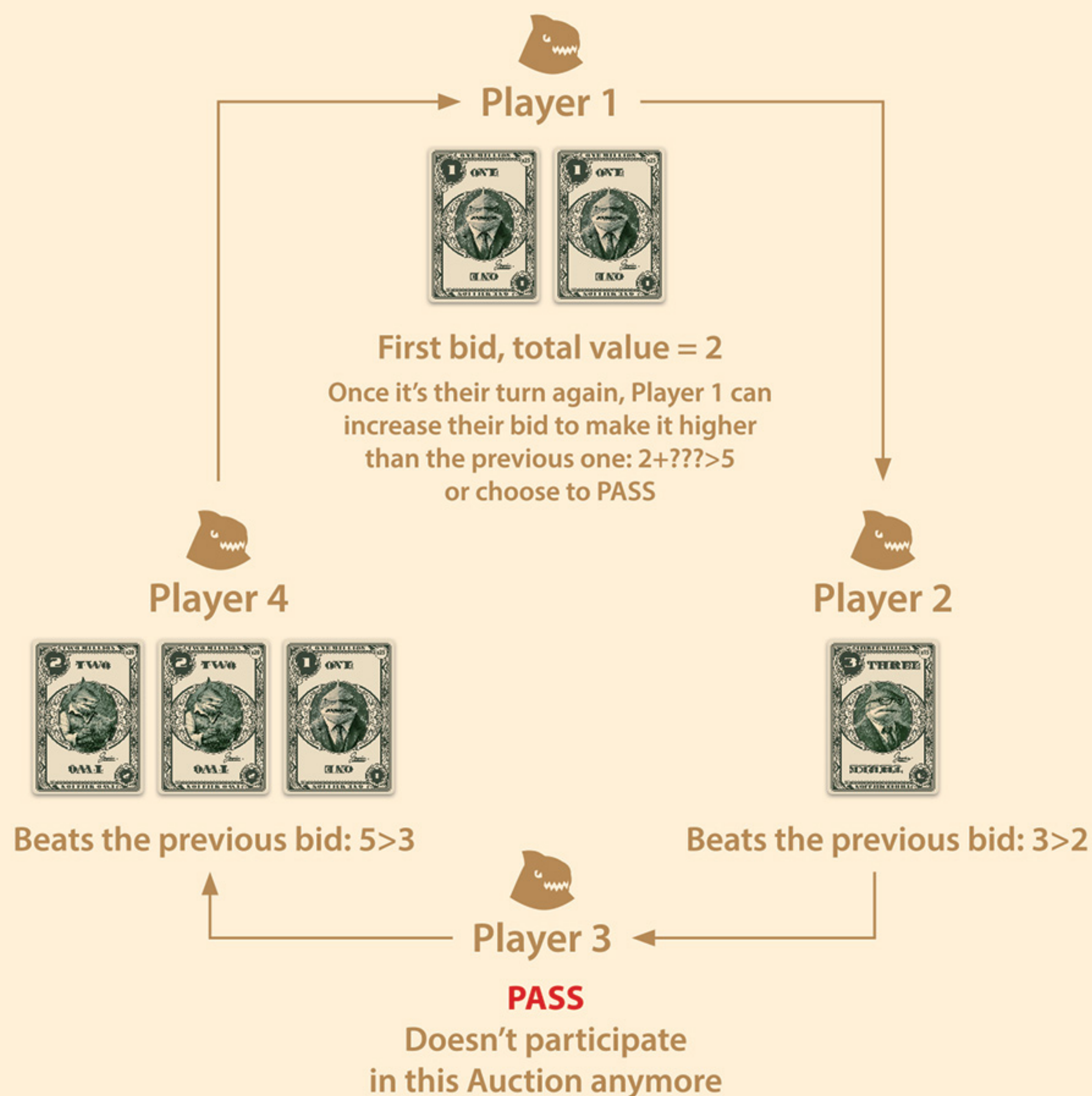
Auction 3

The first player starts by laying any number of Capital cards in front of them as their bid. If the first player doesn't want to bid, they may pass, and the next player clockwise takes their turn to either play the first bid or pass.

If all players pass consecutively, discard the Investment cards for the current Auction and skip the Tool Phase. Proceed to the next Auction.

After the first bid has been made, other players continue taking turns clockwise, choosing between placing a bid **higher than the previous one made** (any number of cards, but higher total value) or **passing**.

Players who pass at any moment of the Investment Phase cannot bid anymore until the next Auction.



Players continue taking turns to raise bids or pass clockwise until all players but 1 pass consecutively.

The last remaining player wins the Investment Phase, discards their Capital card bid, and adds the Investment cards to their Portfolio, without changing their current face-up or face-down orientation. The other players retrieve their Capital cards used for bidding.

If this was the second Auction of the round, the winner flips one of the 2 face-down Investment cards for the third (last) Auction. If both cards for the last Auction are already face-up, do not do anything.

TOOL PHASE

- Proceed to the Tool Phase, starting with the player to the left of the Investment Phase winner.
- During the Tool Phase, every player has one turn to either play a Tool card from their hand or pass.

The only exception is the "Connection in the Government" card that works as a reaction to another player's Tool. This card can be played at any moment of the Tool Phase and does not count as a played Tool card.

Once all players have either played a Tool card or passed, the Auction ends. The next Auction begins with the winner of the previous Investment Phase.

END OF ROUND & GAME END

A round ends after the Tool Phase of the third Auction. If at that point none of the game end conditions are met, a new round begins.

The following conditions trigger the game end:

1. Full Portfolio: If at least one of the players has 5 Investment cards in their Portfolio (both face-up and face-down cards count), the game ends immediately.
2. Round 4: After Round 4, the game ends automatically even if none of the players have 5 Investment cards in their Portfolio.

In both cases, each player flips all their face-down cards, then calculates the total value of all Investment cards in their Portfolio.

The player with the highest total value on Investment cards in their Portfolio wins.

CLARIFICATIONS & TIPS

INVESTMENT CARDS

Investment cards with negative values usually have a bonus.

The bonus listed on an Investment card applies immediately in the following situations:

1. Whenever a player secures a face-up Investment card in the Investment Phase.
2. Whenever a player flips an Investment card face up in their Portfolio. In this case, you can get the same bonus multiple times by playing Tools that allow you to flip Investment cards face up/down.

TOOL CARDS

- Many Tool cards require discarding Capital cards to use their effect. You can discard Capital cards with any values, but you must discard exactly the number of cards required by the Tool card. Repeating the Tool's effect by discarding more Capital cards is not allowed.
- Some Tool cards' effects consist of two parts. If you cannot resolve the first part of the effect, you cannot play this card.
- If a Tool card's effect offers a player to choose between two options, the player must choose one that they can resolve. If there is an option that the player cannot resolve, it cannot be chosen.