

## PLAYER TURN SUMMARY

Choose one action:

# 1920 Wall Street



### A- MOVE AND BUY

Move your pawn around the circle in the direction shown on the "Market Trend" card. You pay:

- **Number of "\$" shown on the target card +\$1 for each movement.**  
(You use the money of your Capital card and, if that's not enough, you must use coins)
- **+\$1 to each player on the target card.**  
(You use only coins)



You can **EXECUTE AND KEEP** the card placing it in a hidden personal pile according to the reverse (**Stock cards** or **Market Fluctuation cards**) or you can **DISCARD** the bought card. Later, you place the top card of the deck to refill the circle.



**NOTE:** If you move on the "Market Trend" you take the coins **and** discard the top card.



### B- SELL A STOCK CARD

- 1) **Discard** the card where your pawn is.
- 2) **Place one stock card** of your personal pile and **received half of value** of the company value as shown on the quotation board.
- 3) **Add the top card** from the deck and form a set of 2 cards and their price for purchase is the sum of both.



### C- INCREASE CAPITAL

- 1) **Pay \$2** to the bank.
- 2) **Rotate the capital card** increasing one point.
- 3) **Discard** the top card from the deck.



## OTHER IMPORTANT RULES



### MARKET TREND

Either at the beginning or at the end of your turn you can place \$1 on this card to turn it over and change the direction of movement.



### LOANS

If you need money, you **must** take a Loan card, to receive \$5 (and -8 point at the end of the game). Loans cannot be returned.



### DISCARD

When you discard, you select one of three discard areas. The area with most dynamites icons in their cards (none in case of tie) is the event that all players suffer at the end of game.



### MINIMUM VALUES

This card shows the minimum amount of stock that you need in each company in order to score points at the end of the game.