

# With a Smile & a GUN



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# Game Overview

*With a Smile & a Gun* is a fist-clenching game of scheming and intrigue. Playing as criminal gang leaders in a fantastical Noir version of the Prohibition Era, you will have to outthink your rival in order to seize control of the city's underground businesses. In order to win, you'll need to think about your actions, but also your opponent's: you'll send Police to raid their businesses; you'll decide when to lay low and when to go all-in; you'll even have to dabble in the dark arcane powers of Infusions if you want to get ahead.

## Components

- Rulebook
- City board
- Dice board
- Time tracker
- 45 Control tokens
- 1 Token bag
- 5 Shadow cards
- 5 Infusion cards
- 2 Player Aid cards
- 2 Action lists
- 3 Majority markers
- 1 First player token
- 13 6-sided dice
- 30 blue Police cubes
- 30 Green cubes
- 30 Yellow cubes
- 2 Player Meeples
- 1 Shadow Meeple
- 3 solo scoring tokens
- 8 multiplier tokens

# Setup

1. Give each player the cubes, Boss meeple, and Player Aid of their chosen colour. Place the Police cubes in a supply beside the board.
2. Place the City board in the center. Then, place all 3 Meeples (both players' Bosses and the Shadow) on the 0/12 space. The Meeples never enter the City: they always move around the perimeter.
3. Place the Dice placement mat next to the City board, with the 13 dice. Place the Time token on the 1.
4. Randomly select a Shadow card and an Infusion card for the game. Return the unused cards to the box.
5. Take the 5 Infusion tokens and mix them up: add one to each of the 4 corner districts, and one to the central one.
6. Mix all the remaining Control tokens in the bag. Make sure you don't add in the Solo tokens.
7. The player that most recently led a crime syndicate through a turf war in a prohibition-era city becomes the first player. In the case of a tie, determine the first player randomly.

*These cards change the way that the Shadow and the Infusion tokens behave in the game. For your first game, we suggest **The Mole** and **Last Chance**.*



# Round Overview

*With a Smile and a Gun* is played over 3 rounds, each consisting of 5 steps:

1. Sizing It Up
2. Hitting The Town
3. Casting the Shadow
4. Feeling the Heat
5. Settling the Score

During your turn you will also have the opportunity to use Infusion tokens to gain powerful effects. The Infusion card chosen during setup will tell you during which phases you can use its associated Infusion tokens.

## **Sizing It Up**

Roll the 13 dice to form a communal dice pool. These dice are used to determine your actions, as well as the action of the Shadow.

Fill each district of the city to its maximum amount of Control tokens, chosen randomly from the bag. The central district takes 3 tokens, while the other only take 2. Then, for each district you just filled, count the number of blue squares present on its Control tokens and place that many Police cubes on that district.

**A district which did not receive new tokens does not receive Police cubes in this phase.**

If you ever run out of Control tokens, take all the Hat tokens you've set aside and return them to the bag before refilling the remaining districts. Any non-Hat tokens are left out of the game.

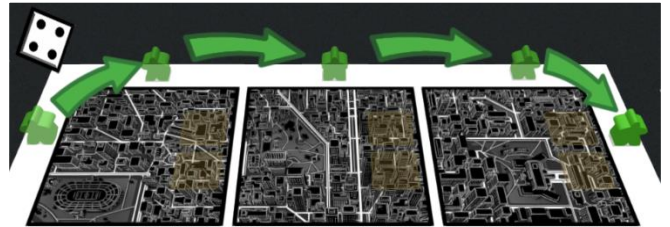
## Hitting the Town

Starting with the first player, each player takes 3 turns in this phase. You will draft 2 dice per turn, so after 6 turns there will be 1 die left over - that die is used in the Shadow phase.

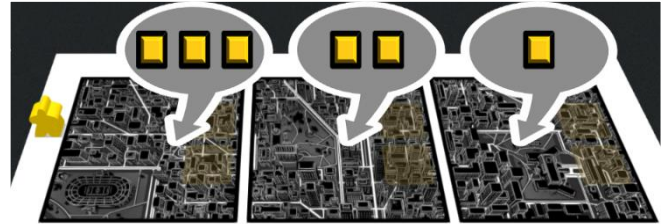
**Note:** *If, at the beginning of your turn, all of the available dice in the pool show the same face, you may reroll all of them before choosing your pair of dice. If, after rolling, all dice show the same value, you can roll them again.*

On your turn, choose a pair of dice from the communal pool that will determine your movement and action for that turn.

**Movement:** Place your movement die on one of the footstep spaces on your side of the board. Then, move your Boss exactly that many spaces clockwise on the outside of the city. Bosses and the Shadow can share spaces.



Once you have moved your Boss, add influence cubes to the districts in the corresponding row/column they are facing. Place 3 cubes in the closest district, 2 in the second district, and 1 in the district at the end of the row/column.



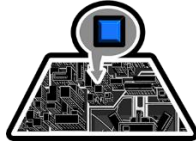
**Action:** Place your action die on one of the hand spaces on your side of the board. Then, perform one action whose number is the same as the die you've selected, as presented on the table on the next page.

After completing your action, your opponent takes their turn. Continue until each player has taken 3 turns.

## Value

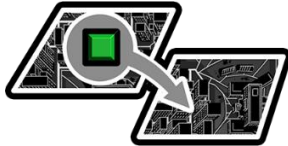
## Action

1



Add a Police influence cube to any district.

2 or 3



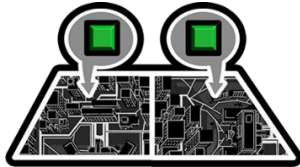
Move a cube of your colour from one district to another.

4 or 5



Remove a cube of any colour from any district (return it to the supply).

6



Add a cube of your colour to 2 adjacent districts.

## Casting the Shadow

First, move the Shadow clockwise around the city a number of spaces equal to the number on the unselected die, just like you do with your own Boss.

Then, depending on the Shadow card chosen during setup, you may have to perform the associated action.

Shadow cards that say "in this district" refer to the first District in front of the Shadow meeple.

## **Feeling the Heat**

Your actions attract the attention of the Police. Add together the values of the 3 dice you used for your actions: this is your Heat level. **Your movement dice do not contribute to your Heat total.**

If you have a lower sum than your opponent, you now receive a bonus: you may add either 2 Police influence cubes, or 1 influence cube of any colour, to any one district in the city. If you add 2 Police cubes, you must add them to the same district.

If you have the same total as your opponent, no one receives the bonus action.

## **Settling the Score**

The struggle for control of each of the districts in the city now resolves. Start with the district in front of the Shadow and work clockwise around the city, finishing with the central district.

In each district, see which colour has the most cubes there. If there is a tie for first place (including if there are no cubes) then the district is not scored this round: all cubes and tokens remain where they are, and it will not be filled between rounds.

If you have the most cubes in a district, you gain a Control token of your choice and place it in front of you. After awarding a Control token to the first place player, the colour in second place gains the remaining Control token. If there is a tie for second place, remove the remaining tokens and place them beside the board.

If the Police have a choice between two Control tokens, they use the following order:

1. Hat (if more than one, choose the one with the highest number)
2. Gambling
3. Weapons
4. Contraband
5. Infusion

If the Police gains a business (Contraband, Weapons, or Gambling) or Infusion token, return it to the box: it is out of the game for good. If the Police gains a Hat token, set it next to the board.

**Central District:** When scoring the central district, the player (or Police) in second place have to choose which of the two remaining tokens to take, and the one in third place gains the final token.

**Note that you must have at least 1 cube on a district to gain a token.**

**Gaining a Control token:** When you gain a Control token, place it in front of you. Control tokens are always public information. When you take an Infusion or Business token, you can decide to flip it over to instead gain 1 victory point. You must take that decision right then and there, and cannot change your choice later.

When you are finished scoring a district, **return all influence cubes on it to their respective supplies**. As a reminder, cubes from Districts which were not evaluated are not taken out.

After scoring all of the districts, give the first player marker to whoever has the most Control tokens in front of them. In the case of a tie, whoever has the token gives it to their opponent.

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### **Example of Settling the Score:**

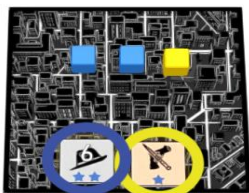
*Here's how to score a district that has 3 green cubes, 2 yellow cubes, 1 blue cube, as well as 2 hat tokens (2pts and 4pts).*

*The green player is in first place and can take either token. They choose the 4pt token, leaving the 2pt token for the yellow player who finished in second.*



*The next district has 2 blue cubes and 1 yellow cube, as well as a 6pt hat token and a Weapons token.*

*The Police are in first place, and choose the 6pt hat token, leaving the Weapons token for the yellow player.*





Finally, the central district has 4 yellow cubes, 2 green cubes, and 2 blue cubes, as well as a 3pt Hat token, a Gambling token, and an Infusion token.

The yellow player is in first place this time, and chooses the Gambling token. Since there is a tie for second place the remaining tokens are discarded.

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## Final Scoring

After the game ends, you will determine your score by looking at the Control tokens in front of you and comparing them with your opponent.

- Each Hat token scores the amount of points printed on it;
- Each face-down Business or Infusion token scores 1 point;
- For each business type (Contraband, Weapons, and Gambling), compare the number of face-up tokens you have of that type with your opponent. If you have the most of a type, you gain the majority marker for that business and score the amount of points printed on it;
  - If you and your opponent have the same number of tokens in that type, no one scores those points.
  - If your opponent has *no* tokens of that type, you have a monopoly and score double the amount of points: flip the marker over.
- Certain Infusion and Shadow cards may also provide scoring opportunities, so be sure to refer to them while comparing your scores.

If you have the most points, you win! If there is a tie, whoever has the most face-up Infusion tokens wins. If you are still tied, the player with the most influence cubes on the City board wins. If you are still tied, carry your grudge into the next game.

# Solo Mode

*With a Smile and a Gun* is fully playable as a 1-player, solo game, including a number of different variants depending on the type of solo experience you are looking for. The default solo mode is to compete against an automated gang, the Rue Morgue Crew (RMC), which follows the instructions below.

Set up the game as usual, including giving the RMC a Boss meeple and a supply of influence cubes. Be sure to place the 6 Solo tokens in a supply nearby. You always go first, with the RMC taking their turn after yours.

## Sizing it Up

This step is performed as usual.

## Hitting the Town

As with regular players, the RMC moves and acts every turn. However, it does so following certain special rules. The RMC also has a special trick up its sleeve: before taking their turn, they take the lowest valued die, roll it, and return it to the dice pool. Then, they take their turn following these rules:

The RMC chooses its movement die based on your location. If it can get to your location by choosing a die, it takes that die. Otherwise, it will choose the die that moves it closest to you, choosing the lower value die in case of a tie (if, for example, you are 4 spaces away and there are a 3 and a 5 available, it chooses the 3). Place its movement die on one of the footstep spaces on their side of the board.

After the RMC moves, it will place 4 cubes in the closest district, 3 in the second district, and 2 in the third, instead of the regular 3, 2, and 1.

The RMC then chooses its action die following these rules, but it **does not** perform the associated action. Place the chosen die in one of the action spaces on their side of the board.

1. If there is a 6, it will take it.
2. Otherwise, if, among the remaining dice, there is only 1 of a given value, it will choose that die, choosing the lowest value if there is a tie (for example, if it is choosing from 1, 1, 1, 2, and 3, it will take the 2).
3. Otherwise, it will choose the lowest die.

## **Casting the Shadow**

This step is performed as usual.

## **Feeling the Heat**

If the RMC has the lowest Heat level, give it a 3 point Solo token. It does not add influence cubes.

## **Settling the Score**

If the RMC has the most cubes in any District (or second-most when scoring the Central District), it will follow these steps to choose a token:

1. If there are Business tokens in the District, they will place a cube of their colour next to each of them: these cubes count as business tokens of that type.
2. Then, they will also choose a control token, following the same order as the Police.

The RMC always flips Infusion tokens over, but never Businesses.

In every other choice, follow the standard rules.

After scoring all of the Districts, you retain the first player token.

## **Final Scoring**

This step is performed as usual. Solo tokens are worth 3 points each, and remember to count cubes on each majority marker as a token of that type. If your score is higher, you have defeated the Rue Morgue Crew! If not, they push you out of Gattory City!

## **Difficulty Levels**

You can adjust the difficulty of the RMC for more, or less, of a challenge by adopting any of these gameplay changes:

**EASY:** The RMC does not gain control tokens during Feeling the Heat: it only blocks you from getting the action.

**HARD:** During Hitting the Town, the RMC will reroll all the dice in the pool once if they are of the same value.

Also, if the RMC takes a 6 for its action, add a cube to the district in front of your Boss, and to the one in front of the Shadow. If both are in the same space, add 2 cubes to that district.

**LEGENDARY:** In addition to the Hard gameplay changes, the RMC scores 3 points for each of its Infusion tokens during Final Scoring, instead of 1, and 6 points per solo token, instead of 3.

## **More Rival Gangs - Solo Missions**

The Solo Mission Mode requires you to beat the various other Gangs that operate in Gattory, by meeting a certain score AND an objective. You must accomplish both to move on to the next rival. Defeat each of the gangs to establish yourself as the Baddest Boss the city's ever seen!

Play the solo game as usual, but you do not need to determine the Rival's score. After Final Scoring, compare your score to the table below and check to see if you have completed that mission's objective.

<b>Rival Gang</b>	<b>Points</b>	<b>Objective</b>
The Red Death	48+	Have a monopoly in at least one business
The Ravens	50+	Gain at least 3 Infusion tokens
Lenore's Boys	52+	Gain at least 7 control tokens that are worth 2 or 3 points.

Unkindness	54+	Have a monopoly in at least two businesses
6 <sup>th</sup> Street Amontillado	56+	Gain all 5 Infusion tokens.

## **More Rival Gangs: Hard Mode**

In the Hard Mode of the Solo Missions, you must also beat the Rival Gang's score to move on to the next mission.

## **"All about your legacy" Solo Variant**

If competing with the Rue Morgue Crew is below you, you can instead measure your impact on its own terms. Play the Solo mode as normal, but at the end of the game, compare your score only to the chart below.

**< 45 points:** *You barely make an impact on Gattory City's underworld. Maybe a job on the docks would be more your speed?*

**45-55 points:** *The Police are looking into some of your underlings, but they're still more preoccupied by the Rue Morgue Crew.*

**56-65 points:** *You're definitely getting well known in Gattory City, so much so that you might just have undercover police in your organization. Now is probably a good time to find out who is truly loyal to you and who isn't.*

**66 points or more:** *The Police are really after you now, but so are the papers and politicians! You're the best of the best and no one will turn on you, but beware; there's always a creative prosecutor that could get you on tax evasion if you're not careful.*

# Shadow Cards

The Shadow card will determine the effect of the Shadow character during the Casting the Shadow phase. Refer to this section if you need clarification on the effect of the card you use.

**The Badge:** After moving the Shadow, remove all Police influence cubes in the district in front of them.

**The Gumshoe:** During the Settling the Score phase, whichever player has the most cubes in the district takes this card. If you are holding this card in the Hitting the Town phase, you cannot select the highest valued die, unless all dice are of the same value. If you are holding this card at the end of the game, you lose 3 points.

In case of a tie, the card is returned to the supply. Do not count Police influence cubes when awarding The Gumshoe.

**The Siren:** After moving the Shadow meeple, the colour with the most cubes in this District removes half of them (rounded down). In case of a tie, all tied colours are affected.

This Shadow can affect Police cubes.

**The Historian:** After scoring the District in front of the Shadow, place all removed

influence cubes on the Mob Boss card instead of returning them to the supply. At the end of the game, you score 1 point for each of your influence cubes on the card. If you don't have any cubes on The Historian, you will lose 5 points.

If you ever need to place an influence cube and your supply is empty, you may take 1 of your cubes from The Historian instead. Police cubes do not go on the card.

**The Remover:** After moving the Shadow, remove a Control token from the District in front of them. Follow the same priority as the Police.

As a result of the Remover removing a Control token, there is no prize for second place in this district. If there is a tie for most influence cubes, the district is not refilled during the Sizing It Up phase, as it did not score. If there are no control tokens on a district after Settling the Score, remove all influence cubes.

# Infusion Cards

The Infusion card determines when and how Infusion tokens will be used during the game. When you decide to use your Infusion token, simply put it back in the box: each token can only be used once.

**Last Chance:** At any time on your turn (including after selecting your dice), you may use one of your Infusion tokens to reroll as many unselected dice in the communal dice pool as you wish. Note that you cannot reroll dice which have already been selected.

**Knockoff:** When you gain a token, you may use one of your Infusion tokens and place the gained token on top of this Infusion token. If you do, the token on top counts double: a hat is worth twice as many points, and a business will count double for the associated majority. You cannot use Knockoff to double an Infusion.

**Dragging Arms:** During your turn, you may use one of your Infusion tokens to move a cube of ANY colour to a different District.

**Slippery:** After moving your Boss, you may use one of your Infusion tokens. If you do, exchange a Control token you've gained with one from the District in front of you. If you place a face-down token, it becomes face-up again.

**Enthralling:** Before scoring a district in the Settling the Score phase, you may use one of your Infusion tokens. If you do, replace one of the Police influence cubes on that district with an influence cube of your colour.

If both players want to do so, they each get a chance, starting with the First player, until both players decide not to in succession.

# Quick Reference

*With a Smile and a Gun* is played over 3 rounds, each consisting of 5 phases:

1. **Sizing It Up:** roll the 13 dice to create a communal dice pool; fill empty districts with Control tokens, and add a number of Police influence cubes to them based on the number of blue squares on these tokens.
2. **Hitting the Town:** players alternate taking 3 turns each, selecting 2 dice per turn.
  - a. Movement: move exactly that many spaces clockwise around the city. Place 3/2/1 cubes on the 1st/2nd/3rd districts in front of you.
  - b. Action: choose an action whose number is the same as the selected dice. Place your chosen dice on the footstep/hand spaces on your side of the board.
3. **Casting the Shadow:** move the Shadow a number of spaces equal to the number on the unused die, and potentially perform its action.
4. **Feeling the Heat:** if you have the lowest total of action dice, you can add 2 Police cubes or 1 cube of any colour to any district in the city
5. **Settling the Score:** resolve each district, starting with the district next to the Shadow, moving clockwise around the city and ending with the central district:
  - a. If you have the most cubes in a district, gain a token of your choice. If there is a tie for first, that district does not resolve this round
  - b. If you have the second most cubes in a district, gain 1 of the remaining tokens. If there is a tie for second, discard all remaining tokens.
  - c. When resolving the central district, if you have the third most cubes (greater than zero!) you gain the final token.

When the Police gain a token, they follow the priority on the Round Overview.

If a district scores, return all cubes on it to their respective supplies.

Whoever has the most Control tokens becomes the first player; if tied, your opponent becomes first player.