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|------------|-------------------------------|
| Game: | WISE GUYS |
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| Page 1: | Rules summary front |
| Page 2: | Rules summary back |
| Page 3: | Play reference |

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



WISE GUYS

SETUP

Place the 5 **starting location tiles** near the center of the table, in any order.

Shuffle the **business location tiles** and place 6 of them facedown on the table below the starting locations. Return the remaining business locations to the box.

Shuffle the **Roaring 20s deck** and place 15 cards facedown in a pile on the table. Return the rest of the cards to the box.

Each player rolls a die. The player with the highest result picks which **gang** they want to play and takes that **clubhouse card**. In clockwise order, the other players each pick a clubhouse card and place it in front of them.

The last player to choose takes the **boss of bosses token** and starts play in the first round.

Each player places their gang's **asset blind** beside their clubhouse card, then takes the **starting assets** shown on their clubhouse card. Stash your **cash**, **guns** and **booze** behind your blind, keeping them hidden from other players at all times.

Each player places their **clout marker** on the clout tracker on their clubhouse card, at the level marked **start**.

Each player takes the starting number of their gang's **made men** (larger tokens with unique names) and **associates** tokens shown on their clubhouse card and places them on their clubhouse. You may choose which particular made men to start with. Unused made men and associates form your **recruit pool**; you can add them to your gang later. Place them beside your clubhouse card.

Your clubhouse card, made men and associates, and level of clout must be fully visible to the other players. Order tokens must be placed in front of your clubhouse card and visible to all players.

ROUND SUMMARY

1. COLLECT ORDER TOKENS



Each player receives **order tokens** equal to the number of orders shown on their clubhouse card, plus the number of made men in their gang (excluding those in their recruit pool).

Associates do not add orders to your total.

Place your order tokens in front of your clubhouse card, in full view of the other players.

2. NEW TURF

Reveal 2 facedown business locations (if there are any facedown locations remaining). These remain in play for the rest of the game.

3. ROARING 20S

Reveal Roaring 20s cards, placing them on the Roaring 20s tile.

First round: Reveal 1 card.

Second round: Reveal 2 cards.

Third and subsequent rounds: Reveal 3 cards.

Sixth round: Revealing this last card signals the end of the game. This will be the last round.

4. ISSUE ORDERS

In **leadership** order (starting with the boss of bosses and proceeding to the left), players take turns discarding an order token to issue an order. Players continue taking turns to issue an order until everyone has used all of their order tokens.

Players must issue an order if they have any order tokens remaining, even if it is just a **sit tight** order. If a player has no order tokens left, they automatically take a sit tight order. To avoid confusion, place your discarded order tokens back in the box, unless you're exploiting location.

DRIVE TO LOCATION

This order allows you to move your members between locations. Pick a location to move from and a location to move to, then move any of your members from the first location to the second.

Starting locations, business locations and clubhouses are all locations. Any opportunity cards on the Roaring 20s tile are also locations that you can drive to, exploit, or fight for.

You may not move your members to or from the *Emergency Room* or to a rival gang's clubhouse.

EXPLOIT LOCATION

This order allows you to exploit a location that you **control**. Locations may only be exploited once per round, so place your order token on the location to show that it has been exploited.

FIGHT FOR LOCATION

This order allows you try to gain control of a location by evicting rival gangs. You must have at least 1 made man at a location to start a **fight** for that location. You may not fight for a location where you only have associates.

RECRUIT ASSOCIATE

This order adds an **associate** to your gang. Take an associate from your recruit pool and place them on your clubhouse card. You may not have more than 5 associates in your gang at any time.

INITIATE MADE MAN

This order promotes an associate to full **made man** status. You must discard 1 **cash token** and 1 **gun token**, in addition to the order token discarded to issue this order.

When you promote an associate, return them to your recruit pool and replace them with a made man from the pool. You may not have more than 5 made men in your gang at any one time.

SIT TIGHT

This order does nothing. You must still discard an order token to take this order if you have any left. If you do not have any left, then you can only take a sit tight order when it is your turn.

GANG ORDER

You have 1 gang order on your clubhouse card. This is an additional order that you can issue instead of one of the 6 standard orders. Like any other order, you may choose to issue a gang order as many times as you have order tokens to do so in a round.

5. BLACK MARKET



Players can now sell booze on the **black market**. How much you are able to sell is limited by your clout (as indicated by the numbers on the right on your clout tracker).

SUPPLY AND DEMAND

Secretly place the booze you're selling in your fist, then extend your fist over the tabletop. Once everyone's fist is extended over the table, everyone reveals simultaneously.

The price for the booze is determined by the total amount of booze for sale. Select the appropriate black market card for the number of players in the game, and cross reference the total amount of booze offered for sale.

Once the price for booze has been determined, each player receives that amount of cash for *each* booze they are selling, and all of the sold booze is discarded.

LOSE CLOUT

Any player selling booze on the black market must lose 1 clout at the end of the black market step. You only ever lose 1 clout, no matter how much booze you've sold.

6. LAST CALLS

Resolve any *Last Call*/Roaring 20s cards in the order they were drawn. Some affect the gang with the most or least of something, often clout. If more than one gang is tied for the highest/lowest of something, the card affects all of the tied gangs.

7. CLEAN UP

1. Clear all order tokens off exploited locations and opportunity cards.
2. Return members on opportunity cards to their clubhouse.
3. Discard all revealed Roaring 20s cards.
4. Roll for each member in the *Emergency Room* to see whether they are placed in the recruit pool or return to their clubhouse. The round will always end with an empty *Emergency Room*.

You cannot move members to or from the *Emergency Room* with a **drive to location** order.

READY FOR THE NEXT OPPORTUNITY

Members on starting and business locations stay where they are at the end of the round. Only members on Roaring 20s opportunity cards are returned to their clubhouse.

EXPLOITING LOCATIONS

When you issue an **exploit location** order, immediately complete the transactions on that location. There are 4 types:

PROFIT TRANSACTIONS

If a transaction says **gain** and shows a cash, gun, booze, or clout symbol (or multiple symbols), take the number of tokens shown and place them behind your asset blind (for cash, guns, or booze) or update your clout tracker (for clout).

TRADE TRANSACTIONS

If a transaction says **trade** and has an arrow between 2 sets of cash, gun, booze, or clout symbols, you can trade the assets on the left of the arrow for the assets on the right. Discard the assets shown on the left and take the assets shown on the right and place them behind your asset blind (for cash, guns, or booze) or update your clout tracker (for clout).

Some trade transactions have a max limit that indicates how many times you can do this transaction when you exploit the location.

STEAL TRANSACTIONS

If a transaction says **steal** items, take the indicated assets from the rival gang of your choice. That gang's player must give you the tokens shown, which you then place behind your asset blind (for cash, guns, or booze). If the gang you're trying to steal from doesn't have enough of the assets you're stealing, they give you what they can, then you (and only you) may look behind their asset blind at their hidden assets, assessing their strengths.

SPECIAL TRANSACTIONS

Special transactions have unique rules that tell you what happens when you exploit that location.

MULTI-PART TRANSACTIONS

If a location has two transactions separated by **OR**, you must choose which transaction you wish to use.

If a location has 2 transactions separated by **BOOST**, you may discard an additional order token to use the second transaction in addition to the first transaction.

‘HOT’ LOCATIONS

Immediately reduce your clout tracker by the indicated amount of clout when you exploit a ‘hot’ location.

MODIFYING TRANSACTIONS

Some Roaring 20s hassle cards and clubhouse rules modify specific types of transactions, or give a bonus each time a certain transaction is carried out. Some cards prevent trading in specific assets, in which case players cannot use a transaction in which they trade that asset for other items. However, they can still trade other assets for that asset.

FIGHTING FOR LOCATIONS

Each location tells you which type of fight you need to win to take control of that location: **slugging** ✕ or **talking** ○.

A location is **contested** if 2 or more gangs have members there. While it is contested, none of the gangs can exploit that location.

A location is **controlled** by a gang that has members there when no other gang has members there.

You can issue a **fight for location** order at a contested location that contains at least 1 of your made men (you cannot issue a fight for location order if you only have associates there). There are 4 steps to resolving a fight:

1. CALL FOR BACKUP

Starting with the player to the left of the player who issued the **fight for location** order, and proceeding clockwise back around to that player, each gang with members at the fight location must decide whether or not to **call for backup**.

To call for backup, pick any locations and move any or all members at those locations to the location of the fight. **You must discard an order token for each location providing backup.**

Calling for backup can only be used to add members to a fight. You can never remove them from a fight.

2. PULL GUNS (SLUGGING ONLY)

Skip this step if the fight is about talking.



Players with members contesting the fight location secretly select how many guns they want to pull, conceal them in their fists, then place their fists over the tabletop.

When all players have extended their closed fists, reveal simultaneously.

You may not use more guns than you have members in the fight. You do not have to pull guns; you may reveal an empty fist.

3. WIN OR WALK AWAY

Each player with members in the fight rolls a die and adds:

- The **slugging** ✕ or **talking** ○ rating (depending on the type of fight) of each of their members in the fight.
- **+3 for each gun pulled** (only in a slugging).

The player with the highest total is the winner. On a tie, the boss of bosses decides which of the tied players won.

If you won the fight, you gain these benefits:

- You now control the location.
- If you issued the **fight for location** order that started the fight, and the location has not yet been exploited this round, you may immediately spend an order token to issue an **exploit location** order to exploit it.
- If you defeated the boss of bosses in the fight, claim the boss of bosses token to become the new boss of bosses.

Finally, all other players' members are moved back to their clubhouses.

4. COUNT THE COST (SLUGGING ONLY)

Skip this step if the fight was about talking.

Win or lose, every gun used in a fight injures a rival member.

Each player assigns the guns that they pulled to rival gangs. Then each player assigned guns must injure 1 of their members that was in the fight for each gun they were assigned.

Place all injured members on the *Emergency Room* tile.

If the winner of a slugging receives enough injuries to send all their members to the *Emergency Room*, they do not gain the benefits of controlling the location and being able to exploit it.

However, the losers must still move all of their surviving members back to their clubhouse, leaving the location empty.

If you pull guns in a fight, you lose 1 clout at the end of the fight. You only ever lose 1 clout, no matter how many guns you've used.

Finally, all of the guns that were pulled in the fight are discarded.

CLOUT

You can never have more than 4 clout; ignore any additional clout you gain.

If you ever run out of clout, you must immediately choose one of your made men to **take the fall** for you in place of losing any further clout.

After your made man takes the fall, you return to having 1 clout.

When you have to take the fall, you must choose one of your made men (you may choose one in the *Emergency Room*) and return them to your recruit pool.

If you must take the fall and still have at least 3 clout, you can reduce your clout tracker by 2 instead of taking the fall.

If you must take the fall but have no made men in your gang, your gang is disbanded and you're out of the game.

ROARING 20S CARDS

There are 3 types of Roaring 20s cards:

Hassles introduce new rules that affect all players for this round, and may limit your ability to trade, change how things work, or even give players a bonus. Rules on a hassle card take precedence over normal rules.

Opportunities are temporary locations that gangs can control for a quick gain. They function like ordinary locations, except they are discarded at the end of the round. Any of your members on an opportunity card when it's discarded are returned to your clubhouse.

Last calls are events that loom over the gangs until the end of the round when they are resolved. You have the entire game round to attempt to avoid or capitalize on their effects.

Some hassle and last call cards affect the gang with the most or least of something. If more than 1 gang is tied for that place, the card affects all of the tied gangs.

BOSS OF BOSSES

The player holding the boss of bosses token is called the **boss of bosses** and has 2 advantages:

A. LEADERSHIP ORDER

Anytime the order of play is important, **leadership order** applies. The boss of bosses goes first, then play passes to their left with each player taking a turn and passing on to their left until everyone has had a turn. If the boss of bosses changes, everyone has their current turn, then the leadership order changes for the next round.

B. GODFATHER

The boss of bosses wins ties when determining victory at the end of the game, and chooses who wins ties in fights.

CLAIMING THE BOSS OF BOSSES

You can claim the boss of bosses token by controlling *City Hall* and issuing an **exploit location** order, or by beating the boss of bosses in a fight. If you do either of these, take the boss of bosses token from its current holder.

MAKING DEALS

You may trade cash, guns, and booze with other players at any time for any reason. Trying to manipulate the other gangs for your personal advantage is part of the game.

If you promised to deliver assets immediately the deal is made, you must do so, but promises to do things further in future are not binding.

You cannot trade orders, clout, or members to other players.

WINNING THE GAME

The game ends after the sixth round. You are in the final round when you reveal the last of the Roaring 20s cards.



At the end of the final round, all players lift their asset blinds and reveal their hidden assets.
The player with the most cash is the winner.

On a tie, if one of the tied players is the boss of bosses, they win. Otherwise, the player with the most guns wins.

If the guns are also tied, the tied gangs fight a **slugging**. Each player rolls a die and adds the slugging bonuses for all their made men and associates, regardless of where their members are. The winner of that final fight wins the game.

HARD LIQUOR OPTIONAL RULES

BEER WAR

Before you build the Roaring 20s deck during setup, find the *Gang War* Roaring 20s card from the deck and set it faceup next to where you'll place the Roaring 20s deck. The rules for the *Gang War* card are in effect for the entirety of the game in addition to the normally-revealed Roaring 20s cards.

BOMBING

At the beginning of each round, the boss of bosses may discard 1 gun to choose a starting location (other than the *City Hall*, the *City Hospital*, and the *Emergency Room*) or a revealed business location and remove it from play. Members on the removed location are returned to their clubhouse.

Replace the bombed location with a new business location randomly drawn from the unused ones. Reveal it immediately.

CRIME PAYS

Whenever you lose a clout, gain 2 cash.

MACHINE-GUN MASSACRE

When setting up the game, don't use the *City Hospital* location.

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ROUND SUMMARY

1. COLLECT ORDER TOKENS

Each player receives **order tokens** equal to the number of orders shown on their clubhouse card, plus the number of made men in their gang (excluding those in their recruit pool).

2. NEW TURF

Reveal 2 facedown business locations (if there are any facedown locations remaining).

3. ROARING 20S

Reveal Roaring 20s cards, placing them on the Roaring 20s tile.

1st round: Reveal 1 card.

2nd round: Reveal 2 cards.

3rd and subsequent rounds: Reveal 3 cards.

6th round: Revealing this last card signals the last round.

4. ISSUE ORDERS

In **leadership** order (starting with the boss of bosses and proceeding to the left), players take turns discarding an order token to issue an order until everyone has used all of their tokens.

DRIVE TO LOCATION

Move any of your members from one location to another. You may not move to or from the *Emergency Room* or to a rival gang's clubhouse.

EXPLOIT LOCATION

Exploit a location that you **control**. Locations may only be exploited once per round; place your order token there.

FIGHT FOR LOCATION

You must have at least 1 made man at a location to start a **fight** for that location.

RECRUIT ASSOCIATE

Take an **associate** from your recruit pool and place them on your clubhouse card. You cannot have more than 5 associates in your gang at any time.

INITIATE MADE MAN

Promote an associate to **made man** status. Discard 1 **cash token** and 1 **gun token** in addition to discarding an order token. You cannot have more than 5 made men in your gang at any time.

SIT TIGHT

Do nothing. You must still discard an order token if you have any left. If you don't, you can only this order when it is your turn.

GANG ORDER

Issue the gang order on your clubhouse card.

5. BLACK MARKET

Sell booze on the **black market**. How much you can sell is limited by your clout. Secretly place the booze you're selling in your fist, then extend your fist over the tabletop. Once everyone's fist is extended over the table, everyone reveals simultaneously.

Select the appropriate black market card for the number of players, and find the total amount of booze offered for sale. Each player receives that amount of cash for *each* booze they are selling, then all of the sold booze is discarded.

Any player selling booze loses 1 clout at the end of this step.

6. LAST CALLS

Resolve any *Last Call* Roaring 20s cards in the order they were drawn. If more than one gang is tied for the highest/lowest of something, the card affects all of the tied gangs.

7. CLEAN UP

1. Clear all order tokens off exploited locations and opportunity cards.
2. Return members on opportunity cards to their clubhouse.
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4. Roll for each member in the *Emergency Room*.

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You may not use more guns than you have members in the fight. You do not have to pull guns; you may reveal an empty fist.

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Each player with members in the fight rolls a die and adds:

- The **slugging** ✕ or **talking** ○ rating (depending on the type of fight) of each of their members in the fight.
- +3 for each **gun pulled** (only in a slugging).

The player with the highest total wins. On a tie, the boss of bosses decides which of the tied players won.

If you won the fight, you now control the location.

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- If you defeated the boss of bosses in the fight, claim the boss of bosses token.

All other players' members are moved back to their clubhouses.

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