ullets

With Revolver Roulette option turned on, bullets appear in hoods as the game progresses. If you capture an enemy hood that has a bullet in it, your gun loads and fires. You'll get a message saying what happened. Click "OK" after you've read the message.

ometimes you'll get to choose a hood. For example, if you have the "Get Troops" bullet, click on the hood you want the guys to appear in and then click on "OK". The number of guys gained or lost is related to the total number of wiseguys controlled by all players in the game.

There are many different types of cards, be sure to read the instructions that accompany each card and to click the "Okay" button to signify each choice the card may ask you to make. The Caliber ranking on top of the card indicates the relative power of that card. But remember, the number of guys you get is often determined by the total number of guys on the screen. So a high caliber card could give you one guy, or twenty. It depends.

hen you get this bullet, you get to add some guys to one of your hoods. Click on the hood you want to put them in, and click OK. The number of guys you get is related to the total number of guys on the board -- so later in the game, when Mobs are large, you'll get more than one guy.

When you get this bullet, you don't get to choose which guys you lose. Sorry. The number of guys you lose is related to the total number of guys on the board -- so later in the game, when Mobs are large, you'll lose more than one guy.

Nothing related to the game happens, (but an unsettling image of a pale, hairy man in a red corduroy diaper suddenly pops into your head... sorry :-).

This can really change a game. Click on one of your hoods - one you'd like to give away, and then click on someone else's hood - one you'd like. You get their hood with their guys, they get your hood with your guys. If someone has their whole Mob on one hood, take that hood!!!

Click on the hood to which you'll give your guys, then click OK. The number of guys you give is related to the total number of guys on the board -- so later in the game, when Mobs are large, you'll lose more than one guy

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Kill at least one enemy guy in a hood you chose. Click on the enemy hood, then click OK. The number of guys killed is related to the total number of guys on the board -- so later in the game, when Mobs are large, you'll kill more than one guy. This can be a powerful card when used intelligently.

Some parts of the city are more eventful than others. Whoever owns this hood gets the guys, and if there's nobody on the hood, this card has no effect on the game.

Some parts of the city are more dangerous than others. Whoever owns this hood gets whacked. If there's nobody on the hood, this card has no effect on the game.

Your turn ends now! This bullet may be very unpleasant.

After this turn is over, go again! This bullet is a great boon