<lose two guys to take one unowned hood>

<30% chance each turn for a bullet to appear somewhere>

<It takes 5 turns for the increase (the amount a hood increases in value pr turn) to top. before and after the fifth turn it is owned by the same player it increases less>

<each hood is worth \$100 when you first own it, and then it increases gradually and the peak (in the fifth turn) is the value increases by 50

Owned

Value -

1

<each wiseguy costs \$300>

<each player starts with 8 wiseguys>

BE SURE TO GET THE ENTIRE Atmosphere.

USE AT YOUR OWN RISK KEEP BACKLIPS