



# Fingers

By Gary Kagan

2 – 5 Players    20 – 60 mins    Ages 10+

**Description:** You are part of a family team of pick pockets. Your goal is to loot and sell off everything you steal. Bribe cops to continue looting, talk your family members into not getting too greedy or grab what you need and leave your family to get caught. Protect your loot from your greedy family members! Will you be the slyest Pick Pocket or end up empty handed?

**Objective:** Score the highest VP before all the pawn shop contracts run out.



## Components:

- 5 player aids
- 5 player pawns
- 5 location cards
- 1st pick loot marker
- 10 attack fist tokens
- 10 blackmail tokens
- 26 Cop/Suspicion cards
- 35 Contract cards
- 3 Pawn Boss wants his cut cards
- 68 item cards
- 16 traps
- 40 skill tokens

## Features:

- Press Your Luck
- Hand Management
- Set Collection
- Group Decisions
- Take That

Gary Kagan

[garykagan@gmail.com](mailto:garykagan@gmail.com)