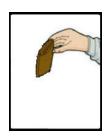


Fingers



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