**Fingers**

Description: You are part of a skilled team of pick pockets awaiting your new marks that are arriving by plane.  Our team goal:  to steal as much loot as possible.  Mad Dog Mitchell isn't much of a team player though, so you better protect your own stash with traps.  Long Fingers Logan has distracted the local police with a quick Grab-n-go giving the team a better chance to score more loot.  Klepto Kat will back stab you before you even get a chance to sell at the pawn shop.  Holly Heister cracks her knuckles as she plans her move.  Will you be the slyest Pick Pocket or end up empty handed?

**Objective:** Score the highest VP in 8 rounds of looting the marks.

**Contents:**

* 4 player boards, tokens, cards
* 4 player aids
* 8 attack fist tokens
* 3 generic Suspicion cards
* 10 cop Suspicion cards
* 16 cash cards
* 60 item cards
* 16 traps
* 24 skill cards

**Game Setup:**

* Pull out the 3 non cop (Generic) Suspicion cards from the Marks deck.
* Shuffle the 16 traps and form a trap pile.
* Shuffle the 24 Skill cards and form a skill pile.
* Each player gets 1 cash, 1 random trap, 1 skill card and 1 attack fist token.
* Shuffle the remaining 82 Mark cards. For 2 or 3 player games, remove cards based on chart below.
* Add 12 of the Mark cards to the 3 generic Suspicion cards and shuffle.
* Make 3 piles of 5 cards in the center area.
* 1 fist token per player goes into center.
* Select a first player.

**Main Rules:**

1. When a Suspicion card is shown, move your meeple down one on the suspicion chart if you are still in.
2. Once you are out, nobody can steal from you and you cannot play skill cards. You also do not move when suspicion cards are shown.
3. Players continue to press their luck with an action (listed below) until they all leave.
4. All is lost from current group heist when there are Suspicion cards equaling 3.
5. If any player does a Grab-n-go, 1 Suspicion Cop is discarded, players choice. That player also takes one fist token if possible.
6. You can only hold ITEMS less than or equal to the number of fingers that aren’t broken.

* Once 3 Suspicion cards are shown, all central loot is discarded, and add the suspicion cards back into existing marks.
* Draw new cards for the next round based on # of players.
* Shuffle and make new 3 piles

**Actions:**

* Press-on
* Grab-and-go
* Negotiate Even Steven
* Steal
* Play one Skill card

**Press-On:**

1. Lift an item, place it in the center.
2. If a suspicion is drawn, the suspicion level of ALL meeples goes up if you are still in. If this occurs when on bottom of Suspicion chart, move back to the top and take one skill card.

**Grab-&-Go:**

1. Take one card and put it in your stash. Take one attack fist token if available. If there are any cops in play, one follows you and gets discarded, your choice.
2. Your turn is done, wait until all players are done, then hit the pawn shop with the team.

**Even Steven:**

1. Player who initiated all to agree on their turn chooses last. First player is to the left of initiator. All pick one item clockwise.
2. If more than enough items for all to pick again, last player picks first, then counter clockwise.
3. If more than enough items for all to pick again, first player picks first, then clockwise.

**Play a Skill Card:**

1. Follow the directions on the Skill Card. Unless played out of turn, this counts as your turn.
2. Only one can be played per turn.

**Steal:**

1. Place your fist token into the reserve and steal from an opponent.
2. If you get an item, put it in your stash.
3. If you get a trap, one of your fingers gets broken. Discard the trap.

**Notes:**

**If you are the only one left:**

Either press on, Grab-n-Go or play a skill card. Your max # of Cash/Items you can take is 3.

**Police Presence**

1. When a suspicion is drawn with police pressence and his location >= your location, you must pay a bribe of one Cash/Item card or he breaks one of your fingers.
2. He doesn’t take VP.

After all looting is complete for the round:

**Pawn Shop / Hospital**

Cash in 1 card sets for VP OR Buy 1 trap with cash. If trap not unique, discard for 1VP.

THEN

You may heal a broken finger with a Credit Card item.