**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 has some extra pull at the pawn shop.  Logan Long Fingers is quick to learn new skills. 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.  Shifty isn't much of a team player, so you better protect your own stash with traps. 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:**

* 5 player aids
* 5 player pawns
* 5 location cards
* 1st player marker
* 10 attack fist tokens
* 10 blackmail tokens
* 26 Cop/Suspicion cards
* 68 item cards
* 16 traps
* 40 skill tokens

**Game Setup:**

* Shuffle the 68 item cards with the 26 cop/suspicion cards based on the “Mark” image. Create the 4 Mark decks. Place the Mark location card in front of respective Mark deck.
* Shuffle the 16 traps and form a trap pile.
* Place the 40 Skill Tokens into the skill bag.
* Put aside the 5 starter cash items and deal one to each player. The rest are discarded.
* Each player gets 1 random trap and 1 attack fist token.
* Each player gets 1 random starter contract.
* 1st marker goes to Mad Dog Mitchell.
* If Mad Dog isn’t playing, nobody starts with it. Youngest player goes first.
* Pawn Shop Setup:

1. Pawn shop starts with the Contract Deck. Flip over 3 level 1 cards.
2. 1 cash item & 1 credit item for Exchange.
3. Deck of traps.

**Main Rules:**

1. Move to a new location. Either try to Steal from a Mark, Grab & Go, Split the Loot or Visit the Pawn shop. Moving rules:

|  |  |
| --- | --- |
| Players | # of Players at Mark Location |
| 2 | 1 |
| 3 | 1 |
| 4 | 2 |
| 5 | 2 |

Pawn shop no limit

1. Once you are out, nobody can steal from you and you cannot play Skill Tokens. You also do not move when suspicion is revealed.
2. Players continue to press their luck until they all leave.
3. All is lost from current group heist when there are Suspicions in play:

|  |  |
| --- | --- |
| Players | # of Suspicion |
| 2 | 3 |
| 3 | 3 |
| 4 | 4 |
| 5 | 4 |

* Once Max Suspicion is revealed, all central loot is discarded
* Remove ½ the cops rounded down (minimum 1) from the bust, and add the remainder cops and suspicion cards back into existing marks. Shuffle mark decks.
* All players continue to Move and play until either one player succeeds in negotiating a split of the goods or the cops catch the players. (Details below)

**Steal from a Mark:**

1. Lift an item, place it in the center as part of the group loot.
2. If a cop/suspicion is drawn, you get nothing. Next clockwise player goes.

**Grab-&-Go:**

1. Take one card from the common stash and put it in your stash.
2. Your turn is done, wait until all players are done with the round. You cannot lose your loot once you are out of the round.

**Split the goods:**

1. Player who initiated the split calls a vote. Initiator breaks all ties.
2. If the vote is to split the goods, the player with the 1st marker token picks first. Then clockwise.
3. If the vote fails, that player must perform the action at their current location (Steal from mark, Grab & Go or Pawn Shop).
4. Any remaining items go to the Pawn Shop Exchange.

**Visit the pawn shop, do any two actions:**

* Buy a Trap
* Bribe cop
* Complete Contract
* Take a new Contract (max 2), discard extra
* Exchange any one item with pawn shop (item cards or item tokens)
* Use Action token (Blackmail, Fight, etc)

**Playing a Skill Token:**

1. Follow the directions on the Skill Token (see rules for clarity). Unless played out of turn, this counts as one action at the Pawn Shop.
2. Some skill tokens are meant to be played at the end of the round. (Divide & Conquer, Leader)
3. Just Say No skill token can be played at any time another player attempts to use a skill token to stop the action. Discard both from game.
4. If you pull a suspicion token, add it into the common group area for the round.
5. If you steal from another player – discard the fight token and take 1 random card from any player. Select a card. Discard it if it is a trap. Put it into your own stash if it is an item.

**Notes:**

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

Pawn shop is closed. Either Steal from a Mark or Grab-n-Go.

**Bribing and Blackmailing Cops (Done at the pawn shop)**

* Bribed cops come back next round
* Blackmailed cops are gone from the game
* If you do either, draw 1 token, take 1st player marker

Player Actions - First move to a new location

Pick a Mark, flip a card

Perform action on card

2 player game, no 2 players at same Mark. Pawn shop no limit

3 player game, no 2 players at same Mark. Pawn shop no limit

4 player game, max 2 players at one Mark. Pawn shop no limit

5 player game, max 2 players at one Mark. Pawn shop no limit

Grab one item and run

Negotiate Split, you break ties

Can only negotiate a split when there are suspicions in play

2 (2 or 3 player game), 3 (4 or 5 player game)

If the last suspicion is drawn, all items are discarded

1/2 cops rounded down are discarded, minimum 1

Player who drew last suspicion must discard either 1 card, token or VP

Players decide when to split, no limit

Player with 1st player marker takes 1st item, then clockwise

all players get equal share or nothing

Extra items go to the pawn shop exchange