

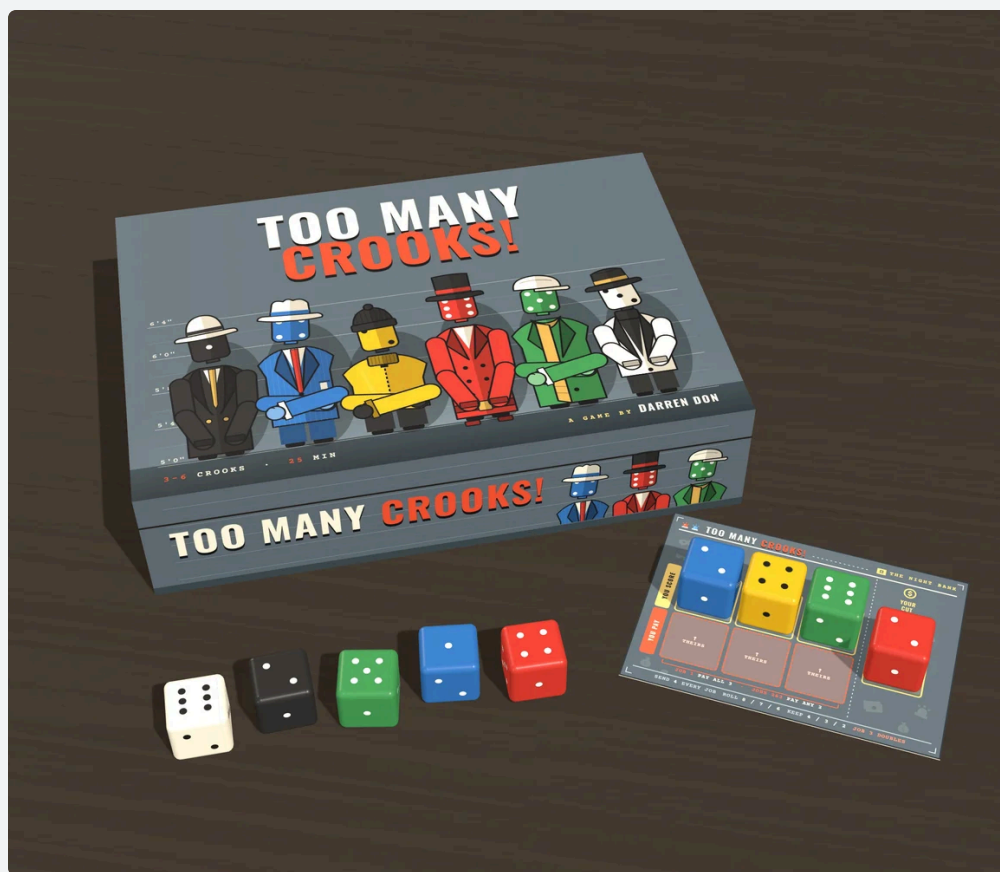
TOO MANY CROOKS!

DICE NEGOTIATION · 3–6 PLAYERS · SCORE WITH YOUR RIVALS' DICE, THEN DECIDE WHO GETS PAID.

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THE GAME

You can't use your own people on a job — they're known. So you crew up from contacts your rivals send over, and they crew up from yours. Whoever runs a job picks who goes on it and what each of them walks away with. Promises are made out loud, and none of them are binding.

WHY IT WORKS

- **Your payroll is what you didn't send out.** One pool of dice is your workers, your wages and your score. Send your best people and there's nothing left to pay anyone with.
- **One of each kind.** Every crew needs an inside man, a driver and the muscle, so a 1 is the die a job can't run without — not dead weight.
- **Promises out loud, cuts in secret.** Everyone pays at once and reveals together. The whole table watched you lie — and there's another job after this one.
- **Three jobs, then the split.** Short enough to play twice in a sitting. The last job doubles.

JOB 1

Roll 8 · keep 4 · pay 3

JOB 2

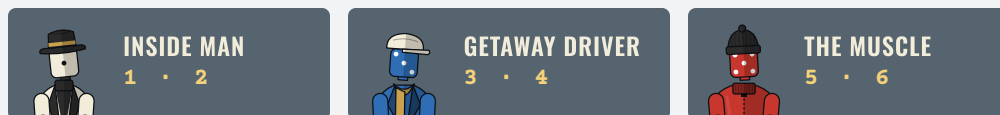
Roll 7 · keep 3 · pay 2

JOB 3

Roll 6 · keep 2 · doubles

AT A GLANCE

PLAYERS	3–6
FOR FANS OF	Intrigue and Batam
LENGTH	20–30 minutes, 3 jobs
COMPONENTS	48 dice in six colors, 6 crew sheets, scorepad
READY	Rulebook, print-and-play, online build with bots



SIX COLORS, EIGHT EACH

