· Tear the pieces on the dotted lines Indiana Clones the same place their pieces

 Place the exit and hat tokens (explorers) in Place the gem down and the ghosts

between the gem and exit

 Place other business cards down as traps Players take turns flicking their pieces

 The explorers must flick their piece to the gem and back to the exit

. The ghosts can only use their pinky to flick

Ghosts can't be closer than a finger to the

gem or exit If a ghost hits an explorer or an explorer hits a trap that explorer loses!

The first explorer to reach the gem and

