Indiana Clones

- Tear the pieces on the dotted lines
- Place the exit and hat tokens (explorers) in the same place
- 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 their pieces
- 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 make it to the exit wins!