



GHOSTBUSTERS™

OPERATIONS AND FIELD MANUAL

Believing since 1984!

Molly felt a cold chill run up her spine as she pulled the aged, leather-bound tome out of the parcel paper the bookstore had wrapped it in. She'd been searching for this book for so long, she almost couldn't believe she now held it in her hands: the Incantatoribus.

(It was so much smaller than it had been in her dreams, but wasn't that always the way?)

Molly had first heard about the book during a parapsychology class she had taken as a joke her freshman year at Columbia; the teacher had been fired before the end of the term, but his last class had mentioned the Incantatoribus, and the title had taken root in Molly's mind and made itself at home. It became an itch she couldn't scratch.

An obsession. And now, she would finally get to know what was inside... if it wasn't another fake.

Slowly, she opened the cover to reveal... nothing. The pages were blank.

"What the hell?" Molly cursed. She'd paid a small fortune for this, it – Wait.

Ink had bloomed on the page; it swirled and bled and formed itself, first into letters, and then, finally, into a word: "MOLLY."

She snapped the Incantatoribus shut. That was impossible. Wasn't it? That couldn't have happened. It didn't.

...But maybe she'd take another peek, just to be sure.

"MOLLY," her name was still there. More ink flowed. More words appeared. "RELEASE ME."

An incantation composed itself on the page, and before she could stop herself, Molly read it aloud.

The ink on the pages then swirled like a stormy sea and lifted from the page, growing outward... toward her... forming into clawed hands as it reached out.



"Thank you," a voice whispered, in the back of Molly's mind.

And then she was gone; the whole of her, body and soul, consumed by the demon that had been hiding in the book.

Weeks later, and the psychokinetic energy level in the five boroughs was at an all-time high. As one can imagine, it's cause for some concern.

"You got some kinda ping on your ghost radar, Egon? It's getting ugly out there. I mean, there was an earthquake this morning, y'know?"

Egon Spengler shrugged. "Manhattan is no stranger to seismic activity, Peter."

"Oh yeah? And how often does your 'seismic activity' stick itself to just one street?" Peter Venkman sighed as Ray Stantz walked into the room.

"You guys talking about Houston Street? Wasn't that great?"

"Ray, you got at least two degrees. At some point, during college, you had to pick up a dictionary, right?"

"Of course," Ray said.

"And you don't know the definition of great?"

"Why, do you need me to tell you?"

At this point, Winston Zeddemore loudly cleared his throat. His coworkers – the Drs. Egon Spengler, Ray Stantz, and Peter Venkman – were easily distracted. The side of Winston's brain that still thought like a Marine wanted to believe this kind of behavior during off time was a way of dealing with the weight of their responsibility as the city's only defense against paranormal incursion.

The other part of Winston's brain was still trying to decide if these men were insane. After all these years, he still wasn't sure... though the answer was probably yes. After all, they developed nuclear technology to shoot lasers at the restless dead. What kind of sane man would respond like that?

"You hear that?" Peter asked. "That was Winston's irritated ahem. We'll go ahead and work on word comprehension later, Ray."

Winston was about to respond when the building shook hard enough to knock all four of the Ghostbusters off their feet. A loud crack preceded another, more serious tremor.

"This is worrisome," Egon said, quietly. "It could—" Egon's thought was drowned out by a wave of noise that sounded for all the world like the wail of the damned. All four of the Ghostbusters thought so, and worse, given their line of work, it was probably closer to true than not.

Horrid smells – sulfur and vomit and burnt flesh – wafted up into the upper floors of the firehouse, and the temperature of the room dropped like a stone.

"The grid!" Ray gasped, choking on the smell. He made a beeline to the pole and slid down to the first floor, stumbling on his way to the basement and the containment unit kept there.

Years ago, shortly before the Ghostbusters faced the first coming of Gozer, their original Ecto Containment Unit (a storage facility that safely compressed and neutralized the psychokinetic energy and autonomy of most classes of supernatural entities) had been forcibly shut down by Walter Peck, then of the Environmental Protection Agency.

The shutdown was anything but protective of the environment, explosively decompressing an army of spirits and re-releasing them out into the world. The explosion opened up a veritable cavern in the Manhattan bedrock, which the Ghostbusters later filled with an expanded basement and a much larger, far more stable containment unit.

But was it stable enough to withstand stronger-than-normal seismic activity? Ray wasn't sure.

The smells were overpowering in the basement, but surprisingly, nothing looked physically damaged. No charring on the walls, no rubble, no electricity in the air. The unit looked intact. But still... Ray went to the control panel and ran a diagnostic.

What he saw was enough to make him forget about the smells that surrounded him.



"It's... this is impossible," Ray said.

"You're gonna have to be more specific," Ray heard Peter's voice, filtered through a gas mask he'd borrowed from the NYPD and 'forgot' to return. "We see the impossible, like, twice a week these days."

Ray slowly turned to face Peter, who was leaning on the rail at the top of the stairs. Ray coughed and said: "It's empty. The whole thing is just... empty."

"What do you mean, empty?!?" Walter Peck's voice blasted through the phone. "How is that even possible?!"

Years ago, Peck had been a skeptical low-level bureaucrat with the EPA, tasked with investigating the Ghostbusters' onsite storage facility. He lost his position as a consequence for shutting the containment unit down and causing a mid-city explosion... but even that can't keep an efficient bureaucrat down.

Peck rose through the municipal ranks until he found himself appointed the head of the Paranormal Contracts Oversight Commission, a special body assembled to oversee the work of the Ghostbusters.

He was pleased to accept the post; Peck believed in the dangers of the supernatural now, but still had doubts about the Ghostbusters' competence...

"We're not sure," Egon said, while tapping the keys of his calculator. "The structural integrity of the unit is intact."

"Yeah," Peter snorted, "pretty much the opposite of that time you shut it down."

"What Peter means is that something else is happening here," Ray jumped in.

"Exactly. The equipment didn't fail, nobody snuck in, all your little mandated security lists are still checked off," Venkman continued.

"And this is supposed to make me feel better how, Mister Venkman? The Mayor's niece was chased for twenty minutes by some sort of yeti-thing this morning, and he wants answers, or –"

"Oops," Peter said, disconnecting the call.

"He's not wrong to be worried," Winston said. "I'm a little freaked out myself."

"Oh, don't be," Peter shrugged. "We called in extra hands in case frogs start dropping from the sky. Plus Ray's little protégé is digging through the usual material. We'll be fine."

"You always think we'll be okay, Peter."

"Well the odds are with us, Ray."

As soon as Peter finished speaking, another tremor hit, knocking the Ghostbusters completely off their feet.

"Okay, that's on me," Peter said. "I shouldn't have said that out loud."

As the Ghostbusters were stepping into their coveralls to start seeing to the calls that had been coming in at a steady rate, Egon cleared his throat: "I have some bad news," he said.

"Does it involve a snack-cake analogy?" Peter asked. "Let's make it a snack cake analogy. We all like those."

"I can't tell if you're patronizing me or not," Egon said in a flat tone. "But the psychokinetic energy level in the city is currently so abundant, it can't actually be measured."

The four men looked at each other for a moment in silence.

Peter broke the silence: "Egon, I think I'm going to institute a new rule: next time you have bad news, I want you to find some good news to soften the blow. Okay?"

"I recently saved money by switching our car insurance," Egon replied in a flat tone.

"And don't try to be funny. Creeps me out."

"Hey!" Janine Melnitz hollered from her desk. "Will you guys can it and get out there already? I'm starting to get callbacks!"



The city felt electric, and no, not in the good way. The air was charged with negative vibes, the sense of impending danger that makes the hair on the back of your neck stand up.

Ecto-1 pulled to a stop on 5th Avenue. The Ghostbusters exited cautiously, looking about in case of an ambush and then walked into Central Park, where a sizable chunk of sightings had been reported.

"Well that's unseasonable," Ray muttered as he watched his breath escape his lips. "Feels like twenty degrees at best."

"That ain't right," Winston agreed. "Keep sharp."

"Yes," a disembodied voice hissed. "Be wary, for all the good it will do you."

Ray recognized the voice immediately. "Idulnas!" Ray shouted. "It's Idulnas!"

Not long ago, Idulnas – the third minion of Gozer – was conjured up in order to choose a new, more destructive form for Gozer. Because it was Ray who had chosen the inept form of the Stay Puff Marshmallow Man, Idulnas captured and tortured the Ghostbuster, trying to force a new selection... But the demon failed, losing its corporeal form in the process.

Idulnas took it personally, and more than once had sought revenge. Most recently, he was pulled into a limbo by a band of demons that he had intended to set on the Ghostbusters.

"He's gone, Ray! He was banished to some hellish out-world!"

The voice spoke up again, this time coming clearly from Alice of the Alice in Wonderland sculpture: "But it wasn't for forever, Dr. Spengler."

The metal of the Alice statue groaned as it stood and walked towards the Ghostbusters.

The voice came from the statue: "I have found my way back to this world, and I will see it – and you – destroyed at last."

"No offense, but we're gonna stop that," Peter said. "It'll look good in the memoirs. Hit her!"

The Ghostbusters fired at the statue, assaulting the formerly inanimate object with four proton streams, each angling for a hold on the negative energy of the possessing entity. Instead, the statue fell over.



"Whoa – cut 'em!" Winston yelled. "Guys, stop! ...What happened?"

Egon was looking at his PKE meter, a fruitless exercise. "Idulnas vacated the statue. I can't tell where he's gone; there's simply too much psychokinetic energy to get a specific read."

"Well he didn't just show up to dress up as a little girl," Peter said, before shouting: "So tell us what's going on, already! Some of us have plans for the weekend!"

A patch of space in front of the Ghostbusters started warping and swirling before it just... kind of tore open, revealing a world beyond, with a burnt-yellow sky and an army of silhouettes, stretching as far as the Ghostbusters could see... and that smell. The overwhelming stench of death.



"I bring the vengeance of every being you've ever captured or banished, Ghostbusters," Idulnas' voice echoed in their heads.

"I bring you Hell itself."

"He's... he's the one who emptied the grid," Ray whimpered.

"No kidding," Winston sighed.

"Let's get to work!"



Ghostbusters: The Board Game is an episodic adventure game for one to four players. In it you will bust Ghosts, seal Gates to the Spirit World, unlock new Ghostbusting abilities... all while saving the world.

Your Ghostbuster has "Actions" to spend during your turn each round. The main Actions you can perform are fighting Ghosts, moving, driving the Ecto-1 vehicle, depositing trapped Ghosts, and removing Slime.

Each scenario takes place in the locations and environs of an apocalyptic New York City, built from game board tiles and populated by Ghosts. You may also play in Campaign Mode, which links multiple scenarios together. Ghostbusters is a cooperative board game. Completing a scenario requires teamwork, planning, and resourcefulness. Everyone wins or loses as a team. You must work together to overcome each challenge you face.

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COMPONENTS



4 Ghostbusters Figures
Venkman, Spengler, Stantz, Zeddemore



3 Ghost Boss Figures
(Slimer, Idulnas, Stay Puft Marshmallow Man)



20 Galloping Ghoul Figures



12 Gruesome Twosome Figures



8 Boogaloo Manifestation Figures



1 Ecto-1 Figure



1 Ecto-1 Tile



1 Eight-sided Movement Die



1 Six-sided Event Die



4 Six-sided Proton Dice



10 Double-Sided Game Board Tiles



1 Spirit World Tile



1 PKE Meter Tile



20 Proton Stream Tokens
(plus extras)



5 Gate Tokens



16 Slime Tokens
(plus extras)



4 Ghostbuster Character Cards



5 XP Trackers



6 Ghost Cards



15 Scenario Cards



1 Ghostbusters Operations & Field Manual
(This rulebook you are holding.)

SECTION 2 - PREPPING FOR PLAY

SCENARIO

Scenarios are found on large cards inside the game box. One side has map set up information and the other has information on the Gates you will encounter in that scenario. Each scenario will also dictate a win condition and a lose condition.



CAMPAIGN

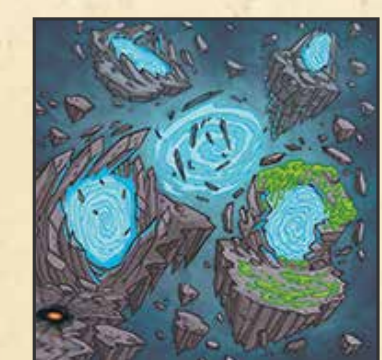
A campaign is a series of linked scenarios. Campaigns typically find your team on the hunt for a Boss/Ghost/Entity and it will take several steps to find it and ultimately confront it.

Note: Your Ghostbuster's XP (experience) carries over between scenarios in a campaign.

GATES

Gates are placed onto the map according to the diagram found on the Scenario Card. Each scenario gives a nickname to the Gates in that scenario. Gates will act very differently from scenario to scenario. The five Gate tokens are used to represent the scenario Gates no matter their name. The different symbols have no bearing on the effects of the Gate. When placing Gates on a map it does not matter which symbol goes where.

Gates start a scenario as "Open" or "Closed" depending on the scenario map's layout.



SPIRIT WORLD

Scenarios will dictate the number of Ghosts that begin the game in the Spirit World. These Ghosts are not in our world, so you cannot interact with them. Your scenario will let you know how/when these Ghosts will enter our world. They typically come through Gates, and many scenarios challenge players to close all the Gates before time runs out.

It's actually not time that you have to worry about, but rather your chief concern is the population of the Spirit World. **Ghosts are the insulation for the walls between our worlds; if the walls collapse, so do our worlds. If a Ghost needs to emerge onto the map and no Ghosts are in the Spirit World, your team loses the game.**

Unless stated otherwise by the scenario, when a Ghost must emerge from the Spirit World, use the lowest-Class Ghost available.



PKE METER

Place this tile next to the map in the orientation of your choosing. Leave it in that orientation for the entire game. It is used to determine the direction of randomized Ghost movement.

ECTO-1 & TILE

The Ecto-1 vehicle figure usually begins each scenario in the Ecto-1 Start Zone found on the Scenario Card map. If that zone is made up of 4 spaces, choose any 2 contiguous spaces and place the Ecto-1 figure in those spaces. The Ghostbusters normally start each scenario inside the Ecto-1. However, since it's a figure, your characters won't actually fit inside of it! Instead, place the Ecto-1 tile just off map, and then place your Ghostbuster figures on that tile. It corresponds to the on-map vehicle. When a Ghostbuster enters the vehicle, they are placed on this tile. A Ghostbuster is still considered to be in play while on the vehicle tile.



WHO GOES FIRST?

Either designate one Ghostbuster as Player One or determine it randomly. Play continues clockwise from that Ghostbuster for the rest of the scenario. If you are playing more than one Ghostbuster, place them in a line in front of you from right to left, then play them from right to left to continue the clockwise sequence of play.

Once the Ghostbuster turn order has been set, it does not change during a scenario. However, you may set a new order between scenarios of a campaign.



SECTION 3 - GHOSTBUSTERS

Scenarios are made for four characters. You'll need all the help you can get! With four players, each one takes on the role of one of the Ghostbusters. When there are fewer than four players, one or more of the players should play as more than one character.

After selecting your character(s), take their:

- Corresponding figure
- Corresponding Character Card
- Five corresponding Proton Stream tokens
- XP Tracking Tab
- One six-sided Proton Die

Place your Character Card(s) in front of you with the Proton Streams next to it. Each Ghostbuster is represented by a unique color. This allows you to locate your figure and Proton Streams on the map easily. Your Ghostbuster will start with 0 XP unless stated otherwise. Attach the XP Tracker to your Character Card with the arrow pointing at the 0.

Slime Tokens, the PKE Meter, the Movement Die, and the Event Die are placed next to the board and don't belong to any one character or player. The scenario you are playing will let you know where your Ghostbuster figure starts out. In most scenarios, it will start out in the Ecto-1, meaning you will place your figure on the Ecto-1 tile off map. While on the Ecto-1 tile, your figure is still considered to be on the map and inside the Ecto-1 figure.

FIGURES

Figures occupy spaces on the map. The direction in which a figure is looking does not matter. Everything can see, move, and shoot in any direction. Only one figure may occupy the same space at the same time.



CHARACTER CARD BREAKDOWN

This is Peter Venkman's Character Card.



- 1 Name** This is your Ghostbuster's name.
- 2 Color** Each Ghostbuster has a unique color.
- 3 Abilities** These are the abilities of your Ghostbuster.
- 4 Character Art** This offers another way to identify your Ghostbuster on the board. Place trapped Ghosts and Slime Tokens here.
- 5 Experience (XP) Track** This is where you keep track of the experience points your Ghostbuster has earned.

EXPERIENCE POINTS (XP) & LEVELS

Experience Points, hereafter always referred to as XP, are an indication of the skill of your Ghostbuster. As you gain more XP new abilities on your Character Card will open up to you. Each Ghostbuster has five levels of abilities. When your XP Tracker hits a new Level, designated by the colored spaces on your XP Track, you gain the ability associated with that Level. Even starting at 0 XP, you are at Level 1, and have the Level 1 ability listed. When you gain your fifth XP, you have reached Level 2. Your Ghostbuster now has both their Level 1 and Level 2 abilities. You never lose abilities as you "level up." You only add additional abilities. A Ghostbuster at 30 XP stops gaining XP.

When you gain a new ability, that new ability won't trigger on any past events during your turn, or even the event that caused you to level up.

GAINING XP

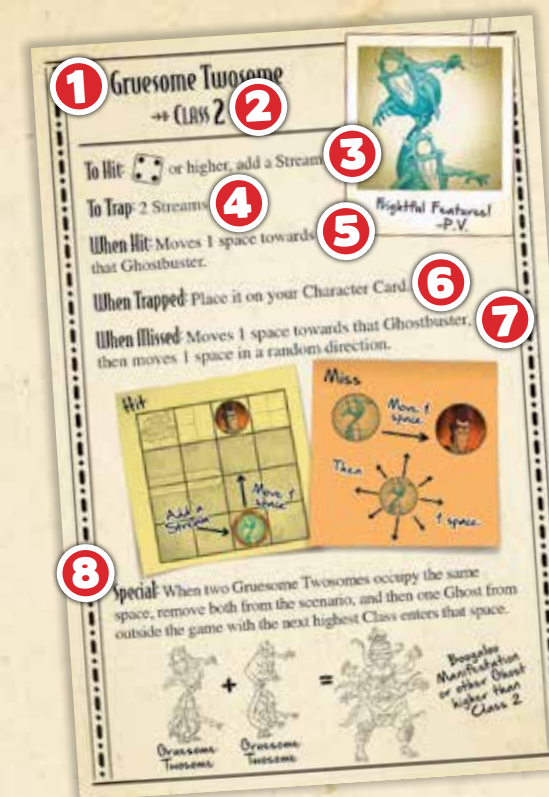
The most common way to gain XP is through busting Ghosts and closing Gates. When a Ghost becomes trapped or a Gate is closed, you gain 1 XP for each Proton Stream you had on it. (More on this later.)

Each Ghostbuster's Level 1 ability features an alternate way to gain XP. Keep this in mind when your team is trying to determine the best person for the job.

SECTION 4 - GHOSTS

GHOST CARD BREAKDOWN

- 1 Name**
- 2 Class** A rating of how dangerous this Ghost is. The higher it is, the harder it will be to fight.
- 3 To Hit** The minimum value that must be rolled on a Proton Die in order to connect a Proton Stream to this Ghost.
- 4 To Trap** The number of Proton Streams needed to trap this Ghost.
- 5 When Hit** How this Ghost reacts when hit, but not yet trapped.
- 6 When Trapped** How this Ghost reacts when you place the final Stream needed to trap it.
- 7 When Missed** How this Ghost reacts when your Combat Action results in a Miss.
- 8 Special** Many Ghosts have special abilities.



GHOSTS

A certain number of Ghosts start out on the map as dictated by the scenario, and additional Ghosts often emerge from the Spirit World to the map via Gates. Ghosts are dispatched with the help of your Proton Pack. Ghosts are ethereal entities and ignore terrain when moving or using special abilities. All foes in this game are referred to as "Ghosts," even if they are not technically incorporeal.

Ghosts have a Line of Sight of 3 spaces, which can be blocked by terrain features and other Ghosts. This does not increase if a Ghostbuster increases their Line of Sight range.

GHOST MOVEMENT

Ghost movement is unimpeded by terrain lines, Ghostbusters, other Ghosts, or Gates. Ghosts on the map will sometimes move when fired upon or when the Chaos Symbol is rolled at the end of a round. When a Ghost moves in a random direction, use the PKE Meter and the Movement Die (the eight-sided die) to determine that direction. The Ghost is considered to be in the center space of the PKE Meter when it is referenced. The number you roll is the direction the Ghost moves as shown on the PKE Meter.

Some Ghosts move towards Ghostbusters as a result of Combat Actions against them. When a Ghost moves towards a target, it always chooses the shortest path. When possible, a Ghost should move diagonally until it can take a straight path towards its target. If adjacent to its target, a Ghost will move into and through the target's space. Where a Ghost has two equidistant paths to a target or goal, it prefers spaces not occupied by other figures over occupied ones (until it reaches the target or goal).



When a Ghost enters our world through a Gate, use the PKE Meter and the Movement Die to randomly determine the direction in which it moves out of the Gate. The Ghost is considered to be in the center space of the PKE Meter. The number you roll is the direction the Ghost moves based on the numbers on the PKE Meter. The Ghost emerges from that Gate space and then moves into the rolled space adjacent to the Gate.

Example: You rolled the "Star" on the Event Die, and your scenario tells you that a Ghost from the Spirit World emerges from that Gate. You grab a Class 1 Ghost and then roll a 3. The Ghost emerges from the Star Gate in direction 3, so you place it on the space that corresponds to that direction, based on the orientation of the PKE Meter.

When a Ghost ends its movement on a space occupied by another figure, something happens. If the Ghost shares a space with a Ghostbuster, that Ghostbuster is Slimed (see below) and the Ghost continues moving in that same direction. It will stop moving when it comes to rest in a space free of Gates, Ghosts, and Ghostbusters (or moves off the map).

Emerging from a Gate or other space on the map counts as Ghost movement.

Some Ghosts move in multiple segments. Each segment of that movement resolves separately. Each segment of that movement might cause a Ghost to continue moving through Ghostbusters or other Ghosts, etc. Only when one segment of movement has fully resolved does the next segment resolve.

Example: Playing Venkman, you miss with your Proton Roll against an adjacent Gruesome Twosome. As the first segment of its movement, it moves into your square (Sliming Venkman), then into the following space.

For the second segment, it moves 1 space at random, so you roll the Movement Die and get a 3, which moves the Gruesome Twosome 1 space in the direction according to the PKE Meter, which happens to be right back into Venkman! Now, it moves back to where it started, Sliming Peter a second time!



GHOST SPECIAL ABILITIES

When a Galloping Ghoul or Gruesome Twosome ends a movement segment in the same space as a Ghost of the exact same name, they combine. Remove both of those Ghosts from the game (as opposed to going back to the Spirit World), and then one Ghost from outside the scenario with a higher Class enters that space. The new Ghost enters play with no Streams attached and ignores any remaining movement instructions. Only Galloping Ghouls and Gruesome Twosomes do this combining trick!

If a Ghost's special ability could affect a Ghostbuster, but they are separated by terrain, it ignores that terrain. Some Ghosts cannot leave the map. This fact will be stated on its Ghost Card. If a Ghost would leave the map when it cannot, it stops moving on the edge space of the map.

Some Ghosts cannot move into or through "obstacles." These are corporeal entities. Obstacles to these Ghosts are red, dashed red, and orange lines on the map, and also the Ghostbusters. If one of these Ghosts would move into an obstacle, it stops moving instead.

Some Ghosts have the keyword **Push** on them. These Ghosts are able to move the Ghostbusters away from them. If a Ghostbuster would be Pushed into an illegal space (off the map, into an Open Gate, or across a red, dashed red, or orange line), the Ghostbuster moves 1 space sideways instead (your choice of sides).



GETTING SLIMED

When a Ghost moves through a Ghostbuster, the Ghostbuster gets Slimed and gains a Slime Token. The Ghost continues moving in that same direction until it comes to rest on a space not occupied by a Ghostbuster, Gate, or another Ghost.

"Getting Slimed" means you gain a Slime Token. Place it on your Character Card. Each Slime Token on your Ghostbuster reduces their number of Actions by 1. A Ghostbuster can get Slimed more than once. However, Ghostbusters cannot have more Slime Tokens than they have Actions. Removing Slime Tokens from yourself and others is a never-ending part of the job! See page 13 for more on Removing Slime.

Ghosts may move through and onto the Ecto-1. When a Ghost moves through or onto the Ecto-1, each Ghostbuster inside the Ecto-1 gets Slimed!

GHOSTS MOVING OFF THE MAP

When a Ghost moves in a direction and distance that moves it off of the map, it is removed from the game. A Ghost Card will mention if that Ghost cannot move off the map.

TURNS AND ROUNDS

During each round of the game, each Ghostbuster takes a turn. Play proceeds clockwise from the Ghostbuster who is Player One. When each Ghostbuster has taken a turn, the round ends after the Event Die is rolled.

ROUND SEQUENCE

1. Each Ghostbuster takes a turn.
2. Resolve any "end of round" effects.
3. Roll the Event Die.

GHOSTBUSTER TURN SEQUENCE

1. When it is your Ghostbuster's turn, spend all of your Actions during your turn. Actions cannot be saved.
2. You may perform one Maneuver before taking any Actions, after taking one, or after taking all Actions.
3. Resolve any scenario- or Ghost-specific "end of turn" effects.

ACTION SUMMARY

You have 2 Actions to spend during your turn. If your Ghostbuster is at Level 3 or higher, you have an additional Action. An Action may be performed more than once per turn.

- Move
- Drive
- Deposit Trapped Ghosts
- Remove Slime from an adjacent Ghostbuster
- Combat

Actions are often influenced/hindered by Line of Sight and Terrain features on the map.

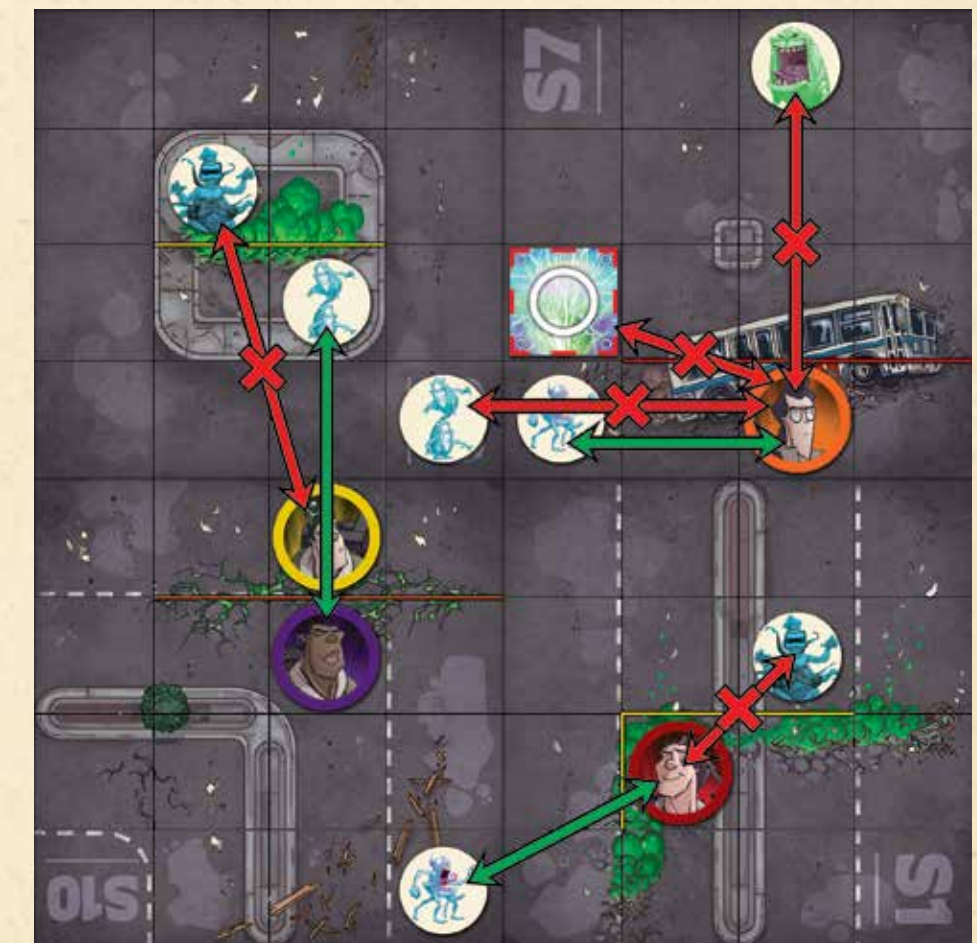
LINE OF SIGHT

Ghostbusters and Ghosts have Line of Sight (LoS) to something that is up to and including 3 spaces away in any direction that is not blocked by red, dashed red, or yellow lines on the map or Ghosts on the map (see the next page for descriptions of the terrain types).

Note: Ghost LoS is affected by terrain lines, etc. But Ghost movement is not.

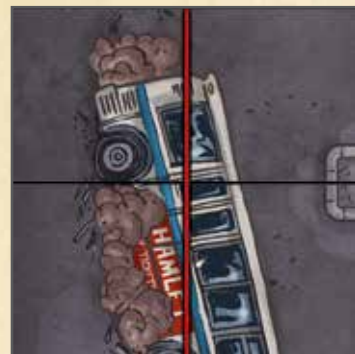
If there is anything that might possibly be blocking LoS, check your LoS by drawing an imaginary straight line from any corner of your Ghostbuster's space to any corner of the space you are trying to see. If that line does not pass through a terrain line, then you have LoS to that space. If that line passes through one or more red, dashed red, or yellow lines or spaces occupied by Ghosts, you do not have LoS to that space. The only exception being LoS to an Open Gate across its own dashed red line.

You must have LoS to a target to be able to take a Combat Action against it. The Ecto-1, orange lines on the map, Closed Gates, and other Ghostbusters do not block LoS.

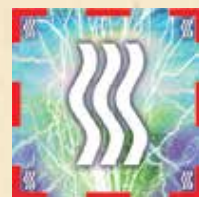


TERRAIN FEATURES

Most Actions are restricted by terrain features on the map. There are several types of terrain:



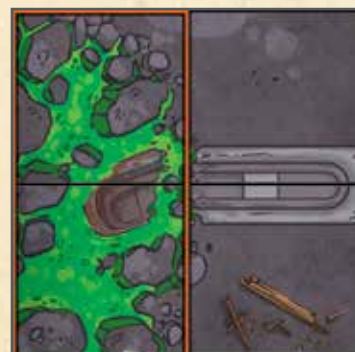
Red Lines (fences, etc.): A Ghostbuster may not move or be moved across or trace Line of Sight across a red line.



Dashed Red Lines (found only on Open Gates): A Ghostbuster may not move or be moved across a dashed red line. However, a Ghostbuster does have Line of Sight only to the space immediately on the other side of the dashed red line. This allows you to shoot at Open Gates, but not move into or through their spaces. You cannot trace a path of Line of Sight beyond that space.



Black Lines (found only on Closed Gates): Closed Gates are wide open terrain and do not restrict movement or Line of Sight.



Orange Lines (obstructions, etc.): A Ghostbuster may not move or be moved across an orange line. However, you may trace Line of Sight across an orange line.



Yellow Lines (smoke, etc.): A Ghostbuster may move and be moved across yellow lines. However, a Ghostbuster may not see/shoot across a yellow line.

MOVE ACTION

This Action allows for 1 or 2 spaces of Movement.

When you perform a Move Action, move your Ghostbuster 1 or 2 spaces in any direction. You may also move diagonally one, both, or none of the spaces of your move. Movement is affected by terrain and other rules:

- You cannot move across red, dashed red, or orange lines on the map. Diagonal movement passes through corners. If only one side of a space has a colored line, you may still move diagonally across it.
- You cannot move into or through spaces containing Ghosts or Open Gates.
- You may move through a Ghostbuster, as long as you have sufficient movement to also move out of their space.
- You cannot move off the map.
- You may move into the side of the Ecto-1 this way. If you end your Movement on a space occupied by the Ecto-1, place your figure on the Ecto-1 tile off map. You are now inside the Ecto-1.



DRIVE ACTION

This Action allows for up to 6 spaces of travel via the Ecto-1. Diagonal travel is not allowed while driving.

A Ghostbuster inside the Ecto-1 may drive it during their turn as a Drive Action. You may move the vehicle figure vertically or horizontally on the map, but not diagonally. You do not have to drive it in the direction the front end is facing. Choose the front end or back end, then count out the spaces into which you drive. When you have arrived at your destination space, place one end of the vehicle in that space and the other end in the previous space you counted.



If your Ghostbuster is inside the Ecto-1 when it is driven, you go with it. You cannot opt out of the ride. A Ghostbuster may not enter or exit the Ecto-1 during a Drive Action. Driving is subject to terrain and other rules:

- You cannot drive across red, dashed red, or orange lines on the map.
- You cannot drive into or through spaces containing Ghosts or Open Gates.
- You may move through a Ghostbuster, as long as you have sufficient spaces of travel remaining to also drive out of their space.
- You cannot drive off the map.
- You cannot drive diagonally.

DEPOSIT TRAPPED GHOSTS ACTION

This Action allows a Ghostbuster inside or with LoS and adjacency to the Ecto-1 to send any number of Trapped Ghosts on their Character Card back to the Spirit World. The Ecto-1 contains a Dimensionometer, which allows for Trapped Ghosts to be deposited. Deposited Ghosts are placed into the Spirit World. You may deposit any number of Trapped Ghosts you are carrying into the Ecto-1. A Ghostbuster must be inside or have LoS and adjacency (in one of the 10 surrounding spaces) to the Ecto-1 to perform this action.



Remove Slime From An Adjacent Ghostbuster Action

This Action removes one Slime Token from an adjacent Ghostbuster. You must also have LoS to that Ghostbuster. Ghostbusters will get Slimed; it's just a fact of life during this hazardous duty. When you can clear Slime from a Ghostbuster adjacent to your Ghostbuster on the map, your team will function much better. It is more efficient for another Ghostbuster to remove your Slime tokens than for you to remove them yourself (see Removing Slime From Yourself on page 16). Slime cannot be removed from Ghostbusters inside the Ecto-1.

Removing Slime from a Ghostbuster who has already taken their turn during the round does not grant them additional Actions that round. However, if the Ghostbuster has yet to act, removing a Slime token will restore their lost Action for their upcoming turn. *That's teamwork!*

Adjacent

In a space next to your Ghostbuster—orthogonally or diagonally. Ghostbusters are adjacent to things in the 8 spaces surrounding them.

COMBAT ACTION

This Action allows a Ghostbuster to fire a Proton Stream against a target within Line of Sight. To fire a Proton Stream, roll your Proton Die. This is the standard way to trap Ghosts and close Gates. The Ghostbuster's Logo on your Proton Die is a "6." A Combat Action may not be performed while inside the Ecto-1.



FIGHTING GHOSTS

Each Ghost has a "To Hit" value listed on its Ghost Card. If your Proton Die result is that number or higher, you have scored a "Hit." Place a Proton Stream Marker on or under that Ghost figure. If you roll lower than that value, you have "Missed." Ghost Cards dictate events that happen when you Hit or Miss them.

Ghosts require a certain number of Proton Streams before they are Trapped. This is indicated as a "To Trap" value on the Ghost Card. A Ghostbuster may apply more than one Stream to a Ghost. After applying a Stream, if the Ghost requires additional Streams to Trap, resolve its "When Hit" ability. If your Hit was the final one needed to Trap it, resolve its "When Trapped" ability instead. Remove it from the map only after resolving this ability, and then place it on your Character Card.

Class 1 Ghosts require only one Proton Stream to trap. Therefore, they do not have "When Hit" abilities, as the first Stream you place upon it will trap it. Resolve its "When Trapped" ability before removing it from the map.

The Ghostbuster that applies the final Stream needed "To Trap" a Ghost removes that Ghost figure from the map and places it onto their Character Card. It is now a "Trapped Ghost." It can be deposited at the Ecto-1 to keep the Spirit World stocked with Ghosts. Each Ghostbuster earns 1 XP for each Stream they had on that Ghost. Those Stream Markers are then returned to the Ghostbusters.

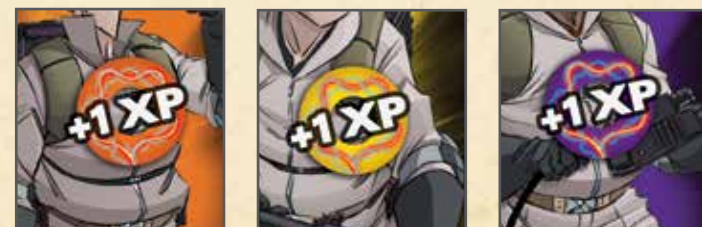
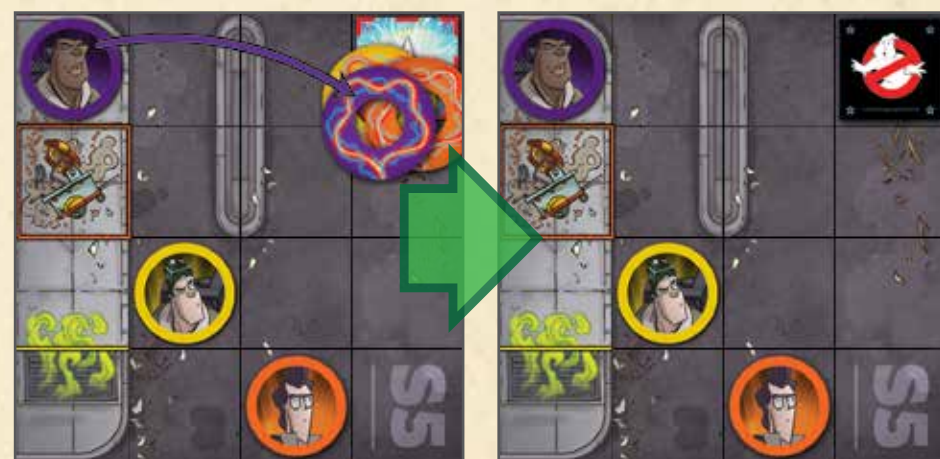
ATTACKING GATES

Depending on the scenario, Gates can be fired upon just like Ghosts and can be closed through sustained Proton Streams. Gates have a "To Hit" value specified on the Scenario Card. If your Proton Die result is that number or higher, you have scored a "Hit." Place a Stream on top of the Gate token. The Scenario Card may indicate an additional effect when a Gate is Hit. The token remains attached until the Gate is Closed, you lose LoS to the Gate, or you switch targets. If you roll lower than that value, you have "Missed." The Scenario Card describes what happens when you Miss a Gate in combat.

Some scenarios dictate a "To Close" value for the Gates in that scenario. This is the number of Streams that must be on that Gate in order to close it. A Ghostbuster may apply more than one Stream to a Gate, unless a scenario says otherwise.

When a Gate has a number of Proton Streams on it equal to its "To Close" value, the Gate is flipped over to its Closed (black) side. It is now a Closed Gate on the map, and no longer affects movement or LoS. Each Ghostbuster earns 1 XP for each Stream they had on that Gate. Those Stream Markers are then returned to the Ghostbusters.

When the last Open Gate is closed, all of the Ghosts on the map are sucked back into the Spirit World. This is how most scenarios are won, but larger and more dangerous entities are not whisked away so easily... Scenario Cards will let you know if a Boss Ghost does not leave the map this way.



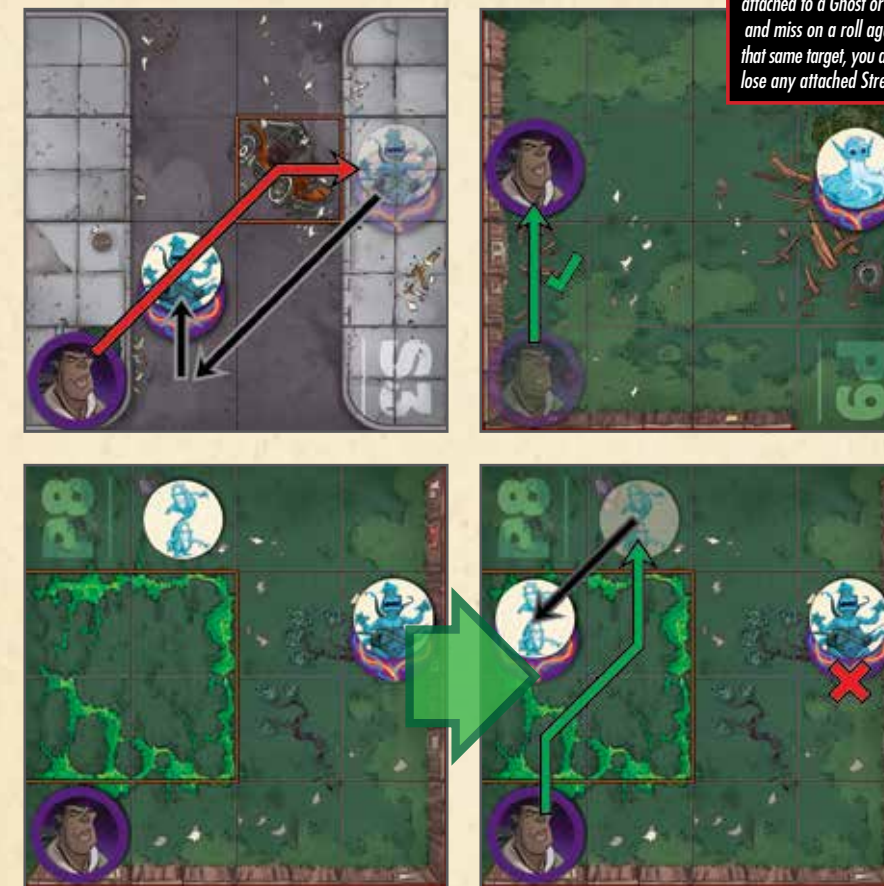
PROTON STREAMS

A Proton Stream is a beam that projects from a Ghostbuster to a target via their Neutrino Wand. If all five of your Streams are already attached to the Ghost or Gate you are fighting, you cannot add more. When a Ghost moves, any Streams attached to, or under it, move with it.

When a Ghost or Gate requires more than one Proton Stream to Trap/Close, place your Proton Stream either on or under the Ghost/Gate. With a Boss Ghost, place Proton Streams on its Ghost Card, as they often require many Proton Streams to defeat.

While you have a Proton Stream attached to a Ghost or Gate, attacking a different Ghost or Gate will remove all Proton Streams from your original target. While you have Proton Streams attached to a target, you can continue to shoot at that target. You may continue to take Combat Actions against that target until the number of Streams on it equals the "To Trap" or "To Close" value of the target.

If you have a Stream attached to a Ghost or Gate and miss on a roll against that same target, you do not lose any attached Streams.



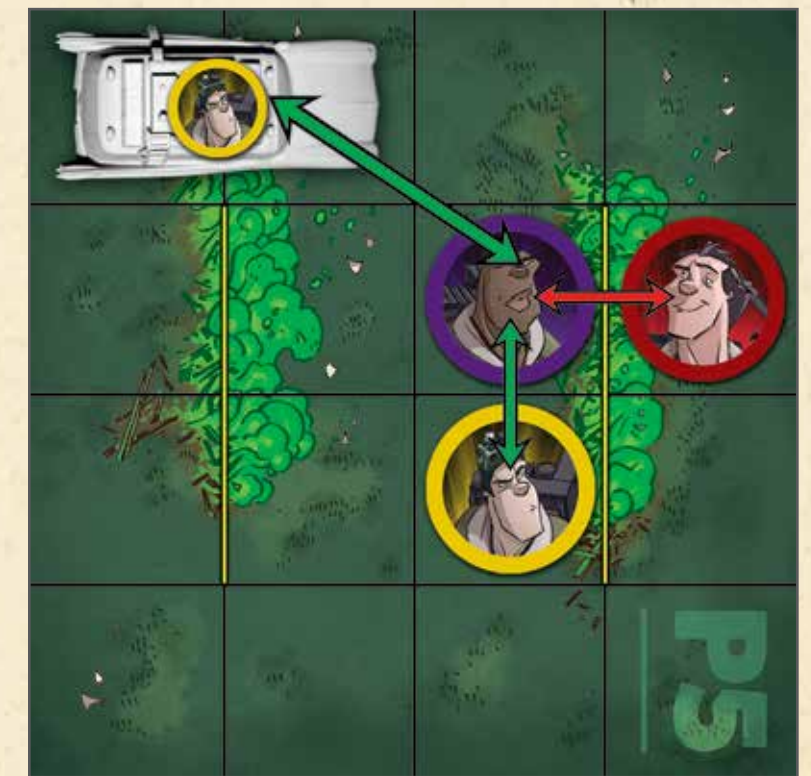
Moving while you have Proton Streams attached to a target does not remove your Streams. In fact, this is often a tactical necessity! If a Ghost threatens to move out of your LoS, moving to a better vantage point will help keep your Streams attached. It is permissible to move out of LoS during a Move Action, but once an individual Move Action has completed, check LoS to your target. If your LoS has been broken by a Ghost, Gate, or terrain lines, remove all of your Proton Streams from the target.

MANEUVERS

During a Ghostbuster's turn, they may perform one of the following two Maneuvers before taking any Actions, after taking one, or after taking all Actions. You may choose to spend an Action to perform a Maneuver. A Ghostbuster who has no Actions due to Slime may still perform a Maneuver.

• Transfer Trapped Ghosts

Place any number of Trapped Ghosts from your Character Card onto the Character Card of a Ghostbuster on a space adjacent to your Ghostbuster on the map. Alternately, you may take any number of Trapped Ghosts from the Character Card of a Ghostbuster adjacent to your Ghostbuster and place them onto your Character Card. You must have LoS to the other Ghostbuster. A Ghostbuster in an adjacent side space (the long side) of the Ecto-1 may Transfer Trapped Ghosts to a Ghostbuster inside the Ecto-1 and vice versa.

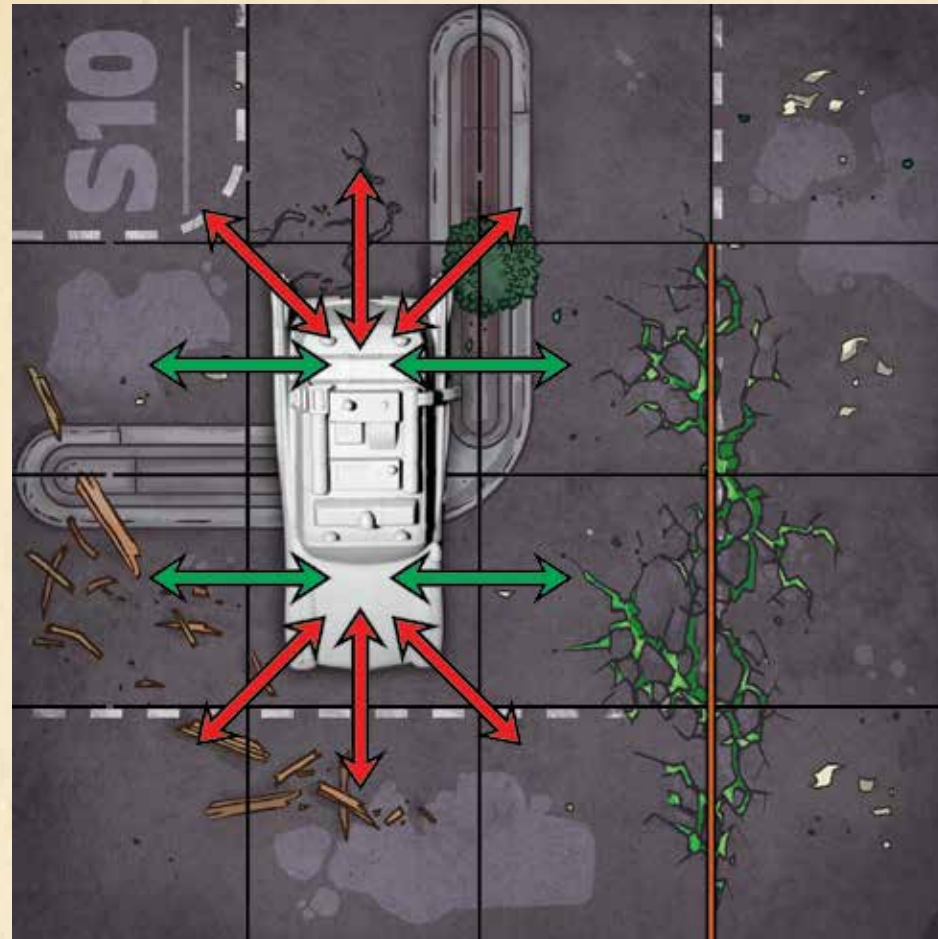


• Enter/Exit the Ecto-1

The Ecto-1 may only be entered or exited from the four side spaces. If you are exiting the vehicle, place your figure in an unoccupied long-side space adjacent to the Ecto-1. If all four long-side spaces are occupied, you cannot exit the vehicle. If your Ghostbuster is in a side space adjacent to the Ecto-1, enter the vehicle by placing your figure on the Ecto-1 tile.

Note: A Ghostbuster may also enter or exit the vehicle through a Move Action, following the same rules as the Maneuver. You are not forced to use a Maneuver to enter/exit the Ecto-1.

See **Section 6** for more information on the Ecto-1.



Five of the Event Die's sides have Gate symbols on them. These are linked to the Gate tokens on the map. The Open or Closed status of the Gate you roll is checked against that Gate on the map. Rolling Open Gates will typically bring new Ghosts into the world. Rolling Closed Gates could have any effect. Your scenario will give the specifics.



Rolling the Chaos Symbol sends nearby Ghosts on the map into a frenzy! Each Ghost reacts as if the nearest Ghostbuster within LoS missed it in Combat. Check the Ghost's Card for the specific reaction. Ghosts have a LoS of 3 spaces and terrain lines can block it. Ghosts that are not within LoS of one or more Ghostbusters do not move. If multiple Ghosts are moving due to this, roll the Movement Die only once for all randomized movement resolution.



When there is a tie for the "nearest Ghostbuster" when the Chaos Symbol is rolled (or any other tie for that matter), roll Proton Dice to resolve the tie, with the high roller being the target.

When multiple Ghosts emerge from a Gate or multiple Ghosts move due to the Chaos Symbol being rolled, resolve Ghost movement from lowest-class to highest-class.

After the Event Die has been rolled and resolved in a round, that round is over and a new round begins.

Pro Tip

You can roll the Event Die and the Movement Die at the same time. That way, where random movement or emerging Ghosts are required, you will have already determined the direction of that movement.

SECTION 6 - THE ECTO-1 VEHICLE

A Ghostbuster enters and exits the vehicle only from the long sides of the vehicle. While inside the Ecto-1, you are considered to occupy both spaces of the vehicle. That means you may enter/exit the vehicle from any long-side door. The side you entered from has no bearing on the side from which you may exit.

While inside the Ecto-1, you may only perform the Move, Drive, or Deposit Trapped Ghosts Actions. You may also perform Maneuvers and use Character abilities.

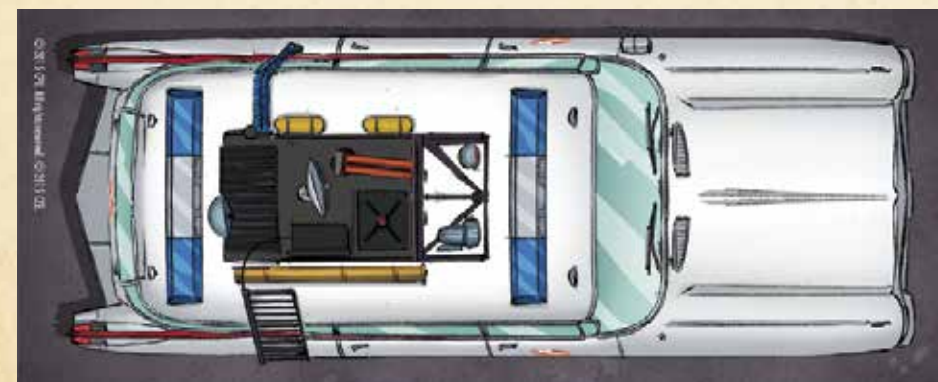
A Ghostbuster in an adjacent side space (the long side) of the Ecto-1 may Transfer Trapped Ghosts to a Ghostbuster inside the Ecto-1 and vice versa.

Slime cannot be removed from Ghostbusters inside the Ecto-1 and no Combat Actions may be taken from inside it. While inside, you cannot remove Slime from Ghostbusters outside of the Ecto-1.

When a Ghost moves into or through a space occupied by the Ecto-1, all Ghostbusters within get Slimed. While a Ghost shares a space with the Ecto-1, it cannot be driven and no Trapped Ghosts may be deposited. Place the occupying Ghost on top of the vehicle figure in the appropriate space (front or back), not on the Ecto-1 tile. Ghosts on the Ecto-1 may be targeted with the Combat Action as usual. The Ecto-1 never blocks LoS or impedes movement.

If Slime is projected onto one or more of spaces of the Ecto-1 (like from a bursting Galloping Ghoul), each occupant of the Ecto-1 gets Slimed.

The Ecto-1 contains a portable Dimensionometer, which allows Ghostbusters to send Trapped Ghosts back to the Spirit World. A Ghostbuster must be adjacent to (in one of the 10 surrounding spaces) or inside the Ecto-1 to deposit Trapped Ghosts.



SECTION 7 - APPENDIX

CHARACTER ABILITIES EXPLAINED

Egon Spengler

Level 1: This ability may trigger multiple times during your turn. If an effect adds to your Proton Die result, this ability will not trigger.

Level 2: If you re-roll a 1, and roll a number other than a 1, your Level 1 ability does not trigger.

Level 3: You now have 3 Actions to spend on each of your turns. If you gain this ability mid-turn, you will immediately have the additional Action to spend.

Level 4: Only the die you choose can trigger your Level 1 ability. If you re-roll a 1, and roll something other than a 1, your Level 1 ability does not trigger.

Level 5: This ability affects the whole team.

Ray Stantz

Level 1: This ability may trigger multiple times during your turn. You cannot spend an Action to remove Slime if there is no Slime to remove.

Level 2: This does not trigger your Level 1 ability.

Level 3: You now have 3 Actions to spend on each of your turns. If you gain this ability mid-turn, you will immediately have the additional Action to spend.

Level 4: This can include you. This ability does not trigger until after all "When Hit" or "When Trapped" effects have resolved. This does not trigger your Level 1 ability.

Level 5: This ability affects the whole team, and can be used when a missed Proton Roll targeting a Ghost or Gate requires the Movement Die to be rolled.

Peter Venkman

Level 1: This ability only triggers during your turn, normally as a side effect of Combat.

Level 2: This ability only triggers during your turn, normally as a side effect of Combat. This can trigger your Level 1 ability.

Level 3: You now have 3 Actions to spend on each of your turns. If you gain this ability mid-turn, you will immediately have the additional Action to spend.

Level 4: This ability does not trigger until after all "When Hit" effects have resolved. If the Ghost is no longer in play, this ability does not apply.

Level 5: This ability affects the whole team, and adds an extra space of Line of Sight Range and Combat Range.

Winston Zeddemore

Level 1: When you deposit Ghosts, add up their total Class values. For every 3 points worth of Class you deposit, gain 1 XP.

Examples: If you deposit a single Class 3 Boogaloo Manifestation, you gain 1 XP. If you deposit two Class 1 Galloping Ghouls and a Class 2 Gruesome Twosome at the same time, you gain 1 XP.

Level 2: The two spaces occupied by the Ecto-1 are "deposit spaces." Some scenarios may include additional "deposit spaces," in which case this ability will work with those as well.

Level 3: You now have 3 Actions to spend on each of your turns. If you gain this ability mid-turn, you will immediately have the additional Action to spend.

Level 4: This ability does not trigger until after all "When Hit" or "When Trapped" effects have resolved.

Level 5: This ability affects the whole team. Ghostbusters may now move up to 3 spaces with each Move Action.

GHOST CARDS EXPLAINED

GALLOPING GHOUL

The Galloping Ghoul is a Class 1 Ghost and rather easy to hit, needing only a 3 or higher on your Proton Roll. Since it only takes 1 Stream to trap this Ghost, the first Proton Stream that hits it triggers its "When Trapped" ability. When it's trapped, each Ghostbuster who is adjacent to this Ghost gets Slimed!

If you miss this Ghost with your Proton Stream, it flees in a random direction. Roll the Movement Die and reference the PKE Meter to determine that direction. Be careful when Galloping Ghouls are near each other. If they end up occupying the same space, they merge, are removed from the game, and are then replaced with a higher-class Ghost from outside the scenario.

GRUESOME TWOSOME

Proton Streams that hit, but do not Trap, Gruesome Twosome trigger its "When Hit" ability. The Proton Stream that traps it does not trigger its "When Hit" ability. Instead, resolve its "When Trapped" ability. If you miss this Ghost with your Proton Stream, it moves towards you, and then also moves 1 space in a random direction. Roll the Movement Die and reference the PKE Meter to determine the direction. Be careful when Gruesome Twosomes are near each other. If they end up occupying the same space, they merge, are removed from the game, and then replaced with a higher-class Ghost from outside the scenario.

BOOGALOO MANIFESTATION

Proton Streams that hit, but do not Trap, a Boogaloo Manifestation trigger its "When Hit" ability. The Proton Stream that traps it does not trigger its "When Hit" ability. Instead, resolve its "When Trapped" ability.

If you miss this Ghost with your Proton Stream, it moves 2 spaces towards you, then 1 space in a random direction. Roll the Movement Die and reference the PKE Meter to determine that direction. Remember, if it moves through you, you're Slimed! After completing all 3 spaces of "Miss Movement," the Boogaloo Manifestation hoses the general area with Slime, based on the Movement Die roll that was made for it. *Example: If you rolled a 7, the Manifestation Slimes each adjacent odd space after all Miss Movement, using the PKE Meter as a guide, based on its current space.*

SLIMER

This rascal is pretty fast! Be prepared to lose Line of Sight and lose attached Streams every so often when fighting Slimer. Proton Streams that hit, but do not Trap, Slimer trigger its "When Hit" ability. Since that makes it move 2 spaces towards you, it is best to engage this Ghost from 3 spaces away. The Proton Stream that traps it does not trigger its "When Hit" ability. Instead, resolve its "When Trapped" ability.

If you miss Slimer with your Proton Roll, it Slimes each Ghostbuster adjacent to it (you and any teammates), and then moves 2 spaces in a random direction. Roll the Movement Die and reference the PKE Meter to determine that direction. You are likely to lose LoS to Slimer when it runs. A tactical repositioning is sometimes more important than shooting at a Ghost.

Slimer is one of the few Ghosts who will leave the map and not become permanently lost. When it leaves the map, continue Slimer's movement in that same direction, but emerging from the opposite side of the map, in a wrap-around style.



IDULNAS

While fighting Idulnas, be prepared to become afraid... very afraid. Proton Streams that hit, but do not Trap, Idulnas trigger its "When Hit" ability. The Proton Stream that traps it does not trigger its "When Hit" ability. Instead, resolve its "When Trapped" ability.

If you miss Idulnas with your Proton Roll, it sends you running and screaming in a random direction. Roll the Movement Die and reference the PKE Meter to determine the direction. You are likely to lose LoS to Idulnas when you run away from it. Again, tactical repositioning is sometimes more important than firing at a Ghost.

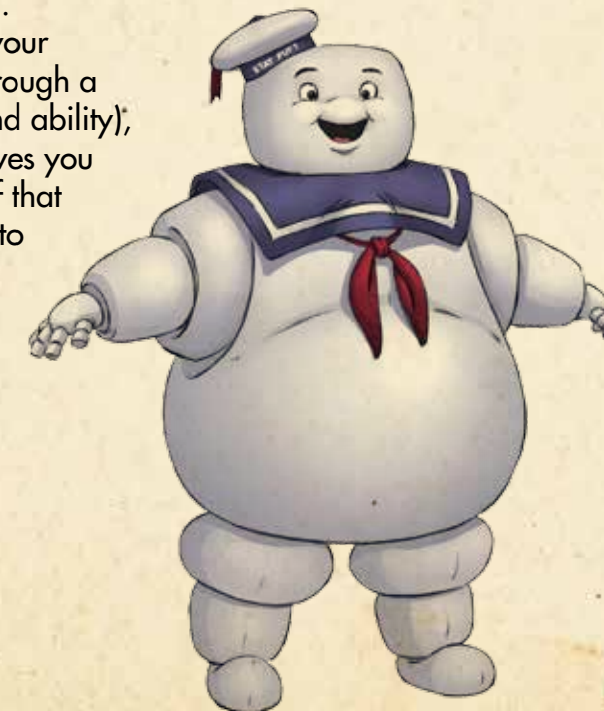
Idulnas is obsessed with the Ecto-1's Dimensionometer. At the end of each Ghostbuster's turn, Idulnas moves 2 spaces towards the Ecto-1. Idulnas can move into and through terrain, but if a move would send it off the map, it stops at the map edge instead.



STAY PUFT MARSHMALLOW MAN

Proton Streams that hit, but do not Trap, Stay Puft trigger its "When Hit" ability. The Proton Stream that traps it does not trigger its "When Hit" ability. Instead, resolve its "When Trapped" ability. If you miss Stay Puft with your Proton Roll, it moves 1 space in a random direction. Roll the Movement Die and reference the PKE Meter to determine that direction.

When Stay Puft enters your Ghostbuster's space (through a hit, miss, or end of round ability), it tramples you and moves you 1 space away from it. If that move would cause you to enter an illegal space, move one space sideways instead (your choice of sides). Each of the four Ghostbusters must have at least one Stream on Stay Puft before it may be Trapped. It requires 10 total Streams To Trap, not 10 from each Ghostbuster.



SCENARIOS & CAMPAIGNS

"We got one!" Each Scenario Card features a unique scenario. When multiple Scenario cards have the same color borders, then they are part of a campaign. It is recommended that you play the Slimer Campaign first, followed by the Idulnas Campaign, and then tackle the Stay Puft Marshmallow Man Campaign last.

If you want to play a single scenario from a campaign as a stand-alone experience, the scenario's number in the campaign sequence (i.e. Scenario #3) is also the recommended XP Level your team should be. For instance, when playing the Scenario #3 in Slimer's campaign as a one-shot scenario, we recommend all Ghostbusters set their XP tabs to Level 3 (11 XP). You should begin each new campaign at 0 XP.

Each scenario lists how to win and what events will result in failure. If a success and a failure would occur simultaneously, the success takes precedence! Some scenarios use the word "trap" or "defeat" when talking about the major entities. They both mean the same thing, it's just for flavor as some Ghosts are corporeal and are not technically trappable.

SCENARIO SET-UP

The map diagram on each Scenario Card shows the map tiles the scenario uses, their position on the board, and the orientation of each tile. Place the Scenario Card facing one player, then grab the required map tiles and orient them all based on that player's view of the Scenario Card map set-up. "S" maps feature streets of New York City, while "P" maps feature sections of Central Park. Each map tile also has a number. Example: S3 is a street tile. The S and 3 are underlined to help determine the orientation in which the map tile must be placed.

Note: Each map tile is individually oriented based on the map diagram on the Scenario Card.

Once the map has been put together, the map diagram shows the starting positions of all elements that begin the scenario on the map. Consult the Map Key at the bottom of the card to decipher the code numbers and letters on the mini-map.

Finally, the bottom of the Scenario Card will also tell you what Ghosts start the scenario in the Spirit World, and how many of them should be there.

Campaign 1: The Slimer Situation

Sightings have been reported all over the city... your old friend Slimer is back and up to no good! He's proving hard to track down, but clearing some sections of the city of spectral disturbances will help you corner him... eventually.

This campaign takes place over a series of four linked scenarios. Do not reset your XP between scenarios. You will need all the experience you can muster to trap Slimer at the end of the campaign!

The Slimer Situation Campaign, Scenario #1

The Gates in the area are causing your traps to malfunction! You better manage these phantom felons before they escape. Make sure your traps are in good working order now before you move on.

The Gates in this scenario are nicknamed "Release Gates," as they are able to rescue Trapped Ghosts from your clutches!

Release Gates

To Hit: 2 or higher, add a Stream.

To Close: 2 Streams

When Missed: A Ghost from the Spirit World emerges from that Gate.

Scenario Results In...

Success: Close each Open Gate.

Fail: A Ghost must emerge from the Spirit World and none are present.

When Rolling the Event Die and that Gate is:

Open: A Ghost from the Spirit World emerges from that Gate.

Closed: Each Ghostbuster carrying one or more Trapped Ghosts loses one of them (the lowest-Class). It emerges from that Ghostbuster's space.

Read the campaign introduction for some backstory on the encounters.

The scenarios of a campaign are numbered 1-4. You'll face the "boss" in the 4th scenario.

At the end of each round, you'll roll the Event Die. Check to see how any of the results may affect the game here.

Read here for some hints on what's in store for you!

When shooting at a Gate, look here!

Closing Gates is your primary goal.

If the Spirit World is nearly empty, deposit some Ghosts!

SCENARIO CARD

SIDE A

Open Gate

Whichever Gate you place here starts the game Closed.

Class 1 Ghost Starting Spot

Place the Ghosts listed here onto the Spirit World tile.

SCENARIO CARD

SIDE B

Ecto-1 Start Zone. Place the vehicle figure in any 2 adjacent spaces within the 4-space zone

Class 2 Ghost Starting Spot

Some tiles start out upside down from the perspective of the person putting together the map

Class 3 Ghost Starting Spot

The Map Key informs you of the different elements on the map prior to the start of the scenario.

Look for the corresponding Ghost symbols on the map above. Each space holds 1 Ghost of that Class.



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CUSTOM SCENARIOS

You can build your own scenarios! If you link them together and ramp up the difficulty as you go, you can create a campaign. Study the Scenario Cards and see what makes them tick. Keep in mind the following:

- Will you use an existing Gate design, or come up with your own? If you come up with your own, write it down so all players can see what they do. A Gate needs combat information and results for the Event Die.
- What happens when the Event Die rolls an Open or Closed Gate at end of the round?
- Ghosts should not emerge from Closed Gates, but other areas on the map are fair game!
- Be careful about placing too many Ghosts right on the map edges, as they can easily run off the map!
- Don't under- or over-populate the Spirit World. You want players to have to deposit Ghosts every so often, but not every turn. If the map has few Ghosts, the Spirit World should hold more. If there are a dozen Class 1 Ghosts starting on the map, the Spirit World can start off with fewer Ghosts.
- Should the Ghostbusters begin the scenario at a particular XP Level?
- Keep in mind that the larger the map, and the more spread out the Gates, the longer the scenario will take to play.

Random Scenario Generator!

Go to <http://cryptozoic.com/gbbgrandomizer> to check out the random scenario generator! You can tailor the challenge to your group's level and take on customized map tile layouts populated with Ghosts and Gates from the game!



ACTIONS

Each Ghostbuster normally has 2 Actions to spend during each of their turns. Ghostbusters at Level 3 on the XP Track have 3 Actions to spend. An Action may be performed more than once per turn.

- Move 1 or 2 spaces
- Drive the Ecto-1 up to 6 spaces (but not diagonally)
- Deposit Trapped Ghosts
- Remove Slime from an adjacent Ghostbuster
- Combat

MANEUVERS

A Ghostbuster may perform one of the following during their turn.

- Transfer Trapped Ghosts with an adjacent Ghostbuster
- Enter/Exit the Ecto-1 from its side

REMOVING SLIME FROM YOURSELF

This is not an Action or Maneuver. To Remove Slime from yourself, you must have taken no Actions this turn. Remove 1 Slime token from yourself, and then you lose all Actions this turn, but you may still perform a Maneuver or use a Character ability.

THE SPIRIT WORLD

If a Ghost must emerge onto the map and there are no Ghosts in the Spirit World, the game is over! Send Ghosts back to the Spirit World by using the Deposit Trapped Ghosts Action while adjacent to the Ecto-1.

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