

# GHOSTBUSTERS

## Basic Game Order

### SETUP

Scenarios are made for 4 Ghostbusters.

Choose 4 Ghostbuster figures, along with their Character Cards, 5 Proton Stream tokens, XP Tracking Tab, and Proton Die. **Set the XP tabs to 0.**

Select a start player. **Play continues clockwise from that Ghostbuster for the rest of the scenario.** If 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.

Choose a Scenario card. Follow the instructions on it to set up the board, places Ghosts and gates on the board, and Ghosts in the Spirit World.

### ROUND ORDER

1. Each Ghostbuster takes a turn.
2. Resolve End-Of-Round effects.
3. Roll the Event Die.

### GHOSTBUSTER TURN ORDER

1. Take Actions and/or Use Maneuvers or Remove 1 Slime. *Actions, Maneuvers, and Slime Removal are described in detail*

2. Resolve Scenario- or Ghost-Specific End-of-Turn Effects. *Refer to the Scenario or Ghost Cards to see if there are any End-of-Turn effects.*

### RESOLVE END-OF-ROUND EFFECTS

Some scenarios have End-of-Round effects. Refer to the Scenario card for any effects that may happen during this phase.

### ROLL THE EVENT DIE.

Roll the Event Die. Refer to the Scenario Card for any effects.

If you roll the **Chaos Symbol**, each ghost acts as if the nearest Ghostbuster within Line of Sight missed it in Combat. If this affects multiple ghosts, roll the Movement Die once for all ghosts to use. **Combat and Line of Sight are described in detail on the back of this page.**

### GHOSTBUSTER ACTIONS

You begin with **two actions**, but earn more as you gain levels. You may do the same action multiple times. You can do **one maneuver**. You can do your maneuver before, in the middle of, or after your actions. Inside the Ecto-1, you may only perform the **Move, Drive, or Deposit Trapped Ghosts** actions.

**MOVE** - Move 1-2 spaces. **Can't move through Ghosts, Open Gates, red, dashed red, or orange lines.** Can't move diagonally through corner where both sides are blocked. Can move through a Ghostbuster, but not end on one. Can move into Ecto-1 from one of the four side spaces.

**DRIVE** - If inside the Ecto-1, move up to 6 spaces (but not diagonally) from the front or back end of the car. When finished, place car in the last and second-to-last spaces it moved through. Same movement restrictions as above.

**DEPOSIT TRAPPED GHOSTS** - If adjacent with Line of Sight to Ecto-1, transfer any number of your trapped ghosts to Spirit World.

**REMOVE SLIME FROM ADJACENT GHOSTBUSTER** - If adjacent with Line of Sight to other Ghostbuster, remove 1 of their slime tokens. Can't be done inside the Ecto-1.

**COMBAT** - If you have Line of Sight with a Ghost or Gate, roll Proton die. You hit if equal or higher. Add 1 Proton Stream to Ghost/Gate. Resolve "When (Hit/Missed/Trapped)" ability. Ghostbusters get 1 XP per stream on a trapped Ghost/closed Gate.

### GHOSTBUSTER MANEUVERS

**TRANSFER TRAPPED GHOSTS** - If adjacent to a Ghostbuster and with line of sight, transfer any number of ghosts from your Character Card to theirs. You can transfer Ghosts to a Ghostbuster who is in the Ecto-1.

**ENTER/EXIT THE ECTO-1** - You can enter if you're in one of the four adjacent side spaces. You can exit to one of these spaces if unoccupied.

### REMOVING SLIME FROM YOURSELF

This may only be done if your Ghostbuster has not taken any actions on their turn. *However, performing a **Maneuver** is allowed.*

Remove one Slime from yourself. You lose all actions for that turn.

# GHOSTBUSTERS

## Assorted Rules

### PKE METER

The PKE Meter must stay in the same orientation during the game. When instructed use the PKE Meter, roll the 8-sided Movement Die. **The Ghost is considered to be in the center space of the PKE Meter.** The number you roll is the direction the Ghost moves as shown on the PKE Meter.

### GHOST MOVEMENT

Ghost movement isn't impeded by terrain lines, Ghostbusters, other Ghosts, or Gates.

When a Ghost moves in a random direction, roll the Movement Die, then use the PKE Meter to determine the movement. The ghost is considered to be in the center of the PKE Meter.

When a Ghost moves towards a Ghostbuster, they take the shortest path, moving diagonally first until it can move in a straight path to the Ghostbuster. When there are two equal paths to a target, the Ghost prefers unoccupied ones.

If a Ghost ends its movement on a Ghostbuster's space, that Ghostbuster is Slimed. It then continues moving in the same direction until it reaches a free space or moves off the map.

If a Ghost moves off the map, it's removed from the game, unless its card mentions otherwise.

### GHOST EMERGING FROM GATE

Use the **PKE Meter** and Movement Die to determine which space the Ghost emerges from adjacent to the Gate. Unless otherwise stated, when instructed to add a ghost, **select a ghost of the lowest class available.**

### GETTING SLIMED

**When a Ghost moves into or through a Ghostbuster's space, they are slimed and gain a Slime Token.**

If a Ghost moves through the Ecto-1, all Ghostbusters inside it are slimed.

You cannot have more Slime Tokens than you have actions.

### LINE OF SIGHT

Ghosts and Ghostbusters have a Line of Sight up to and including three spaces away.

Draw an imaginary line from any corner of your square to any part of the target square to check Line of Sight.

Line of Sight for Ghosts and Ghostbusters is blocked by red and yellow lines, but not orange. You can see one space past red dotted lines.

### TERRAIN LINES

**RED** - Cannot move across. Blocks Line of Sight.

**DASHED RED** (*Open gates only.*) - Cannot move across. Line of Sight can be traced into the gate to allow it to be targeted in Combat.

**ORANGE** - Cannot move across. Does not block Line of Sight.

**YELLOW** - Can move across. Blocks Line of Sight.

**BLACK** (*Closed gates only*) - Can move across. Does not block Line of Sight.

### PUSH (GHOST ABILITY)

This ability pushes the Ghostbuster away from the Ghost. If the push would result in an illegal move (through restricted lines, off the map, etc.), the Ghostbuster moves 1 space sideways of your choice.

### PROTON STREAMS

When you hit on a Combat roll, add a Proton Stream of your color on Ghost or open Gate you targeted.

When a Ghost is trapped or a Gate is closed, **your Ghostbuster receives 1 XP for each Proton Stream token on that Ghost or Gate.**

Any streams on a Ghost move with it when it moves.

When you target another ghost, remove all streams on another ghost.

If you no longer have Line of Sight with a ghost at the end of a move, you must remove any Proton Streams you have on that Ghost.

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