RULES PRIMER

GHOSTBUSTERS™
THE BOARD GAME

This is a quick rundown of most of the basic rules of the game. The final rulebook will be very polished with lots of graphics and other exclusive art to aid in your Ghostbusters training. Some of the rules below are scenario specific, and not all scenarios will feature these same conditions.

Ghostbusters: The Board Game is an adventure game for one to four players. During the game you will bust Ghosts and seal gates to the Spirit World, gaining experience to unlock new Ghostbuster abilities while saving the world.

Each scenario takes place in locations of the city built from map tiles and inhabited by Ghosts and the Gates they emerge from. You may also play in Campaign Mode, which links multiple scenarios together. Completing a scenario will require teamwork, planning, and resourcefulness.

SET UP

Scenarios will dictate the board layout. The starting position of the Ghosts, Gates, and other features are also spelled out in the scenario description. Scenarios will also indicate where the Ghostbusters and Ecto-1 begin the game.

SAMPLE SCENARIO #3: Living in Harmony

Harmonize Gates have opened all over the park. Coordinate your efforts or suffer the consequences!

SCENARIO SUCCESS: Close all the Gates.

SCENARIO FAIL: If you are required to summon a Ghost from the Spirit World (off Map) and cannot, your team loses the scenario.

ON MAP: (6) Class 1 Galloping Ghouls, (6) Class 2 Gruesome Twosomes, and (2) Class 3 Boogaloo Manifestations

SPIRIT WORLD: The following Ghosts start the game off map: (3) Class 1 Galloping Ghouls, (2) Class 2 Gruesome Twosomes, and (1) Class 3 Boogaloo Manifestation

The Gates in this scenario are all called "Harmonize Gates." They are synched together so that when one of them opens, they all open. When you close a Gate, it may not stay that way for long!

EVENT DIE RESULTS

Rolling an Open Gate Symbol: A Ghost from the Spirit World is summoned through the Gate matching that symbol.

Rolling a Closed Gate Symbol: Open each Closed Gate and summon a Ghost from the Spirit World through each of those Gates.

Closing a Harmonize Gate: To Hit: 4+
When Hit: Place a Proton Stream Marker on that space.
When Missed: A Ghost from the Spirit World is summoned through that Gate.
To Close: 2 Proton Stream Markers are on that space.

MAP KEY: The numbers correspond to the Ghost Classes. There are 12 Ghosts on the map at the start of this scenario.

The colorful tokens are Open Gates.

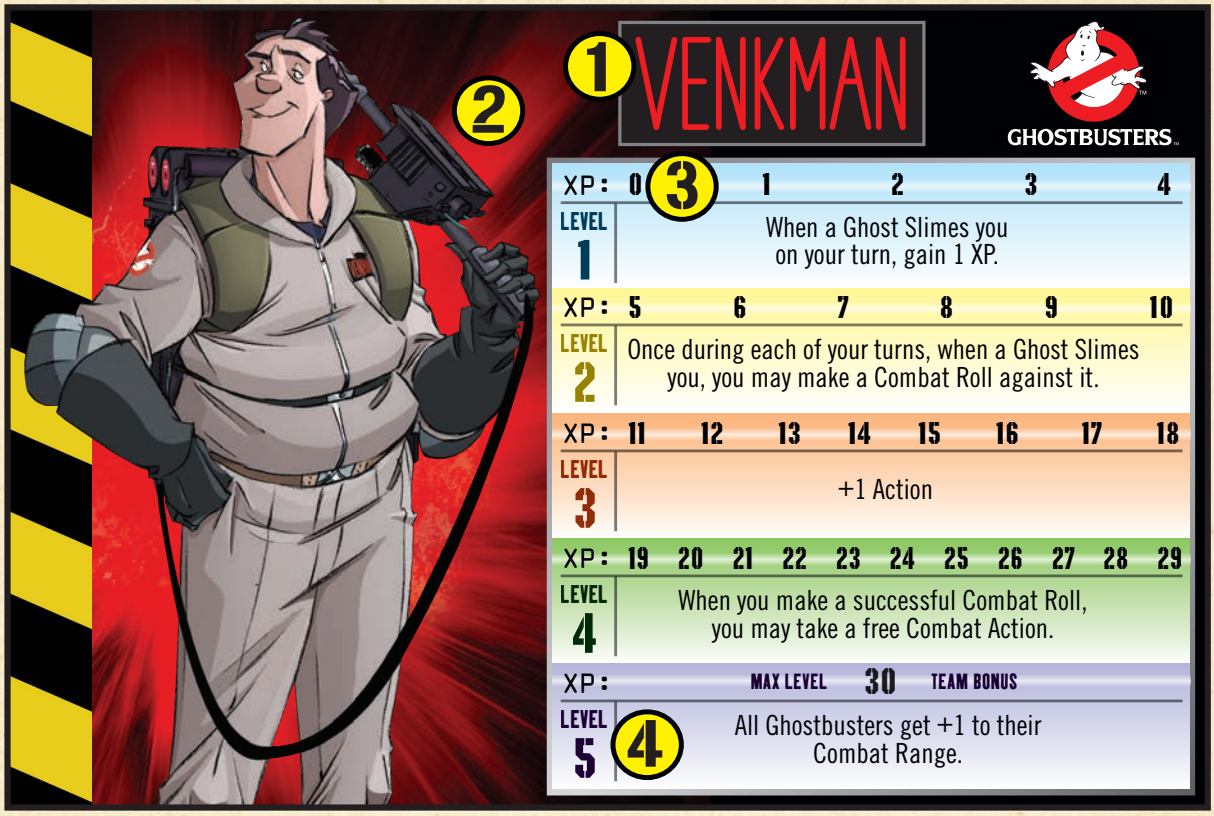
The black "busted" symbol is a Closed Gate. In this case, the square was chosen as the starting Closed Gate.

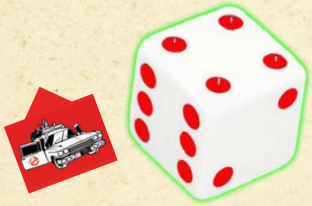
OPEN GATE

CLOSED GATE

GHOSTBUSTER CHARACTER SHEET

Each player chooses a Ghostbuster figure and corresponding character sheet, matching Proton Stream markers, XP tracker, and 1d6.





XP TRACKER & D6

STREAM MARKERS

1) Name

2) Color: Venkman is the red character. His figure, Proton Stream tokens, and character are all red.

3) Experience (XP) Track: When playing a Campaign, do not reset your XP Level between scenarios.

4) Levels: Each Ghostbuster starts with their Level 1 ability. When enough XP is earned, your Ghostbuster earns a level which unlocks new abilities that go into effect immediately.

Venkman hates getting slimed… but when he does, he gets serious (for once). In fact, he gains XP when he gets slimed during his turn. Ghosts will slime a character when they move through them. They can move during the Event Phase or as a result of combat.

GAMEPLAY

The Event Die

At the start of each round of play, the Event Die is rolled. Each scenario dictates different effects based on which Gate symbol you roll. There is also a Ghost Movement result that will cause nearby Ghosts to run wild.

Standard Actions

Actions are used during your turn to control your Ghostbuster. Each Ghostbuster starts with 2 "Standard" Actions and 1 "Free" Action. Standard Actions include:

1) Move Action

a. Move up to 2 spaces in any direction, even diagonally.

b. You can move through friendly spaces, but not Ghost or Gate spaces.

c. If you occupy the Ecto-1, move up to 6 spaces instead (with passengers), but not diagonally.

2) Combat Action

a. Fire a Proton Stream at a Ghost or Gate within 3 spaces, even diagonally.

b. Gates react differently in combat based upon the scenario.

3) Deposit Traps Action

a. Transfer any number of trapped Ghosts through the Ecto-1 and into the Spirit World.

4) Remove Slime from a Ghostbuster

a. Remove 1 Slime from yourself or an adjacent Ghostbuster

b. If you remove Slime from yourself, your turn ends immediately.

Slime Tokens reduce your Standard Actions by 1.

5) Use a Free Action

a. You may spend a Standard Action to use a Free Action instead.

Free Actions

You may perform one "Free Action" at any time during your turn. With Free Actions, you can:

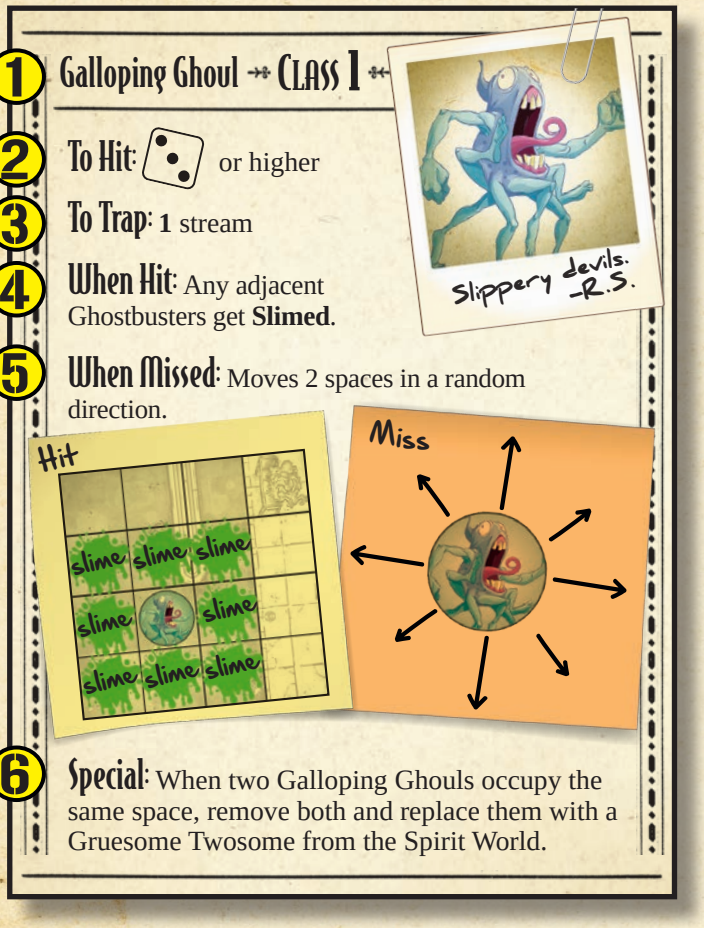
1) Give or Take Trapped Ghosts

a. Transfer any number of trapped Ghosts to or from an adjacent Ghostbuster.

2) Enter or Exit the Ecto-1 from an adjacent space (sides only)

GAMEPLAY CONTINUED

Ghost Card Breakdown



1) Name

2) To Hit: The minimum number that must be rolled with the Proton Die in order to lay a Proton Stream on a Ghost.

3) To Trap: The number of active Proton Streams needed to trap the Ghost.

4) When Hit: How a Ghost reacts when you connect with a Proton Roll.

5) When Missed: How a Ghost reacts when you miss it with a Proton Roll.

6) Special: Each Ghost has a special ability unique to it.

Ghost Combining

When a Class 1 or 2 Ghost ends its movement on a Ghost of its same Class, they combine to create a bigger Ghost! Remove those Ghosts from the game and replace them with a Ghost from the Spirit World of 1 Class higher.

PKE Meter

When a Proton Stream misses its target, the Ghost makes a run for it, often in a random direction! Roll the 8-sided die and reference the PKE Meter to determine the direction the Ghost runs.

The PKE Meter is also used to randomly determine the direction in which Ghosts emerge from Gates.

Copyright 2015 Cryptozoic Entertainment
Ghostbusters TM & © 2015 Columbia Pictures Industries, Inc. All Rights Reserved.