

# GH0STBUSTERS

## PROTECT THE BARRIER™

### GAME



### CONTENTS

1 Game Board  
4 Ghostbusters Movers  
20 Cards

24 Ghost Figures  
6 Haunting Figures  
1 Exclusive Rowan Mini Figure

1 Movement Die (numbers)  
1 Battle Die (symbols)  
8 Paranormal Energy Devices

The evil Rowan is trying to break open the Durable But Not Impenetrable Barrier and release the dead! He's placed Paranormal Energy Devices all over the Mercado Building, and it's up to the Ghostbusters to find them and get them out before the 4th Cataclysm begins and the building is completely HAUNTED!

### OBJECT

Work as a team to escape from the Mercado Building with all 8 Paranormal Energy Devices before 6 of the rooms become haunted.

There are four ways to play Ghostbusters: the Basic Battle, the Basic Battle with Rowan, the Advanced Adventure and the Advanced Adventure with Rowan.

### THE BASIC BATTLE

#### SETTING UP THE BASIC BATTLE

Each player takes a GHOSTBUSTER MOVER. Place the movers outside the front door.

Remove the "DRAW 2 + SHUFFLE" CARD, the "DRAW 3 + SHUFFLE" CARD, the two blue and two green "DOOR LOCKED" CARDS, and the ROWAN CARD (these cards are used in other versions of the game, but not the Basic Battle).

Shuffle the remaining CARDS and place them face down on the space with the GHOSTBUSTERS ICON to form a draw pile. The space with a "1" on it is for the discard pile.

Each room is marked with a single letter. Place a GHOST FIGURE in the rooms lettered C, F, I and L.

Place a PARANORMAL ENERGY DEVICE in each room that has a RED background to its room letter. NOTE: The numbers on the PARANORMAL ENERGY DEVICES aren't used in the Basic Game, so you can ignore them. NOTE: Do not cover the room letters with figures or PARANORMAL ENERGY DEVICES.



Front Door



Draw Pile



Ghost Figure



Paranormal Energy Device

## PLAYING THE BASIC BATTLE

On their turn, each player can take the following actions, but they must do so in the order listed:

### TURN SEQUENCE

1. Roll Movement Die
2. Reveal Ghost Card (if necessary)
3. Move
4. Paranormal Energy Devices
5. Fight

### 1. ROLLING THE MOVEMENT DIE

A player's turn always begins by rolling the movement die (the numbered die). The result shows 2 things: whether they must put a new Ghost Figure in a room (see #2 below), and how many spaces they may move their playing piece (see #3 below).

### 2. PLACING GHOST FIGURES ON THE BOARD

If a Ghost icon appears on the movement die, the player must flip over the top Ghost card from the draw pile and place it beside the board to form a discard pile. If there is a letter on the card, the player must place a Ghost figure in the room with the matching letter.

## GHOST SYMBOL



If the flipped card says "SHUFFLE," the player does not place a new Ghost Figure on the board. Instead, they collect all of the cards - both the draw pile and discard pile - shuffle them together and set them beside the board to form a new draw pile.

### 3. MOVING

The player may then move UP TO the number shown on the die. For example, you may roll a 5, but only need 3 spaces to get where you want to be. If you choose to stop, you forfeit the remaining movement. You may only enter and exit the building through the front door. Each square in the hallway is one space. You may move through rooms; each room counts as a single space. You must enter and exit rooms through a door. You may not move diagonally.



## DOORS

NOTE: Rooms Count  
As One Space



**GHOSTBUSTER MOVERS CANNOT** share hallway spaces, but they **CAN** share room spaces.

In the hallway, players may move through spaces occupied by other **GHOSTBUSTER MOVERS**, but they may **NOT** stop in a space that is already occupied. If a player doesn't roll enough to move past another mover, they must stop in the first empty space behind the other mover.

On their turn, a player may choose to remain on the space they currently occupy (including outside the building) and not move their **GHOSTBUSTER MOVER**, but they still have to roll the **MOVEMENT DIE** and draw a card, if necessary.

Picking up **PARANORMAL ENERGY DEVICES** (see #4), dropping off **PARANORMAL ENERGY DEVICES** (see #5) or fighting Ghosts (see #6) ends your movement.

## 4. PICKING UP PARANORMAL ENERGY DEVICES

If you **END** your move in a room with a Paranormal Energy Device, you may pick it up and place it in the backpack of your Ghostbuster Mover. If there is a ghost in the room, you must also fight it (see Part 6). Keep it in your backpack until you succeed in dropping it off (see #5). Your mover may only carry one Paranormal Energy Device at a time. Also, you may fight Ghosts and Hauntings while carrying a jewel.

## 5. DROPPING OFF PARANORMAL ENERGY DEVICES

If you successfully move outside the building with a Paranormal Energy Device, your movement ends and you drop off the Paranormal Energy Device there. Place it in a pile beside the door.

## 6. FIGHTING GHOSTS



No-Ghost Icon

If you **END** your move in a room with a Ghost figure, you must fight it. To fight a Ghost figure, you roll 1 **BATTLE DIE** (the die with symbols only). If you get the Ghost Icon, you may remove 1 Ghost figure from the room. **NOTE:** If you roll a Haunting or a Blank, take no actions and there is no penalty. If at least 1 other player is in the room with you, the player whose turn it is may roll the Battle Die twice. Each Ghost rolled removes 1 Ghost figure from the room. If there are more than 2 players in the room, you still only roll the battle die twice.

All Ghost figures removed from the board are returned to the supply and may be used again during gameplay.

## HAUNTED ROOMS

You have to keep your eye on the number of Ghost figures on the board. If too many start showing up, rooms will become Haunted. If 6 rooms become Haunted at the same time, you lose the game!

## HAUNTING A ROOM

When 3 Ghost figures inhabit the same room at the same time, that room becomes **HAUNTED**. Remove the Ghost figures, set them aside and replace them with a **HAUNTING FIGURE**.



If a card tells you to place a Ghost figure in a room that is already Haunted, the new Ghost figure moves sequentially up through the lettered rooms (from A to B to C, etc.) until it finds an available space (from room L, a Ghost loops back to room A). For example, if room E is haunted, then the new ghost goes into room F and so on.

If you are carrying a Paranormal Energy Device while in a Haunted room you **CANNOT** move from the Haunted room until you succeed in "UN-Haunting" it.

## UN-HAUNTING A ROOM



Un-Haunt Icon

A Haunting may be removed only if 2 or more players work together. To un-haunt a room, there must be at least 2 Players in that room. The players each roll the Battle Die one time.

If at least 1 HAUNTING ICON is rolled, the Haunting figure is removed from the board.

All Haunting figures removed from the board are returned to the supply and may be used again during gameplay.

## WINNING THE BASIC BATTLE

Once all Ghostbuster Movers are outside of the building with all 8 Paranormal Energy Devices, the players win!

## LOSING THE BASIC BATTLE

If all 6 Haunting figures are on the board before the players can escape with all the Paranormal Energy Devices, the players lose!

Also, if each Ghostbuster is in a different room and a) the room contains a Haunting figure and b) each Ghostbuster is holding a Paranormal Energy Device, they are all unable to move and the game is over.

## BASIC BATTLE WITH ROWAN

To add an extra challenge to the Basic Battle, add the exclusive Rowan figure to the game. Rowan acts like the other Ghost figures, except he's bigger and is never removed from the board. Also, you may not battle the Rowan figure as you do other Ghost figures.

Set up the game as you would a normal Basic Battle, but replace the Ghost figure in room L with the Exclusive Rowan Mini figure.

Whenever the Rowan card is revealed, flip over the next Ghost card to determine which room the Rowan figure will be moved into.

Example: Rowan is currently in Room L. A player draws the Rowan card from the draw pile. This means that Roman must move into another room. To determine this room, turn over the NEXT card in the Draw pile, and then move to the room indicated on the card. If the next card is a Shuffle card, shuffle the cards (except the Rowan card) and THEN draw the top card to determine where Rowan must move.

If the Rowan figure is involved in a room becoming HAUNTED, remove the 2 Ghost figures and the Rowan figure and replace it with a Haunting figure. The Rowan figure is then moved into the next room in alphabetical sequence.



Example: Room A has a Ghost figure and the Rowan figure in it. The current player flips a card that requires them to place a third ghost figure into room A so this room is now HAUNTED. A Haunting figure is then placed in the room. The Ghost figures are set aside, but the Rowan figure is then moved to Room B.

Remember, Rowan cannot be battled. So, if Rowan is in a room with another ghost, you may roll ONE die and battle the Ghost, but it does not affect Rowan.

After the Rowan card is used in game play, it goes into the Discard pile and may be used again after a shuffle.

## THE ADVANCED ADVENTURE

### SETTING UP THE ADVANCED ADVENTURE

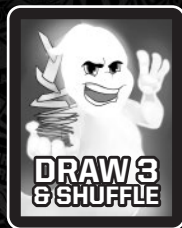
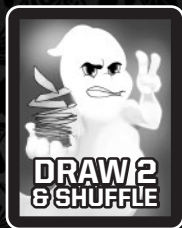
Add the "DRAW 2 + SHUFFLE" card, the "DRAW 3 + SHUFFLE" card, the blue and green "DOORS LOCKED" cards to the draw pile.

Place all of the Paranormal Energy Devices with their numbers face down and mix them, then place them into rooms without looking at the number on the reverse side.

### PLAYING THE ADVANCED ADVENTURE

#### DRAW + SHUFFLE CARDS

The game proceeds as described in the BASIC GAME section, with the same goals in mind; however, if you draw a "DRAW 2 + SHUFFLE" or a "DRAW 3 + SHUFFLE," you must draw the additional number of cards indicated and place any Ghost figures on the board, then shuffle the discard pile with the remaining draw pile. (NOTE: IF, WHEN DRAWING THE 2 OR 3 ADDITIONAL CARDS, YOU HAPPEN TO GET ANOTHER SHUFFLE, DRAW 2 OR DRAW 3 CARD, YOU MAY IGNORE IT AND MOVE TO THE NEXT CARD).



#### DOOR LOCKED CARDS

If you draw blue or green "DOORS LOCKED" card, the doors of the corresponding colors are now locked. Players may not move through a locked door. Only 1 color of doors may be locked at a time. Place the DOOR LOCKED card on the space marked "2" next to the Draw and Discard piles. A door can only be unlocked if the other color of doors becomes locked OR a SHUFFLE card comes up.



### PICKING UP PARANORMAL ENERGY DEVICES

Each Paranormal Energy Device has a number on its reverse side. In the Advanced Game, Paranormal Energy Devices must be retrieved in numerical order.

When you enter a room with a Paranormal Energy Device, you may flip it over to reveal its number. You may pick up Paranormal Energy Devices in any order, but you may only remove one from the building if it is the next in numerical order, starting with 1.

### WINNING THE ADVANCED ADVENTURE

Once all Ghostbuster Movers are outside of the building with all 8 Paranormal Energy Devices, the players win!

## LOSING THE ADVANCED ADVENTURE

If all 6 Haunting figures are on the board before the players can escape with all the Paranormal Energy Devices, the players lose!

Also, if each Ghostbuster is in a different room and a) the room contains a Haunting figure and b) each Ghostbuster is holding a Paranormal Energy Device, they are all unable to move and the game is over.

## ADVANCED ADVENTURE WITH ROWAN

For the ultimate challenge, play the Advanced Adventure WITH the Rowan Mini figure rules. Set up the Advanced Adventure as before, except add the Rowan card to the Draw pile. Then play with the same Rowan rules as explained above.



©2016 Mattel. All Rights Reserved.  
Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697.  
Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303.  
Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312.  
Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel.: (852) 3185-6500.  
Diimport & Diedarkan Oleh: Mattel Southeast Asia Pte. Ltd., No 19-1, Tower 3 Avenue 7, Bangsar South City, No 8, Jalan Kerinchi, 59200 Kuala Lumpur, Malaysia. Tel: 03-78803817, Fax: 03-78803867.

TM & © 2016 Columbia Pictures Industries, Inc. All Rights Reserved.

### CONSUMER INFORMATION

Need Assistance? Visit [service.mattel.com](http://service.mattel.com) or call 1-800-524-8697 (US and Canada only).

[SERVICE.MATTEL.COM](http://SERVICE.MATTEL.COM)

DTD30-0970  
1100981243-DOM