

THE REAL GHOSTBUSTERS

For 2 to 4 Players

OBJECT

Collect 4 Ghost Cards, and be first to reach the top stairway step and close the Ghost Trap.

GAME SETUP

First, assemble the 3-D gameboard as shown inside the box cover. Then follow the instructions below for game setup. The large illustration inside the box cover shows a game fully set up for play.

1. SEPARATE THE CARDS AND FORM 2 PILES:

"You've Been Slimed" Cards: Remove the 4 "You've Been Slimed" Cards from the deck, and place them faceup in a pile next to the gameboard.

Ghost Cards: The remaining cards are Ghost Cards. Shuffle them and place them facedown in a pile next to the "You've Been Slimed" Card pile.

2. GET BARON BONES READY: Place the skull at the top of the stairway, next to the Ghost Trap.

3. CHECK THE AXE AND GHOST TRAP: Make sure the axe is in an upright position, and the Ghost Trap is open. Leave the Ghost Trap open throughout the game.

4. CHOOSE AND PLACE YOUR PLAYING PIECES: Each player chooses a Ghostbusters playing piece, and places it on the X Space in Ghostbusters Headquarters (next to ENTER IF YOU DARE!).

GAME PLAY

1. Choose a player to go first. Play continues to the left after each player's turn.

2. On your turn, roll the die and move your playing piece *clockwise* around the circular path of the area your playing piece is presently in. Movement rules are:

- Always move as many spaces as the number shown on the die.
- You can jump over another playing piece as you move.
- If you end your move on a space occupied by another playing piece, jump ahead to the next open space.

3. MOVING FROM AREA TO AREA: To get to the Museum Stairway, you must follow the circular paths through the 4 areas shown in Figure 1.

Before you can leave one area for the next, you must have a certain number of Ghost Cards. If you don't have enough, you must continue to circle the path you're on, until you have the right number.

A sign on the wall in each area tells you how many Ghost Cards you need to enter the next area.

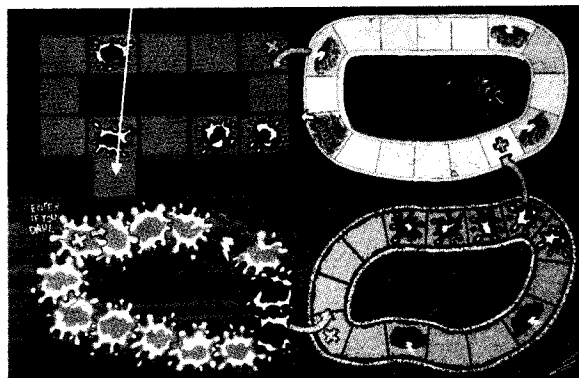
FIGURE 1

Area 4: The Museum

You must own *exactly* 4 Ghost Cards to start climbing the stairway.

Area 3: The Street

You must own at least 3 Ghost Cards to enter Area 4.



START HERE:

Area 1: Headquarters

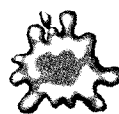
You must own at least 1 Ghost Card to enter Area 2.

Area 2: The Antique Shop

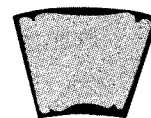
You must own at least 2 Ghost Cards to enter Area 3.

4. COLLECTING GHOST CARDS: Two types of path spaces—Skull Spaces and Zap Spaces—give you a chance to collect Ghost Cards. These two spaces are described below:

Skull Spaces: Skull Spaces are plain-colored spaces on the path, with no special messages or pictures. The pictures below show what the skull spaces in each area look like.



Skull Spaces in Ghostbusters Headquarters.



Skull Spaces in the Antique Shop.



Skull Spaces in the Street Area.

Skull Spaces in the Museum.

When you end your move on a Skull Space, follow steps A, B and C, in order:

A. Drop the skull down the shaft. The skull will fall into one of the 4 areas. See Rule 5 for details.

STBUSTERS™ GAME

Game Instructions

B. Spin the spinner and follow the directions according to where the arrow points. Spinner spaces are described below:

• **Catch A Ghost!** Take a Ghost Card from the pile.

LIMIT: You can only own 4 Ghost Cards at a time. If you already own 4, don't take another one!

• **Lose A Ghost!** Return one of your Ghost Cards (if you have one) to the bottom of the Ghost Card pile.

• **You've Been Slimed!** Take a "You've Been Slimed" Card from the pile. These cards are explained in Rule 8.

LIMIT: You can only own 1 "You've Been Slimed" Card at a time. If you already own one, spin again.

C. Replace the skull next to the Ghost Trap before the next player's turn. Reset the axe if the skull caused it to fall. This ends your turn.

Zap Spaces: When you end your move on a Zap Space, you get to zap an opponent! Take a Ghost Card from any opponent (unless you've reached your limit—or your opponents don't have any!). This ends your turn. NOTE: Playing pieces on the Museum Stairway are "unzappable"! See Rule 9.



5. **BARON BONES' TRICKS:** Depending on where the skull falls, you *may* get a penalty if your playing piece is on a Red Danger Space—or a bonus if your playing piece is on the Secret Passage Space. These two spaces are described below:

Red Danger Spaces: These are the red spaces on the paths and the Museum Stairway. When you end your move on a Red Danger Space, your turn ends.



If your playing piece is hit or knocked down by the skull while it's on a Red Danger Space, follow steps A and B, below:

A. Move your playing piece back to the X Space in that area—even if there's another playing piece on that space. NOTE: This is the only time more than one playing piece can occupy the same space!

B. Return a Ghost Card (if you have one) to the bottom of the Ghost Card pile.

NOTE: If your playing piece is hit or knocked down accidentally while *not* on a Red Danger Space, there's no penalty; just replace it on the same space.

The SECRET PASSAGE Space: This space is in the Street Area. If you end your move here, your turn is over.



If your playing piece is on the SECRET PASSAGE Space when the skull falls into the basket above it and opens the secret door, move ahead to the X Space on the Museum Area path. It doesn't matter if you don't have enough Ghost Cards to enter the Museum Area.

6. **X SPACES:** There's no bonus or penalty for landing on an X Space. If you end your move here, your turn is over.



7. **ENTERING THE NEXT AREA:** Until you have enough Ghost Cards to enter the path in the next area, continue moving clockwise along the path you're on.

When you have enough Ghost Cards to enter the next area, keep moving clockwise until you move onto the connecting space (the space with the arrow leading through the doorway). From there, move through the doorway onto the X Space in the next area. Then move clockwise around the new path until you have enough Ghost Cards to enter the *next* area.

8. **"YOU'VE BEEN SLIMED" CARDS:** If you have a "You've Been Slimed" Card when you get zapped, or sent back to an X Space, or spin Lose A Ghost, you can turn it in rather than lose a Ghost Card. Just return it to the "You've Been Slimed" Card pile—and keep your Ghost Card!

You can use your "You've Been Slimed" Card first chance you get, or save it for another time.

9. **MOVING UP THE MUSEUM STAIRWAY:** As soon as you have 4 Ghost Cards in the Museum Area, you can move toward the Stairway and begin climbing the steps. Once you're on the Stairway, count each step as a space. SPECIAL RULE FOR MUSEUM STAIRWAY STEPS: While your playing piece is on a Museum Stairway Step, no player can zap you!

The first 4 Museum Stairway Steps are Red Danger Spaces (explained in Rule 5).

If you end your move on one of the Museum Stairway Steps *above* the Red Danger Spaces, your turn is over.

HOW TO WIN

Keep moving up the Museum Stairway until you get to the top step (you don't have to land there by exact die count). The first player to reach the top step will automatically close the Ghost Trap—and win the game!