

GHOSTBUSTERS II

SETUP

SCENARIOS

- Each Scenario Card has map setup on one side and objectives / Scenario-specific details on the other.
- **Scenarios are made for 4 Players;** if fewer than 4 Players, 1 or more Players should play as multiple Characters.
- **To play a single Scenario from a Campaign standalone:** the Scenario's number in the Campaign sequence matches your team's recommended starting XP Level.
- **Each Scenario lists its success / failure conditions;** if success and failure occur simultaneously, success takes precedence.

Campaigns

- **A Campaign is a series of linked Scenarios** that take several steps to confront the Boss / Entity; Scenarios that are part of the same Campaign have matching colored borders.
- **You should begin each new Campaign at 0 XP.**
- **Your Character's XP and Equipment carry over** between Scenarios in a Campaign.
- Recommended Campaign order:
 1. Scoleri Brothers
 2. Washington Square Park Ghost
 3. Vigo

Scenario Setup

- The map on each Scenario Card shows the tiles the Scenario uses, and their position / orientation.
- The diagram shows the starting positions of all elements that start on the map.
- The bottom of the Card says what Ghosts start in the Spirit World; the Goo Timer start number (in white) and how far up it can go; there's a Map Key to decipher icons.

Gates

- **Gates are placed on the map "Open" or "Closed"**, as specified by each Scenario Card.
- **Gate symbols have no inherent effects**, so it doesn't matter which symbol you choose for each Gate; when a symbol is rolled on the Event Die, the Scenario dictates the effects.

The Spirit World

- Each Scenario dictates the number of Ghosts that begin in the Spirit World, and how / when these Ghosts enter our world (usually via Gates).
- **You can't interact with Ghosts in the Spirit World.**
- **If a Ghost needs to emerge onto the map and none remain in the Spirit World, you lose the game.**
- **When a Ghost emerges from the Spirit World, use the lowest-Class Ghost available** (unless stated by the Scenario); if more than 1 type of the same Class, determine which emerges first with a die roll.

PKE Meter Tile

- Place by the map; **do not change its orientation** during the game.
- The PKE Meter determines the direction of randomized Ghost movement / placement based on Movement Die rolls.

Goo Piles

- **Goo Piles are placed face-up** onto specific spaces on the map, as shown on the Scenario Card; they represent hidden Equipment, Events, or Key Items bubbling up from the river of Slime under the city.
- **Each round, a Goo Timer on the Scenario Card ticks down, and if it reaches 0, you lose the Scenario;** investigating Goo Piles moves the Goo Timer up by 1, buying you time and 1 XP.

Goo Pile Deck

- Each Scenario Card instructs you to add a specific number of Equipment, Event, and Key Item Goo Pile Cards (not the actual Equipment or Event Cards) to make up the Goo Pile deck.

Ecto-1A Figure / Tile

- **Place the Ecto-1a figure in any 2 of the 4 spaces of the Start Zone on the Scenario Card;** the Ghostbusters start the Scenario inside Ecto-1a.
- Place the Ecto-1a Tile by the map; when Ghostbusters are inside the Ecto-1a, place their figures on this tile; a Ghostbuster is still "in play" while on the vehicle tile.

Ecto-Tank Tile

- Place near the Spirit World Tile.
- **Use Timer Counters to keep track of the total number of Plazms Deposited** into the Ecto-Tank from Plazms you've Extracted.

Lady Liberty

- If the Lady Liberty vehicle figure is used in the Scenarios, place her in the 4 spaces indicated.

Timer / Plazm Counters

- These track the remaining rounds and Player turns on Event Cards, the number of uses Equipment has left, and the number of Extracted Plazms from Defeated Super-Plazms / Haunted Humans.

CHOOSE YOUR GHOSTBUSTER

- At the start of a Campaign / single Scenario, choose your Ghostbuster(s), taking their:
 - Character Card
 - Proton Pack and Slime Blower Figures
 - Matching color Base (or choose any color)
 - 5 Proton Stream / Mood Slime Tokens in your color
 - XP Tracker
 - 1 six-sided Combat Die
- **Put your Character Card in front of you with the XP Tracker pointing at 0;** if playing a single Scenario from a Campaign standalone, set your XP Level to the Scenario's number in the Campaign sequence.
- **Attach the color Bases** to both the Proton Pack and Slime Blower figures of your character.

Choose Your Pack

- **At the start of each Scenario, choose to start with either a Proton Pack or Slime Blower;** put the corresponding figure in the starting area and set aside the other figure for now.

Class-S Equipment

- **The Level-5 Ability** of every Ghostbuster unlocks their ability to use their Class-S Equipment.
- **Sort out the Class-S Equipment Cards of the type listed under your Character's Level-5 Ability, shuffle them, then choose 1 randomly;** place it face-up by your Character Card.

First Player / Turn Order

- **Randomly choose a first Player;** play proceeds clockwise from the first Player for the rest of the Scenario.
- If you are playing as more than 1 Ghostbuster, place them in a line in front of you and play them right to left.
- **You may set a new turn order at the start of next Scenario,** even if in the same Campaign.

FIGURES

- Figures occupy spaces on the map.
- **Only 1 figure may occupy a space at any time.**
- Figures can see, move, and shoot in any direction.

FIGURE BASES

- Player figures have colored Bases to keep track of their positions on the map.
- **Entity Bases alter them** by making them more challenging or unpredictable.
- If instructed to place multiple Bases on a figure, put them on top of it, or onto its Entity / Character Card.
- **More than 1 of the same Base can be placed onto a figure, with each counting as a single added ability.**

EXPERIENCE POINTS (XP) & LEVELS

- **When an Entity is Trapped or a Gate is closed, you gain 1 XP for each Proton Stream / Mood Slime you had on it;** you may also gain XP from clearing Events, Investigating Goo Piles, and completing goals on Scenario Cards.
- **When your XP Tracker hits a new Level on your Character Card** (designated by color), you gain the ability of that Level; you don't lose your previous abilities, you only add new ones.
- Each Character has 5 Levels; you start with 0 XP at Level 1 and you stop gaining XP at 30 XP.
- **Newly gained abilities do not trigger until after the Action that caused you to Level up.**
- Level abilities that allow you to draw Equipment cards are only triggered the first time you reach that Level.

EQUIPMENT

- Each Ghostbuster has 3 Level-up abilities that allow them to obtain Equipment; when you gain Equipment, place it face-up by your Character Card.
- **On your turn, you can use Equipment for free,** without spending an Action / Maneuver.
- **When used, Equipment is turned face-down;** it stays face-down until the start of the next Scenario (unless specified).
- Each Player has an affinity for a certain category: Weapon, Trap, Utility, and Tome.
- **All Equipment has a Level 1 ability that you can use right away; some have abilities that require you to be a higher Level;** when you reach that Level, you can use that ability as well as the Level 1 ability.
- You can Transfer Equipment to another Player that meets higher Level requirements for immediate use.

CLASS-S EQUIPMENT

- At game start, each Ghostbuster is randomly dealt 1 Class-S card, which is unlocked at Level 5.
- These are used like normal Equipment, and can be targeted by abilities that affect Equipment Cards.
- **Class-S Equipment cannot be Transferred.**

EVENTS

- **Event Cards are hidden in Goo Piles.**
- When you draw an Event, **place it face-up** by the Event deck, and **read the Event Text aloud.**
- Most Events give your team a round / number of turns to meet a challenge; use **Timer Counters** to track.

LINE OF SIGHT (LOS)

- **Ghostbusters / Entities have Line of Sight (LoS) up to 3 spaces in any direction not blocked by Red, dashed Red, or Yellow Lines, or by Entities.**
- To check LoS, draw a straight line from any corner of your space to any corner of the space you're trying to see; if the line passes through Red, dashed Red, or Yellow Lines, or a through a space occupied by an Entity, you do not have LoS to that space.
- The Ecto-1a, Orange / dashed-Orange Lines, Closed Gates, and other Ghostbusters do not block LoS.
- You have LoS to an Open Gate across its own dashed Red Map Line (allowing you to fire on it).

TERRAIN FEATURES

Red Lines (fences, walls, etc.): You may not move / be moved across, or trace LoS across it.

Dashed Red Lines (Open Gates): You may not move / be moved across it, though you do have LoS to the space immediately on the other side of the line (but not beyond that space; i.e. you can shoot at Open Gates, but not move into / through their spaces).

Closed Gates: Do not restrict movement or LoS.

Orange Lines (obstructions, etc.): You may not move / be moved across it, but may trace LoS across it; an Orange Line between 2 spaces makes them not adjacent.

Dashed Orange Lines (Open Goo Piles): You may not move / be moved across it, but you have adjacency to the space immediately on the other side of it to Investigate an Open Goo Pile, but not move into / through its space; you may trace LoS beyond that space.

Yellow Lines (steam, etc.): You may move / be moved across Yellow Lines, but may not see / shoot across it; you do not have adjacency to a target when a Yellow Line blocks LoS to it.

ENTITIES

- Plazms, Ghosts, and Haunted Humans are Entities:
 - **Ghosts:** ignore terrain when moving / using special abilities; can be Trapped with Proton Packs.
 - **Haunted Humans:** count as Ghosts, but can be targeted by either Proton Streams or Mood Slimes.
 - **Plazms:** don't move often, but hurl Slime over the terrain when they do; can be Extracted with Slime Blowers.
- **Entities have a LoS of 3 spaces, which can be blocked by terrain features, Ghostbusters, and other Entities.**
- A number of Ghosts / Plazms start on the map per the Scenario, and more Ghosts can emerge from the Spirit World via Gates.

ENTITY CARDS

- **Class:** The higher the rating, the harder it is to fight.
- **To Hit:** The minimum value that must be rolled to attach a Proton Stream / Mood Slime.
- **To Trap:** For Ghosts, the number of Streams required to Trap.
- **To Extract:** For Plazms, the number of Mood Slimes required to Extract.
- **Slime Type:** When an Entity Slimes a Ghostbuster, the Player gains this type of Slime Token.
- **When Hit:** How it reacts when hit with a Stream / Slime during Combat.
- **When Missed:** How it reacts when your Combat Action misses.
- **Special:** An Entity's special ability; usually activated at the end of each Player's turn / round.

ENTITY MOVEMENT

- **Entity movement is unimpeded by terrain lines, Ghostbusters, other Entities, Goo Piles, and Gates.**
- **When an Entity moves in a random direction:** use the PKE Meter and the eight-sided Movement Die to determine the direction; the Entity is considered to be in the center space, and the number rolled is the direction it moves.
- **When an Entity emerges into our world:** it moves 1 space in the direction indicated by the PKE Meter + Movement Die; this counts as Entity movement.
- **If movement causes an Entity to leave the map, remove it from the Scenario.**
- **If an Entity moves "towards a Ghostbusters":** it chooses the shortest path diagonally (if possible) until it can go straight towards its target; if adjacent to its target, its moves into and through the target's space.
- **If an Entity moves toward a random Ghostbuster, roll the Movement Die:**
 - **1-2:** the 1st Player in turn order
 - **3-4:** the 2nd Player in turn order
 - **5-6:** the 3rd Player in turn order
 - **7-8:** the 4th Player in turn order
 - If not playing with 4 Players, choose randomly.
- **If an Entity has 2 equal paths to a target:** it prefers spaces not occupied by other figures.

- **If an Entity ends movement on a space occupied by a Ghostbuster:** the Player is Slimed and the Entity continues in the same direction until it reaches a space free of Entities / Ghostbusters / Gates, or off the map.
- **If an Entity ends movement ends on a Goo Pile / Ecto-1a:** it stands on top of the pile / car.
- **For Entities that move in multiple segments:** each segment of that movement resolves separately; each segment could cause it to move through Players / other Entities; only when a segment of movement has fully resolved does the next segment resolve.
- **When a Super-Plazm shares a space with another Super-Plazm:** they Attach and become a Hyper-Plazm.
- **When a Super-Plazm and a Hyper-Plazm Attach:** they become a Grand-Plazm.
- **If an Entity moves in a direction that moves it off of the map:** it is removed from the Scenario and cannot be put back into the Spirit World.

GETTING SLIMED

- **When an Entity moves through a Player, they get Slimed, gaining a Slime Token** of the type indicated on the Entity's card; the Entity keeps moving that direction until it comes to rest on a space not occupied by a Ghostbuster / Entity / Open Gate.
- Some Entities can Slime you without moving through your space (e.g. the Splatter ability).
- **Ghosts that move onto/through the Ecto-1a Slime each Player inside.**
- Place the Slime Token near your Character Card; each Slime Token negatively affects the Actions / Maneuvers you can take.
- **You can get Slimed more than once, with multiple types of Slime; if you would gain a 4th Slime token, exchange 1 non-Caustic Slime of your choice for a Caustic Slime; if you get 3 Caustic Slimes, you lose the Scenario.**

Types of Slime

- 1 **Hit:** All Combat Rolls you make have their results reduced by 1.
- 1 **Line of Sight:** Your LoS is reduced by 1 space.
- 1 **Movement:** Your Move Action is reduced by 1 space.
- 1 **Maneuver:** You have 1 fewer Maneuver to spend each turn.
- 1 **Action:** You have 1 fewer Action to spend each turn.
- Caustic:** Cannot be removed by normal means; if you get 3 Caustic Tokens, your team loses the Scenario; all Caustic Slimes are removed from each Ghostbuster at the end of each Scenario.

ENTITY FIGURE BASES

Hive (Brown): When hit / missed, all other Entities on the map with the same name react as if they were hit / missed too.

Caustic (Black): Its Slime Type is changed to Caustic Slime.

Amplify (Light Green): The Entity's "To Hit" and "To Trap / Extract" are increased by 1.

Shadow (Light Blue): Moves 2 spaces toward the nearest Player at the end of each round.

Marked (Magenta): Some Events / Equipment / abilities require you to Mark an Entity.

ECTO-1A

- If a Ghost is on a space with the Ecto-1a, place it on top of the vehicle figure in the appropriate space (front / back), not on the Ecto-1a Tile.
- Entities on the Ecto-1a may be targeted with a Combat Action.
- **If a Ghost moves onto / through the Ecto-1a, or Slime is projected onto 1 or more spaces of the Ecto-1a (e.g. from a Super-Plazm's Splatter), each occupant of the Ecto-1a gets Slimed.**

LADY LIBERTY

- Lady Liberty takes up 4 spaces that can be occupied by both Players and Entities.
- **Entering / exiting Lady Liberty:** use a Maneuver from any adjacent space or end your Move Action in an available space; you are restrained by Red / Orange Lines outside her occupied spaces.
- **Only 4 figures can occupy Lady Liberty at once.**
- **Inside, you are considered to be in the 4 spaces occupied by her for adjacency / LoS;** LoS is drawn from any corner of the spaces she's in and is not obstructed by Red or Yellow Lines; LoS to her is never blocked, nor does she block LoS, but she does impede other vehicle movement through spaces she occupies.
- **If the statue is on top of a Red / Orange Line, you may move through her spaces,** using her as a bridge over terrain.
- **You may perform a Drive Action up to 2 spaces in any direction, ignoring Red / Orange Lines,** but not dashed Red (Open Gates) or dashed Orange (Open Goo Piles) Lines.
- **You cannot move into Entity-occupied spaces or off the map; you cannot Drive if a Ghost is inside.**
- **While inside, you are considered adjacent to any other figure occupying her, but not to anything outside her;** you may only interact with Players inside her (i.e. Remove Slime, Switch Packs, Transfer Ghosts / Plasm / Equipment).
- **While inside, you cannot Deposit into Ecto-1a or Investigate Goo Piles, and may only perform Combat Actions against Entities outside of her.**
- **Entities inside may be targeted by Players inside and outside;** LoS to any of Lady Liberty's spaces gives you LoS to all Entities inside.
- **When an Entity inside moves, it Slimes all Players inside, then gets Expelled** onto a random adjacent space outside.
- **When an Entity outside moves into / through a space occupied by Lady Liberty, or if Slime is projected onto 1 or more of her spaces, all occupying Players are Slimed;** if there are already 4 figures inside, an Entity that enters Slimes occupying Players and gets Expelled.
- **Mini-Bosses / Bosses cannot occupy Lady Liberty.**

GHOSTBUSTERS II

URNS AND ROUNDS

- Every round, each Ghostbuster takes a turn, clockwise from Player 1, then the Event Die is rolled.

1. ECTO TANK ABILITIES (OPTIONAL)

- **At the start of the round (only)**, before Player 1 takes their turn, the team may **activate any number of the Players' Ecto-Tank Abilities** by ticking down the Ecto-Tank the required number of Plazms.
- **All Players on the map gain the effects** until the end of the round.
- **An Ecto-Tank Ability may be activated any number of times**, as long as you can pay the Plazm cost.

2. EACH GHOSTBUSTER TAKES A TURN

- A. On your turn, spend all your Actions;** unused Actions are lost.
- B. Perform Maneuvers any time** during your turn.
- C. If No Actions Taken**, you can Switch Out Your Own Pack or Remove 1 Slime From Yourself.
- D. Resolve any "at the end of each Ghostbuster's turn" effects** in this order:
Ghostbuster > Entity > Mini-Boss Entity > Boss Entity > Event Card > Scenario Card

3. END OF THE ROUND

- A. Resolve "at the end of each round" effects:**
Ghostbuster > Entity > Mini-Boss Entity > Boss Entity > Event Card > Scenario Card
- B. Move the Goo Timer down by 1;** if it reaches 0, you lose the Scenario.
- C. Roll and resolve the Event Die** per the Scenario Card's instructions.

ACTIONS

- **You have 3 Actions on your turn;** each costs 1 Action and may be performed **multiple times** per turn:

A. MOVE

- **Move 1-2 spaces in any direction**, including diagonally; diagonal movement passes through corners, so if only 1 side of a space has a colored line, you may still move diagonally across it.
- **You cannot move across Red, dashed Red, Orange, or dashed Orange Lines; you cannot move off the map; you cannot move into / through spaces with Entities, Open Gates, or Open Goo Piles; if 2 obstacles / Red / Orange Lines are diagonally adjacent to each other, you cannot move diagonally between them.**
- **You may move through a Ghostbuster** if you have sufficient movement to move out of their space.
- **You may move into the side (only) of the Ecto-1a; if you end on the space with the Ecto-1, you are inside it:** place your figure on the Ecto-1a Tile off-map.

B. DRIVE THE ECTO-1A

- **If inside the Ecto-1a, you may Drive it up to 6 spaces** vertically and/or horizontally (not diagonally); choose the front or back end, count out the number of spaces, then place one end of the vehicle in the destination space and the other end in the previous space you counted.

- Any Ghostbusters inside the Ecto-1 travel with it.
- **You may Drive through a Ghostbuster's space** if you have enough moves left to Drive out of their space.
- **You may not enter / exit the Ecto-1a while driving; you cannot drive off the map, across Red, dashed Red, Orange, or dashed Orange Lines, or through spaces with Entities/Open Gates; you cannot Drive if a Ghost occupies the Ecto-1a.**

C. DEPOSIT TRAPPED GHOSTS / PLAZMS

- **You may deposit any number of Trapped Ghosts** on your Character Card back to the Spirit World via the Ecto-1a's Dimensionometer.
- **You may also add any Plazms Counters** on your Character Card to the Ecto-1a's Ecto-Tank; tick up the Ecto-Tank by 1 for each Plazm Deposited (use a Plazm Counter to track the total).
- **You must have LoS and adjacency to the Ecto-1a** or be inside it to take this action.
- **You cannot Deposit when a Ghost occupies the Ecto-1a.**

D. REMOVE SLIME FROM AN ADJACENT GHOSTBUSTER

- **Remove 1 Slime Token of any type** (except Caustic) from an adjacent Ghostbuster within LoS.
- **Caustic Slime may not be removed in this way; Slime cannot be removed from Ghostbusters inside the Ecto-1a.**

E. SWITCH THE PACK OF AN ADJACENT GHOSTBUSTER

- **You may Switch Out the Pack of an adjacent Ghostbuster within LoS;** replace their figure with the figure wearing the other Pack.
- **Packs cannot be switched while in the Ecto-1a.**

F. COMBAT ACTION

- **Fire a Proton Stream / Mood Slime against a target within LoS** by rolling your Combat Die (the Ghostbusters logo counts as a "6").
- **A Combat Action may not be performed while inside the Ecto-1a.**

Attacking Entities

- Fail:** If you roll **less** than the Entity's "To Hit" value, you "missed"; resolve the Entity's "When Missed" ability.

- Success:** If you roll **at least equal** to the Entity's "To Hit" value, it's a "hit"; apply a Stream / Slime token to the Entity, then resolve it's "When Hit" ability.

- **If your hit was the final hit needed to Trap / Extract an Entity, do not resolve its "When Hit" ability (unless playing the Ghost Traps variant).**
- **If you apply the final Stream needed "To Trap" a Ghost:** remove it from the map and place it on your Character Card.
- **If you apply the final Slime needed "To Extract" a Plazm:** remove it from the Scenario; its Entity Card says how many Plazm Counters you gain.
- **Each Ghostbuster earns 1 XP for each Stream / Slime Token they had on an Entity when it is Trapped / Extracted;** the Stream / Slime tokens are returned to the Players they belong to.

Ghosts

- **Ghosts are only affected by Proton Streams** (unless specified); when you hit a Ghost with a Proton Stream, put a Proton Stream Token on it.
- **The "To Trap" value** on its card is the number of Streams needed to trap a Ghost.

Plazms

- **Plazms are only affected by Mood Slimes.**
- When you Hit a Plazm with Mood Slime, put a Slime Token on it.
- **The "To Extract" value** on its card is the number of Slimes needed to extract it.
- **If you have Slime Tokens on a Plazm and it Splits:** leave the tokens on the original Plazm; this may let you Extract it instantly.

Haunted Humans

- **Haunted Humans may require both Proton Streams and Mood Slimes to fight;** others allow you to use either.
- **They follow the same rules for Trapping as Ghosts, but you gain Plazm Counters when you Trap one.**

Attacking Gates

- **Gates can be closed by Streams or Slimes** (normally); multiple Streams / Slimes can be applied to a Gate, unless the Scenario specifies otherwise.

- Fail:** If you roll **less** than the Gate's "To Hit" value, you "missed"; **check the Scenario** to see what happens when you miss a Gate.

- Success:** If you roll **at least equal** to the Gate's "To Hit" value on the Scenario Card, you scored a "hit" and **place a Stream / Slime** on the Gate Token; a Scenario may indicate an **additional effect** when a Gate is hit.

- **All Streams / Slimes remain attached until the Gate is closed, you lose LoS to the Gate, or you switch targets.**
- **A Gate is Closed when it has Stream / Slime tokens on it equal to its "To Close" value** on the Scenario Card; flip the Gate over to its Closed side (its symbol with a slash through it).
- **Each Ghostbuster earns 1 XP for each token they had on a Gate when it was closed;** the Stream / Slime tokens are then returned to their Players.
- **When the last Open Gate is closed, all Ghosts on the map are sucked into the Spirit World,** excluding Mini Boss and Boss Ghosts (unless the Scenario specifies otherwise); Plazms remain where they are; **Scenarios may have special instructions when all Gates are closed.**
- Closed Gates do not affect movement or LoS.

Proton Streams / Mood Slimes

- **If an Entity / Gate requires more than 1 Stream / Slime to Trap / To Close:** keep taking Combat Actions until there are Streams / Slimes on it equal to its "To Trap / To Extract / To Close" value.
- If all 5 of your Streams / Slimes are attached to an Entity / Gate, you cannot add more.
- For Entities / Gates, place your Stream / Slime tokens on them; for a Boss Entity, place Streams / Slimes on the Entity's Card.

- When an Entity moves, any attached Streams / Slimes move with it.
- **Moving while you have Streams / Slimes attached to a target does not remove them; Moving out of LoS during a Move is permissible as long as you have LoS when the Move is done.**
- **If LoS is broken by an Entity, Gate, terrain line, or if the target moves out of range, remove all of your Streams / Slimes from the target.**
- **Changing targets or Switching Out Your Pack while you have Streams / Slimes attached removes all your tokens from the original target.**
- Failing a Combat roll does not cause you to lose any attached Streams / Slimes.
- You can cut your Streams / Slimes from any target at any time on your turn for free.

G. PASS

- You may choose to forgo taking any/all Actions.

GHOST TRAPS VARIANT

- **When a Ghost has enough Streams to Trap it, it is no longer automatically Trapped; it triggers its "When Hit" ability, then you have to use a Trap Action / Maneuver to trap it manually.**
- You can move through a Trap's space, but cannot end movement on it; Traps do not block LoS.
- **You may only activate and carry your own Trap Token.**
- **If Trapping a Ghost that has Resist:** you must overcome its Resist before you can Trap it.
- Traps do not affect Plazms.

NEW ACTIONS / MANEUVERS

- **Deploy / Retrieve:** Spend a Maneuver to Deploy / Retrieve your Trap into / from an unoccupied adjacent space.
- **Trap:** If the "To Trap" requirement for a Ghost has been met, the Ghost is on the same space as your Trap, and you are adjacent to the Trap, spend a Maneuver to Trap the Ghost, placing it on your Character Card.
- **Wrangle:** If you have at least 1 Stream on a Ghost and its "To Trap" requirement is met, make a Combat Action against it; on success, move it 1 space towards a Trap instead of placing a Stream on it; this does not trigger its "When Hit" ability, but a failed Wrangle does trigger its "When Missed" ability.

MANEUVERS

- On your turn, you may perform up to 2 Maneuvers at any time.
- You may convert any regular Actions to Maneuvers (1 Action = 1 Maneuver).
- A Player with no Actions due to Slime may still perform a Maneuver, and a Player with no Maneuvers due to Slime may still convert their Actions to Maneuvers.

A. TRANSFER TRAPPED GHOSTS / PLAZMS TO / FROM AN ADJACENT GHOSTBUSTER

- If adjacent to another Player within LoS, you may place any number of Trapped Ghosts / Plazm Counters from your Character Card onto their Character Card, or vice versa.
- If adjacent to the Ecto-1a, you may Transfer Trapped Ghosts / Plazm Counters to a Player inside the Ecto-1a, and vice versa.

B. TRANSFER EQUIPMENT TO / FROM AN ADJACENT GHOSTBUSTER

- If adjacent to another Player within LoS, you may place any number of Equipment Cards (even if expended) from your play area to theirs, or vice versa.
- If adjacent to the Ecto-1a, you may Transfer Equipment to a Player inside, and vice versa.
- You cannot Transfer Class-S Equipment Cards.
- You may only perform a Transfer Maneuver with 1 Player at a time.

C. ENTER / EXIT ECTO-1A

- The Ecto-1a may only be entered / exited from the 4 side spaces.
- Upon entering, place your figure on the Ecto-1a Tile; you are considered to be occupying both spaces on the map occupied by the vehicle.
- If exiting, place your figure in an unoccupied side space adjacent to the Ecto-1a; if all 4 side spaces are occupied / blocked, you cannot exit; the side you enter has no bearing on the side you exit.
- You may also enter / exit with a Move Action.

D. INVESTIGATE A GOO PILE

- If adjacent with LoS to a Goo Pile, flip over the Goo Pile Token, gain 1 XP, tick the Goo Timer up by 1, then draw the top card of the Goo Pile deck:
 - **Equipment Card:** Draw the top card of the Equipment deck and place it face-up by your Character Card.
 - **Event Card:** Reveal the top card of the Event deck and place it face-up by the map.
 - **Key Item:** A specific card for a Scenario; place face-up by your Character Card.
- You may not investigate a Goo Pile if an Entity occupies the Goo Pile's space, or from inside the Ecto-1a.
- After an Event has resolved: remove the Event Card and the Goo Pile Token from the Scenario.
- When an Equipment / Key Item is revealed: remove the Goo Pile Token from the Scenario immediately.
- At the end of a Scenario, shuffle any Event Cards back into the deck to be used in the next Scenario.

NO ACTIONS TAKEN

REMOVE SLIME FROM YOURSELF

- This is not an Action or Maneuver; you must not have taken any Actions this turn.
- Remove 1 Slime from yourself, then lose all your Actions this turn.
- You may still perform Maneuvers / use Character abilities.

SWITCH YOUR OWN PACK

- This is not an Action or Maneuver; you must not have taken any Actions this turn.
- Swap your figure with the one with the other Pack, then lose all your Actions this turn.
- You may still perform Maneuvers / use Character abilities.

END OF ROUND

1. CHECK END OF ROUND EFFECTS

- Check Entity, Event, and Scenario Cards for any "at the end of each round" effects.

2. MOVE GOO TIMER DOWN BY 1

- Move the Goo Timer on the Scenario Card down by 1.
- If the Timer reaches 0, you lose the Scenario.

3. ROLL EVENT DIE

- 1 Player rolls the Event Die at the end of every round; you can roll the Movement Die at the same time, as Entities may Move due to the Event Die result.

A. Gate Symbol

- 5 of the Event Die's sides have Gate symbols; the Open / Closed status of the symbol you roll is checked against that Gate on the map.
- Check the Scenario Card for what happens; rolling Open Gates usually brings new Ghosts into the world; rolling Closed Gates could have a number of effects.

B. Chaos Symbol

- Rolling the Chaos symbol causes each Entity to react as if the nearest Ghostbuster within LoS missed it in Combat; check their card for the specific reaction.
- Entities not within LoS of 1 of more Ghostbusters do not react.
- Roll the Movement Die only once for all randomized movement resolution.
- If tied for nearest Ghostbuster: roll Combat Dice to resolve the tie, with the high roller being the target.
- When multiple Entities target the same Player: resolve from lowest Class to highest.
- When multiple Ghosts emerge from a Gate or multiple Ghosts move due to a Chaos roll: resolve Ghost movement in order from lowest Class to highest Class.

4. START A NEW ROUND

- After the Event Die has been rolled and resolved, the round ends and a new one begins.

KEYWORDS

- Keywords are italicized in game text and represent a common ability.
- **Attach:** When a Super-Plazm ends movement in a space with another Super-Plazm, they turn into a Hyper-Plazm; when a Hyper-Plazm ends movement in a space with a Super-Plazm, or vice versa, it turns into a Grand-Plazm.
- **Bound:** A Bound Entity cannot move off the map; if it would, it stops instead; if it moves through a Player / Entity / Open Gate and off the edge, it returns to the last unoccupied space it was in.
- **Defeat:** A Defeated Entity is removed from the map by being Trapped, Extracted, removed with a Character / Equipment / Event / Scenario Card ability, or moved off the map.
- **Emerge:** The Entity / Player that emerges from a space moves to a random space adjacent to it (use the PKE Meter); if it emerges and moves into an occupied space, it continues to move in that direction until it reaches an unoccupied space.
- **Expel:** A figure / space that takes up 4 spaces in a 2x2 pattern uses its straight edges to determine where another figure would emerge from it.
- **Gigantic:** A Gigantic figure's LoS is not blocked by obstacles (Entities / Players / vehicles, Gates, Red / Yellow Lines), and vice versa; a Gigantic figure ignores Red / Orange Lines when moving and can end movement on spaces separated by Red / Orange Lines; Gigantic figures cannot move off the map (unless stated).
- **Push:** When an Entity with Push moves into a Player's space, they get Slimed and are moved 1 space in the same direction; if Pushed to the edge of the map / into an obstacle (Red Lines / Orange Lines / Entities / Gates / Goo Piles), they choose a direction on either side to move into; if no unoccupied spaces, they don't move but still get Slimed.
- **Resist:** A Ghost / Gate with Resist is not Trapped / Closed automatically when the needed number of Streams are placed on it; instead, a Player may use a Combat Action to attempt to Trap the Ghost / Close the Gate: a Combat Die is rolled for the Player, and another for the target; the Player gets a roll bonus equal to the number of Streams on the target, and the target gets a bonus equal to its Resist value; if the Player's result is at least equal to the target's result, the target is Trapped / Closed; otherwise, the target behaves as if missed.
- **Splatter:** The Entity / Gate / designated space Slimes all spaces adjacent to it.
- **Split:** A Super-Plazm can Split off from a Hyper-Plazm or Grand-Plazm when hit in Combat; a separated Super-Plazm emerges from the space it previously occupied when still Attached to the Hyper- or Grand-Plazm.
- **Summon:** A Summoned Ghost is taken from, in this order or priority:
 1. Outside of the Scenario;
 2. A Ghostbuster's Trap
 3. The Spirit World
- **Trap:** A Trapped Ghost is removed from the map and put on the Character Card of the Player who Trapped it; each Player with a Stream / Slime on the Trapped Ghost gains 1 XP for each of their Streams / Slimes on it; if a card ability Traps a Ghost without Streams / Slimes, no XP is gained.