

HOW TO PLAY

DON'T PANIC!

You don't need all the rules in this box to play **GHOSTBUSTERS**. In fact, for your first game, all you need to do is read over this four-page folder. If you have time, read "Typical Ten Minutes of Play" in **Reference File B**. Choose one of the players to be the "Ghostmaster." He should read over the adventure called "30th and Lexington" at the beginning of the **Operations Manual**. It will tell him how to start the game.

What's The Game About?

In this game, players pretend to be Ghostbusters, intrepid souls selflessly braving the forces of darkness in the name of humanity, justice, and a positive cash flow. Ghostbusters use modern technology, weird science, heroic courage, and agile wits to investigate paranormal events (or anything too bizarre for the normal authorities) and confront the spooks, spirits, demons, and other icky, slobbering horrors looking for a Good Time in our fair land.

How Do I Win?

In **GHOSTBUSTERS**, you don't compete with the other players, but with the goblins and spooks controlled by the Ghostmaster. Ghostbusters work together.

The object of the game is to have fun. The Ghostbuster team wins as a whole by successfully solving problems and busting ghosts. Individual Ghostbusters gain Brownie Points, which can be spent to help them out of a tight spot.

How Long Is A Game?

The game has no time limit. You can play for one hour or a dozen. The game can be stopped at any time and restarted when the players get together again. Generally, plan on one evening per session of play.



Who Can Play?

Anyone. It helps to have seen the movie, but it isn't absolutely necessary.

What Does The Ghostmaster Do?

Any roleplaying game is an interactive story. Players take the roles of individual characters. The Ghostmaster is the "director"; he or she describes the situation, asks the players what they do, and resolves the players' actions according to the rules of the game. He sets the scene, keeps the story moving, and takes the roles of ghosts, spooks and any other characters the players encounter during the game.

For the first game, though, all he needs to do is volunteer, read this "How to Play" section, turn to the **Operations Manual**, and read the "30th and Lexington" adventure.

What Do We Need To Start Playing?

You need the contents of this box, some pencils with erasers, something to drink if you're thirsty, and something to eat if you're hungry. And that's it!

THE RULES

(SUCH AS THEY ARE)

Step 1: Choose A Character

Find the Ghostbuster ID cards and separate them out. You'll find cards for Dr. Peter Venkman (Bill Murray), Dr. Ray Stantz (Dan Aykroyd), Dr. Egon Spengler (Harold Ramis), Dana Barrett (Sigourney Weaver), Winston Zeddemore (Ernie Hudson), and Janine Melnitz (Annie Potts).

Each player should choose one card. The card you choose is the character you play. We suggest that novice players, especially, begin by playing characters from the movie. Later on, if you like, you can open up a Ghostbusters franchise in your own home town and create your own Ghostbusters. (Expert players may want to do this from the start.) Rules for making up your own characters can be found in the **Training Manual**.

Step 2: Traits

Examine your ID card. In the left hand column of each card are four *Traits*: **Brains**, **Muscles**, **Moves**, and **Cool**. Each Trait is assigned a number from 1 to 7. The higher the number, the stronger the Trait.

Brains is how smart your Ghostbuster is.

Muscles is how strong your Ghostbuster is.

Moves is a measure of dexterity, grace, and style — and, sometimes, sexiness.

Cool measures unflappability under pressure.

Whenever your character tries to do something, you roll dice to determine whether or not he succeeds. The Ghostmaster decides which Trait you use to do what you want to do. For example, if you are trying to lift a heavy object, you'd use your Muscles. If you try to solve a calculus problem you'd use your Brains. The number of dice you roll is the Trait number. **Example:** Dana Barrett is trying to solve a calculus problem. Since her Brains is 3, she rolls 3 dice.

Whenever you try to do anything, the Ghostmaster assigns a *difficulty number* to the task. Difficulty numbers range from 5 (a real easy task) through 10 (a normal task), 20 (a real difficult task), to 30 or more (fat chance). You roll your dice, and add up the numbers rolled. If the total is *greater than or equal to* the difficulty number, you have succeeded. If you roll lower, you have failed. **Example:** The Ghostmaster decides that the difficulty for the calculus problem is 15. Dana rolls a 5, a 3, and a 4, for a total of 12. This is less than 15, so she fails. She throws down her pencil in disgust and mutters, "This is stupid. I'm a musician, not a math major!" If Egon, with Brains of 7, tries next, he will almost certainly succeed, since he gets to roll 7 dice!

A special "Ghost die," printed with the Ghostbusters symbol in place of the "six," is included. It has a special purpose. *Whenever you roll for anything, you must include the Ghost die as one of the dice you roll.* (If you are rolling 3 dice, roll the Ghost die plus 2 others.) If you roll a number on the Ghost die, just add it to the others. If the Ghostbusters symbol shows up when you roll, it counts as zero toward your total roll. Worse, it means that something bad may happen. (This is called "rolling a Ghost.")

If your roll fails and you roll a Ghost, you *really* blew it. If you succeed and you roll a Ghost, something bad still happens along with your success. Exactly what "something bad" means is up to the Ghostmaster's fiendish imagination — and, as always, his decision is final.

Step 3: Talents

In addition to Traits, characters have Talents. For instance, Egon Spengler's Talents are Physics, Climb, Disguise, and Play Stock Market. Peter Venkman's Talents are Parapsychology, Brawl, Seduce, and Bluff.

Each Talent has a number, just like Traits do. Talents are basically just specialized Traits. When you try to do something which relates to one of your Talents, you roll as many dice as the Talents number, instead of using a Trait. **Example:** When Egon tries to remember the score in last week's Yankee game, he just rolls 7 dice since his Brains is 7. But when he tries to calculate the settling rate of charged particles in an ectoplasmic medium using the Stokes equation, he rolls 10 dice, since his specialized Brains Talent is Physics.

Another way to use a Trait or a Talent is in a contest with another person. For instance, Egon and Venkman decide to wrestle: each player rolls as many dice as his character's Muscles (2 dice for Egon, 3 dice for Venkman). The higher total roll wins. If the rolls are tied, then Venkman and Spengler wrestle to a standstill. If their players wanted a decisive result, they'd have to roll again.

Step 4: Brownie Points

Each character ID has a section labelled "Brownie Points." You start your first adventure with 20 Brownie Points. Circle the number 20. As you spend Brownie Points, cross off 19, 18, 17, etc.

When you want your Ghostbuster to do something and don't think his Trait or Talent is enough to do the job, you can spend Brownie Points. For each point you spend, you get to roll one extra die. **Example:** Egon wants to make sure he is cool in an important situation. He could spend 4 Brownie Points to make a 6-die Cool roll — as good as Venkman's!

Brownie Points can only be used once — then they're gone. Each time you use Brownie Points, cross them off on the ID card. (You can get more later on — the Ghostmaster will tell you when.)

Step 5: Goals

Each ID card has a section labelled "Goals." You can ignore this for your first game. The rest of the information on the ID card (such as phone number, picture, etc.) is purely for your amusement.

Step 6: Equipment

Separate the small equipment cards and browse through them. Each player gets to choose three cards for his or her Ghostbuster. (If there's a conflict, argue it out or roll dice to see who gets first pick.) On your first adventure, this is the equipment you will have. If one player chooses the Ectomobile, any extra equipment can be stored in it. (Note that the containment grid is immobile and too large to fit into ECTO-1.) The equipment cards say what they are for, but if you really need more information, see pages 16 to 18 of the **Training Manual**.

Step 7: Let's Get This Show On The Road

Make sure the Ghostmaster has read the "30th and Lexington" adventure. If he has, you're ready to begin!

If you like, read the "Typical Ten Minutes of Play" folder to get an idea what playing the game is like. The **Training Manual** goes into more detail on all this "How to Play" stuff, with lots of colorful examples. Unless you're actually this minute with a bunch of people waiting to play, go read the **Training Manual** — it's real informative, and it has a couple of real swell jokes in it.



FORM LETTER OF ACCEPTANCE OF FRANCHISE APPLICATION

GHOSTBUSTERS International

A Wholly-Owned, Incorporated Subsidiary of Ghostbusters Inc.

Suite 11, 251 W. 30th St., NY, NY 10001 1-800-555-7783

Date _____

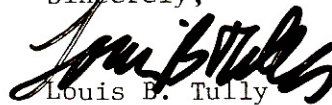
To Whom It May Concern:

Congratulations! You have been accepted as the _____th Ghostbuster's franchise. As chief financial officer of this corporation, let me welcome you to our large and ever-growing family of hard-working, tax-paying citizens who have devoted themselves to a lifetime of public service and community activity.

Do not hesitate to call me with questions, comments about our investment services, stock options, tax shelters, and Bahaman accounts, expense account advice, or other matters.

Late payments to your franchise accounts will be brought to your attention promptly.

Sincerely,



Louis B. Tully
Executive Financial Officer

LBT:kr