



THE ESOTERIC ORDER OF GAMERS ORDEROFGAMERS.COM

High quality materials for the dedicated devotee of immersive, thematic tabletop games.
Game rules summaries, foamcore box plans, articles, interviews, reviews, videos,
tutorials, forums – and lots more.

Sign up to the monthly newsletter at orderofgamers.com!



@EOGamers



facebook.com/EOGamers



EsotericOrderGamers



instagram.com/orderofgamers

Hello fellow gamer

THE ESOTERIC ORDER NEEDS YOU!



I've been supplying tabletop gamers with free, professional quality rules summaries like this one for more than a decade. I've made over 300 of them!

The Esoteric Order of Gamers also features hundreds of entertaining and informative videos about our hobby.

But it takes time and money to give you all this great gaming stuff. Just a few \$ a month really helps—and you get to be part of the official EOG community on Patreon (with bonus rewards!)

patreon.com/esotericorder

Thankyou!

Peter (Universal Head)

v3.3

Oct 2019

Game: **GHOST STORIES**

Publisher: **Asmodee (2008)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference (v1 of game)**

Page 4: **Play reference (v2 of game)**

Page 5: **White Moon rules summary front**

Page 6: **White Moon rules summary back**

Page 7: **Black Secret rules summary front**

Page 8: **Black Secret rules summary back**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Created by Peter Gifford
(Universal Head) for:



If you need exceptional
quality graphic design for
your next project, visit
universalhead.com

GHOSH STORIES

Setup

The game can be played at 4 levels of difficulty: *Initiation*, *Normal*, *Nightmare*, and *Hell*. These rules are for *Initiation* level; other numbers of players require adjustments as noted.

Randomly arrange the 9 **village tiles** to form a 3 by 3 square. The front of each tile is the location with its owner (*active*); the back, without its owner (*haunted*).

At the beginning of the game place all locations faceup.

Place the 4 **game boards** along the sides of the square of tiles so each is facing a player.

Each of the boards has 3 rectangular spaces for ghosts, 6 circular **stones** (2 steps in front of each of the 3 ghost spaces) for the **Haunting** figures, 3 circular spaces for the **Buddha** figures, and stones in the lower-left corner depicting the Taoist's power.

The boards are double-sided, each side with a different power. Randomly assign each player a color, and which side of their board to use.

Each player takes 4 **Qi tokens**, a **Yin-Yang token** and a **Tao token** in their color, and a black Tao token; and places the **Taoist figure** of their color on the central village tile.

Place the 2 **Buddha figures** on the *Buddhist Temple* tile.

Shuffle the **ghost cards** and insert a random, unseen, **Wu-Feng Incarnation card** 10 cards before the bottom of the deck. Ghosts are characterized by *Color*, *Resistance*, *Abilities*, and sometimes a *Reward*. **Ghost abilities** are grouped according to when they are activated: those in the left stone are applied when the ghost enters the game; those in the center stone are applied each turn in the Yin phase; and those in the right stone are applied when the ghost is exorcised. If a ghost has several abilities, they are applied from left to right.

The last player to have seen a kung-fu movie starts.

Game Turn

The players take turns in clockwise order. Each player's turn comprises 2 phases (**Yin** and **Yang**).

YIN PHASE (GHOSTS)

1. Ghosts' actions

Announce the ghosts on your board. Abilities in a ghost card's center stone are active in the Yin phase.

a. Presence of ghost(s) with the *Haunter* ability

For each of these ghosts on your board, update the position of the associated Haunting figure.

If the figure is on the card, advance it off the card, to the stone depicting a haunter.

If the figure is already on the first stone of the board, it advances to the haunting stone at the edge of the board, and you must flip the first village tile in front of the ghost facedown (it becomes *haunted*). If the tile in front of the ghost is already haunted, then the next one on the same line gets flipped facedown. The Haunting figure is then returned to the card, ready for the next such cycle.

b. Presence of ghost(s) with the *Tormentor* ability

For each **Tormentor** (a ghost with a curse die on the center stone) on your board, roll the **curse die**:



No effect.



The first active village tile in front of the ghost becomes haunted.



Bring a ghost into play according to the placement rules.



Discard all your Tao tokens.



Lose 1 Qi token.

2. Board overrun?

If all 3 ghost spaces on your board are occupied, lose 1 Qi token and immediately end your Yin phase without performing Step 3.

3. Arrival of a ghost

If your board is not overrun by 3 ghosts, draw the first ghost card from the deck, and bring it into play:

Ghost placement rules: Red (mountain), green (forest), blue (river), or yellow (marsh) ghosts must be placed on the corresponding color board, if possible. Black ghosts must be placed on the active player's board, if possible. If all 3 spaces are already occupied, then the active player chooses any other location.

The abilities indicated in the ghost's left stone are applied as soon as the location is chosen.

If all 12 spaces are occupied by ghosts at this time, instead of adding the ghost you lose 1 Qi token.

YANG PHASE (TAOIST)

As the Taoist, you follow this sequence. Additionally, you may use your **Yin-Yang power** *before or after* any step.

1. Move (*optional*)

You may move your Taoist figure to an adjacent space. Diagonal movement is allowed.

2. Request help from a villager *OR* attempt an exorcism

You may perform only **one** of the 2 following actions:

a. Request support from a villager

You may request help from the villager on your current tile. The actions are detailed on the reference sheet.

b. Attempt an exorcism

You may exorcise the ghost from a space *adjacent* to the tile on which the you are standing. Once a ghost is exorcised, it is discarded and its abilities vanish. If you fail, nothing happens.

To attempt to exorcise a ghost, roll the 3 **Tao dice**, and roll a number of colored faces equal to the ghost's **resistance**. The white faces are *wild*, and can represent whatever color you choose.

If you fail, you may spend **Tao tokens** of the color you need in order to cover the difference.

A Taoist standing on one of the 4 corner tiles may exorcise *both* adjacent spaces, or 2 ghosts with one roll. You must roll both ghosts' resistance in one roll to succeed and may, as usual, use Tao tokens to cover the difference.

You are never required to spend Tao, but if the dice are sufficient to exorcise a ghost, you must exorcise it.

During an exorcism, a Taoist may use Tao tokens of one or more Taoists standing on the same village tile. Players can neither give nor exchange Tao tokens otherwise.

Certain ghosts **curse** and/or **reward** the Taoist that exorcises them, as indicated on the right-hand stone on their card. The most frequent curse is to roll the curse die; the potential rewards are gaining Tao tokens (the player chooses the color from those available in the supply), gaining a Qi point, or recovering your Yin-Yang.

Curses are always applied before rewards.

3) Place a Buddha (*optional*)

If you obtained a Buddha figurine during a previous turn, you may place it if your Taoist faces an empty ghost space. Place the figure on the Buddha symbol.

You may place 2 Buddhas in the same turn if you stand on a corner tile and the corresponding spaces are free.

Once a ghost is placed or moved onto a space protected by a Buddha, the ghost is immediately discarded; and it may not apply its curses or grant its rewards. The Buddha is then placed back on the *Buddhist Temple* tile.

Yin-Yang

Each Taoist has a **Yin-Yang power**, which permits you to receive aid from any villager without having to be on that villager's tile, *or* to flip a haunted tile back to its active side (bringing the villager back).

When you use your Yin-Yang, return the token to the supply. Exorcising certain ghosts may give back a player's Yin-Yang to use again (even in the same turn).

Death of a Taoist

A Taoist with no more Qi is dead.

All their possessions are lost (Tao tokens, Buddha figures, Yin-Yang, power tokens), and their figure is placed lying on the Cemetery tile. Ghosts on their board remain in play.

The player continues to play and deliberate with the other Taoists, and they can still win the game. They may even come back to life, with the aid of the *Cemetery* tile.

Their board becomes **possessed** and the ghosts occupying it continue to act (steps 1 and 2 of the Yin phase).

The Incarnations of Wu-Feng

An **incarnation of Wu-Feng** comes into play 10 cards before the end of the deck. Each incarnation has an ability, and conditions which must be met in order to vanquish it. Every incarnation has a color and is subject to the same placement rules as ghosts.

The incarnations are not affected by the *Sorcerer's Hut* tile or Buddhas. An incarnation that comes into play on a space occupied by a Buddha is not eliminated, but the Buddha is still returned to the *Buddhist Temple* tile.

Some incarnations cast a **curse** when they are exorcised.

Winning and Losing the Game

The game ends if the players manage to exorcise the last incarnation of Wu-Feng.

3 situations result in the players' defeat:

1. All the Taoists are dead (no more Qi tokens).
2. A 3rd location in the village is haunted.
3. The deck of ghosts is exhausted while an incarnation of Wu-Feng is still in play. Even if the last incarnation is sent to hell, the players still have to suffer any curse it carries. They only win if applying the curse does not bring about their defeat.

Players may **score** their games (see the rulebook).

1, 2 or 3 Players

SETUP

Set up boards without players randomly; these will be **neutral boards**. Place **3 Qi tokens** on each of these.

In addition to Yin-Yang and Tao tokens, give each player (not neutral boards) a **power token**.

Remove 5 random cards from the deck (and the game) for each missing player, without looking at them. Then add the incarnation(s) of Wu-Feng as normal.

In a 2 player game, the players must sit facing each other.

In a solitaire game, the red board must have the *Dance of the Spires* power visible. Take 1 Tao token of each color (plus black in *Initiation* mode), and 3 power tokens. No aid can be requested from the *Cemetery* tile, and the *Pavilion of the Heavenly Wind* action allows the player to move their own Taoist.

NEUTRAL BOARDS

A neutral board's turn is reduced to a shorter Yin phase (no step 3), and there is no Yang phase.

1. Ghosts' actions

a. Presence of ghost(s) with the Haunter ability

For each of these ghosts on the board, update the position of the associated Haunting figure according to the normal rules.

b. Presence of ghost(s) with the Tormentor ability

For each Tormentor, a player must roll the curse die and apply its effect for the neutral board (the green Taoist's power is ineffective for this die roll). The loss of Tao tokens has no effect on a neutral board.

2. Board overrun?

If all 3 ghost spaces on the board are occupied, the board loses 1 Qi. A neutral board cannot receive Qi. If the board was already at 0 Qi, a player must take the Qi loss.

Possessed board

When a Taoist dies, or a neutral board loses its last Qi, the board becomes possessed *and* neutral.

The power of the possessed board becomes inactive (place an **inactive power token** on its power stone).

Any loss of Qi points must be taken by a player of your choice (the green Taoist's power is ineffective if this is due to a die roll).

Power token

A **power token** allows the active player to use a neutral, unpossessed board's active power during their Yang phase. Multiple tokens may be used during the same turn, but not for the same power.

Place any used power tokens, or those that belonged to a dead Taoist, on the central tile of the village. An active player who ends their turn there can reclaim 1 or more power tokens. Like Tao tokens, power tokens cannot be exchanged between the players.

Taoist Powers

YELLOW TAOIST

1. Bottomless Pockets

Before your move, take a **Tao token** of whatever color you choose from among those available.

2. Enfeeblement Mantra

Before your move, place the **Enfeeblement Mantra token** onto any ghost in the game. The ghost's exorcism resistance is reduced by 1, whoever performs the exorcism.

Note that when fighting multicolored incarnations, the color of the Mantra may be chosen after the dice roll.

When the targeted ghost is removed from the game, take back the token; you may use it again on your next turn. If you lose your power, remove the Enfeeblement Mantra token from the game.

RED TAOIST

1. Dance of the Spires

During your move, you can **fly** to any village tile.

2. Dance of the Twin Winds

Before your move, you can **move 1 other Taoist 1 space**.

GREEN TAOIST

1. The Gods' Favorite

You can **reroll each Tao die** involved in a support action or an exorcism (you may keep some of the Tao dice and reroll the rest). You may also **reroll the curse die**. You must always keep the second result.

2. Strength of a Mountain

You have a **fourth (gray) Tao die** when performing exorcisms, and you **never roll the curse die**.

BLUE TAOIST

1. Heavenly Gust

You can **request aid from villagers and attempt an exorcism**, in whatever order you choose.

2. Second Wind

From your current village tile, you can **request aid from villagers twice or attempt 2 exorcisms**. The 2 exorcisms are independent; you can't keep a partial success from the first and apply it to the second.

Powers of the Incarnations

Howling Nightmare

The Taoists can only exorcise this incarnation if the haunting stone facing them on the opposite board is not occupied by a ghost.

Uncatchable

This incarnation must be on a location occupied by a Buddha figure in order for you to exorcise it. This can be done by moving the incarnation onto a Buddha, or bringing it into play on a Buddha. This incarnation is the only one affected by Buddhas.

Death Army

This incarnation requires the active player to roll the curse die each turn, and when the incarnation is destroyed.

Forgotten Ones

When this incarnation comes into play, all Taoists are prevented from using their powers, including power tokens.

Bonecracker

All players must discard a Tao token when this comes into play, as well as at the beginning of each Yin phase of the player who harbors this incarnation on their board (even a neutral board). If a player has no Tao, nothing happens.

Dark Mistress

When this incarnation comes into play (and until its destruction), the Taoists are prevented from using Tao tokens (put the **inactive Tao marker** on the table).

Creeping Horror

This incarnation captures a Tao die upon its arrival and keeps it until its destruction (keep the die on the card).

Vampire Lord

The vampire lord is a Haunter with a resistance of 4.

Hope Killer

This incarnation has a resistance of 8 (2 blue + 2 red + 2 green + 2 yellow) and requires a roll of the curse die when it is destroyed.

Nameless

This incarnation has a resistance of 1 blue + 1 green + 1 yellow + 1 red + 1 black. Upon its arrival in the game, this incarnation discards the Tao token on the *Circle of Prayer* village tile. Additionally, the white faces on the Tao dice no longer count as wild.

Level of Difficulty

Normal mode means the Taoists start the game with 3 Qi tokens, not 4. Taoists begin the game with their colored Tao token but without the black Tao token.

Nightmare uses the rules of *Normal* mode, but there are 4 incarnations to defeat. With only 1 or 2 players, there are only 3 incarnations. Remove the appropriate number of ghosts if there are fewer than 4 players, and then (without looking) randomly insert the incarnations into the deck as follows: 10 cards, 1 incarnation (repeat 3 more times), then the rest of the cards.

Hell is the same as *Nightmare*, but the Taoists start the game without their Yin-Yang.

GHOST STORIES

Player Turn

YIN PHASE (GHOSTS)

1. Ghosts' actions

Announce the ghosts on your board. Abilities in a ghost card's center stone are active in the Yin phase.

a. Presence of ghost(s) with the *Haunter* ability

For each **Haunter** on your board, update the position of the associated Haunting figure.

Figure on the card: advance it to the first stone.

Figure on the first stone: advance it to the second stone and flip the first tile in front of the ghost. If the tile is already haunted, the next one on that line is flipped. The figure is then returned to the card.

b. Presence of ghost(s) with the *Tormentor* ability

For each **Tormentor** (curse die on center stone) on your board, roll the **curse die**:



No effect.



The first active village tile in front of the ghost becomes haunted.



Bring a ghost into play according to the placement rules.



Discard all your Tao tokens.



Lose 1 Qi point.

2. Board overrun?

Lose 1 Qi and immediately end your Yin phase.

3. Arrival of a ghost

If your board is not overrun, bring a ghost card into play on the corresponding color board; black ghosts on your board. If all 3 spaces are occupied, choose any other location. If all 12 spaces are occupied, lose 1 Qi.

Abilities in the ghost's left stone are applied as soon as the location is chosen.

YANG PHASE (TAOIST)

You may use your **Yin-Yang power** *before* or *after* any step.

1. Move to an adjacent space (optional)

2. Request help from a villager OR attempt an exorcism

a. Request support from a villager on your tile

b. Exorcise a ghost on an adjacent tile

On 3 **Tao dice** roll a number of colored faces equal to the ghost's **resistance**. White faces are *wild*. You may spend **Tao tokens** of the color you need. You may use Tao tokens of Taoists on the same village tile.

Once exorcised, a ghost is discarded and its abilities vanish. Some ghosts **curse** and/or **reward** the Taoist that exorcises them (right-hand stone).

3. Place a Buddha (optional)

You may place a Buddha figure on the Buddha symbol of an empty ghost space you are facing (or 2 if you are on the corner tile). A ghost on a space with a Buddha is discarded (and does not apply its curses or rewards), and the Buddha is placed on the *Buddhist Temple* tile.

Ghost Abilities



Add a ghost.



Haunt the first active village tile in front of the ghost.



The player or the neutral board **loses 1 Qi**.



Haunter: place a haunting figure on the card when the ghost arrives.



When this ghost appears, **place the haunting figure directly on the board** in front of the ghost card. The rest of its haunting cycle is normal.



Roll the curse die. If the ghost is destroyed by a Buddha or the *Sorcerer*, you don't need to roll the die.



Receive 1 Qi or regain your Yin-Yang token. If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



Receive 1 Tao token of your choice (if available). If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



As long as this ghost is not defeated, the power of the board where its card has been placed cannot be used (place an **inactive power marker** on the board's power stone).



Tao dice have no effect on this ghost. The *Circle of Prayer*, Tao tokens, Buddhas, and the *Sorcerer* still have their usual effect.



As long as this ghost is not defeated, **players cannot use their Tao tokens** (you can still use the *Circle of Prayer*). Put the **Inactive Tao marker** on the table.



As long as this ghost is not defeated, it **holds a Tao die captive**. Place 1 die on this ghost. Players roll 1 die fewer to perform exorcisms.



The group. This ability applies to all players and boards.



You receive 2 Tao tokens of your choice (if available). If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



You lose 1 Tao token, if you have any.



Each incarnation **returns 1 Qi token and 1 Yin-Yang token to the group**. The players decide to whom they will assign these rewards.

Village Tiles



Cemetery

Return a dead Taoist to the game. Give them 2 Qi, then roll the curse die. The Haunting face haunts the *Cemetery* tile.



Taoist Altar

Nullify the haunting of 1 village tile by turning its active side face-up, and then bring a ghost into play.



Herbalist's Shop

Roll 2 Tao dice and take Tao tokens of the corresponding colors from the supply (limited by the supply).

Each white face rolled allows you to choose the color of Tao token to take.



Sorcerer's Hut

Discard any ghost in play, without activating its ability or reward.

Lose 1 Qi point.



Buddhist Temple

Take a Buddha figure, which you can place next turn at the end of the Yang phase.



Night Watchman's Beat

Move all the Haunting figures on one board backward on the card.



Circle of Prayer

Place a Tao token from the supply on this tile, or change the one that is already present.

All the ghosts of the color of the Tao token on this tile have their resistance reduced by 1 during an exorcism. This works for all the Taoists.

The Tao token stays here, in effect, after any exorcisms.



Pavilion of the Heavenly Wind

You must move a ghost of your choice to any free space (even if occupied by a Buddha figure), then you must make a normal move with another player's Taoist.

When the ghost moves, all its properties go with him. Its Haunting figure is placed in the same relative position, as is its marker for deactivation of power, its enfeeblement mantra, etc.



Tea House

Take a Tao token of whatever color you wish from the supply, and gain 1 Qi point. Then, bring a ghost into play.

GHOST STORIES

Player Turn

YIN PHASE (GHOSTS)

1. Ghosts' actions

Announce the ghosts on your board. Abilities in a ghost card's center stone are active in the Yin phase.

a. Presence of ghost(s) with the *Haunter* ability

For each **Haunter** on your board, update the position of the associated Haunting figure.

Figure on the card: advance it to the first stone.

Figure on the first stone: advance it to the second stone and flip the first tile in front of the ghost. If the tile is already haunted, the next one on that line is flipped. The figure is then returned to the card.

b. Presence of ghost(s) with the *Tormentor* ability

For each **Tormentor** (curse die on center stone) on your board, roll the **curse die**:



No effect.



The first active village tile in front of the ghost becomes haunted.



Bring a ghost into play according to the placement rules.



Discard all your Tao tokens.



Lose 1 Qi point.

2. Board overrun?

Lose 1 Qi and immediately end your Yin phase.

3. Arrival of a ghost

If your board is not overrun, bring a ghost card into play on the corresponding color board; black ghosts on your board. If all 3 spaces are occupied, choose any other location. If all 12 spaces are occupied, lose 1 Qi.

Abilities in the ghost's left stone are applied as soon as the location is chosen.

YANG PHASE (TAOIST)

You may use your **Yin-Yang power** *before* or *after* any step.

1. Move to an adjacent space (optional)

2. Request help from a villager OR attempt an exorcism

a. Request support from a villager on your tile

b. Exorcise a ghost on an adjacent tile

On 3 **Tao dice** roll a number of colored faces equal to the ghost's **resistance**. White faces are *wild*. You may spend **Tao tokens** of the color you need. You may use Tao tokens of Taoists on the same village tile.

Once exorcised, a ghost is discarded and its abilities vanish. Some ghosts **curse** and/or **reward** the Taoist that exorcises them (right-hand stone).

3. Place a Buddha (optional)

You may place a Buddha figure on the Buddha symbol of an empty ghost space you are facing (or 2 if you are on the corner tile). A ghost on a space with a Buddha is discarded (and does not apply its curses or rewards), and the Buddha is placed on the *Buddhist Temple* tile.

Ghost Abilities



Add a ghost.



Haunt the first active village tile in front of the ghost.



The player or the neutral board **loses 1 Qi**.



Haunter: place a haunting figure on the card when the ghost arrives.



When this ghost appears, **place the haunting figure directly on the board** in front of the ghost card. The rest of its haunting cycle is normal.



Roll the curse die. If the ghost is destroyed by a Buddha or the *Sorcerer*, you don't need to roll the die.



Receive 1 Qi or regain your Yin-Yang token. If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



Receive 1 Tao token of your choice (if available). If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



As long as this ghost is not defeated, the power of the board where its card has been placed cannot be used (place an **inactive power marker** on the board's power stone).



Tao dice have no effect on this ghost. The *Circle of Prayer*, Tao tokens, Buddhas, and the *Sorcerer* still have their usual effect.



As long as this ghost is not defeated, **players cannot use their Tao tokens** (you can still use the *Circle of Prayer*). Put the **Inactive Tao marker** on the table.



As long as this ghost is not defeated, it **holds a Tao die captive**. Place 1 die on this ghost. Players roll 1 die fewer to perform exorcisms.



The group. This ability applies to all players and boards.



You receive 2 Tao tokens of your choice (if available). If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



You lose 1 Tao token, if you have any.



Each incarnation **returns 1 Qi token and 1 Yin-Yang token to the group**. The players decide to whom they will assign these rewards.

Village Tiles



Cemetery

Return a dead Taoist to the game. Give them 2 Qi, then roll the curse die. The Haunting face haunts the *Cemetery* tile.



Taoist Altar

Nullify the haunting of 1 village tile by turning its active side face-up, and then bring a ghost into play.



Herbalist's Shop

Roll 2 Tao dice and take Tao tokens of the corresponding colors from the supply (limited by the supply).

Each white face rolled allows you to choose the color of Tao token to take.



Sorcerer's Hut

Discard any ghost in play, without activating its ability or reward.

Lose 1 Qi point.



Buddhist Temple

Take a Buddha figure, which you can place next turn at the end of the Yang phase.



Night Watchman's Beat

Move all the Haunting figures on one board backward on the card.



Circle of Prayer

Place a Tao token from the supply on this tile, or change the one that is already present.

All the ghosts of the color of the Tao token on this tile have their resistance reduced by 1 during an exorcism. This works for all the Taoists.

The Tao token stays here, in effect, after any exorcisms.



Pavilion of the Heavenly Wind

You must move a ghost of your choice to any free space (even if occupied by a Buddha figure), then you must make a normal move with another player's Taoist.

When the ghost moves, all its properties go with him. Its Haunting figure is placed in the same relative position, as is its marker for deactivation of power, its enfeeblement mantra, etc.



Tea House

Take a Tao token of whatever color you wish from the supply, and gain 1 Qi point. Then, bring a ghost into play.

GHOST STORIES

WHITE MOON

Setup

Set up as normal. For a basic game, replace the *Night Watchman's Beat* with the *Kung-Fu School*. Otherwise draw 9 tiles randomly from among all those available.

Place the **Graveyard** and **Shelter boards** near the village, the 4 **receptacle figures** at the village corners on their boards, and the **portal** on the central tile.

Make 8 stacks of 3 facedown **villager tiles**, place them on the 8 village tiles which do not have the portal, then turn the top tile of each stack faceup.

Place the **Su-Ling figure**, the **moon crystals** and the **artifacts** in the reserve.

Add the 10 new **ghost cards** to the basic game's deck, shuffle the deck and remove 10 cards randomly (return them unseen to the game box). If you are playing with 1, 2 or 3 players, remove extra cards as you would in the base game (15, 10 or 5 cards respectively).

Add the **Incarnation of Wu-Feng** as normal. On *Nightmare* or *Hell* difficulty, choose whether you want to use the new incarnations only or use those from the basic game.

New Losing Condition

On the instant a 12th villager is killed, the players lose the game.

Su-Ling

Placement and movement

Each time one of these negative events occurs, the players can place or move Su-Ling:

- a villager is killed;
- a curse die is rolled (no matter the result);
- a village tile is haunted.

Su-Ling is placed on one of the 12 Haunting icons at the end of the Yang phase of the active player or of the neutral board's turn. Su-Ling's placement or movement is optional. Even if more than 1 event has occurred within a single turn, only 1 movement is allowed.

The player takes the Su-Ling tile as soon as one of the 3 events occurs. At the end of their turn, they must return the Su-Ling tile even if the figure has not been moved.

Su-Ling cannot be placed in front of an incarnation of Wu-Feng. If a Wu-Feng ends up in front of Su-Ling, she is returned to the reserve and will come back into play only after the next relevant event.

Effects

Su-Ling cancels out the abilities of the central stone of the ghost in front of her.

- ghost with the **Haunter** ability: the Haunting figure does not move during the Yin phase.
- ghost with the **Tormentor** ability: the Curse die is not rolled during the Yin phase.
- ghost with the **Devourer** ability: the devourer does not kill a villager during the Yin phase.

All other abilities found in the central stone of a ghost are neutralized.

Each time Su-Ling is placed on a haunting icon adjacent to an empty **receptacle**, the players can take a **moon crystal token** from the reserve (if one is available) and place it in that receptacle.

Villagers

VILLAGE FAMILIES & ABILITIES

The 24 villagers are spread over 12 families:

- 4 families of 3 people (the *Hua*, the *Zhou*, the *Li* and the *Sun*);
- 4 families of 2 people (the *Miao*, the *Xiang*, the *Sheng* and the *Wu*);
- 4 families with only 1 person (*Chang*, *Teng*, *Long* and *Weng*).

When several villagers are on the same village tile, stack the tiles with only the villager on the top of the stack visible.

There can never be more than 3 villagers on a given tile.

Information is on each villager tile:

- the villager's name;
- the size of the villager's family (1, 2 or 3 people);
- a negative effect on the left, applicable upon the villager's death;
- a positive effect on the right, applicable when the villager's entire family is saved.

MOVEMENT

Villagers may only move when accompanied by a Taoist: the villager must be on Taoist's tile before the Taoist's movement and on the same tile as the Taoist after the movement.

Moving a villager is optional.

Villagers can never be on, or move through, a haunted tile.

When a villager leaves a tile, the next villager in the stack is turned faceup.

Taoist powers

The *Dance of the Peaks* powers of the red Taoist can be used to move a single villager 2 tiles or to go back and forth to bring a villager to the starting tile.

The *Dance of the Twin Winds* power of the red Taoist and the *Pavilion of the Heavenly Winds* tile allow the moved Taoist to bring a villager with it (but the action cannot be used to move a villager alone).

SAVING A VILLAGER



A player whose Taoist is on the village tile which contains the Portal has a new action available in addition to the tile's action and performing an exorcism: **save a villager**.

A saved villager is placed on the *Shelter board*.

The moment all members of a family are saved, the active player applies the corresponding reward.

Taoist Powers

The *Heavenly Gust* power allows the blue Taoist to make, in the order of their choice, an exorcism; and also perform the action of the tile or save a villager. This *does not* allow a player to both perform the tile's action and save a villager.

The *Second Wind* power allows the blue Taoist to attempt 2 exorcisms; or perform the tile's action twice or save 2 villagers.

DEATH OF THE VILLAGERS

Many situations can cause the death of a villager:

- the inability of a villager to flee
- the *haunt a tile* ability (of the curse die, the *Sheng* family and the Shapeless Evil ghost)
- the **Devourer** ability of the new ghosts
- the negative effect of the *Xiang* family.

When a villager is killed, place it on a free space of the **Graveyard board** and the active player (or the neutral board) must apply the negative effect corresponding to the villager's family.

If more than a single villager dies at once, remove them from the tile and apply the negative effects one after the other, starting from the villager at the top of the stack to the one at the bottom.

Ghost Abilities

When multiple ghosts with an ability in their central stone (Haunter, Tormentor or Devourer) are present on a board, apply their effects from right to left.

Fleeing

Ghosts with the **Haunter** ability now have the **fleeing** effect: the movement of a Haunting figure from the card to the board causes the villager at the top of the first stack in front of the ghost to flee. This can be the 1st, 2nd or 3rd tile of the village in front of the ghost.

The fleeing villager is moved to the next tile in the direction opposite to the ghost. If this tile already has 3 villagers, or if fleeing causes the villager to leave the village or enter a haunted tile, the villager dies and is placed in the *Graveyard*.

Haunting a tile

When a tile must be haunted after the movement of a Haunting figure, upon the death of a *Sheng* family member, as the result of the curse die or the arrival of a ghost, 2 situations may occur:

- if one or more villagers are present on the tile targeted by the haunting, all these villagers are killed, but the tile remains *not* haunted.
- if no villager is present on the targeted tile, the tile is haunted according to the basic rules.

Devourers



During the Yin phase of its board, a ghost with the **Devourer** ability kills the villager at the top of the first stack on the tiles in front of him. If there are no villagers on the 3 tiles in front of the ghost, the players must choose any other villager visible elsewhere.

If there is no longer a villager left to be devoured, the active player (or neutral board) loses a Qi point.

Moon Crystals

Players can gain moon crystals in 3 different ways:

- with the support action of the *Herbalist's Shop* village tile with a white result on the Tao die: you must take a moon crystal instead of a Tao token of your choice. If no crystal is available in the reserve, the benefit of the white die result is lost.
- as a reward for the exorcism of certain ghosts and certain incarnations of Wu-Feng.
- through the use of the *Chang* family reward (Moon Dust artifact).

The moon crystals can be spent by the players during exorcisms and count as Tao tokens of the color of their choice.

However they are not considered to be Tao tokens: the abilities of the yellow Taoist (*Bottomless Pockets*) and the rewards of the ghosts in the basic game do not allow a player to choose a moon crystal, and it is impossible to place one on the *Circle of Prayer* village tile.

They are not affected by the ability of Black Widow ghosts (they can still be spent despite the presence of

such a ghost in the game), nor by the effect of the 'loss of Tao tokens' curse die result (they are kept).

Moon crystals can also be placed on the receptacles by the Taoists or by Su-Ling to begin a new game phase: the **mystic barrier**.

A Taoist who has a moon crystal can place it in an empty receptacle if they are in a village corner tile adjacent to that receptacle during step 3 of their Yang Phase (*Buddha placement*).

The moon crystal must have been acquired by the Taoist during a previous game turn and placing it does not count as an action.

The Mystic Barrier

At the end of the Yang phase when the fourth moon crystal is placed in the fourth Receptacle, the **mystic barrier** is set in place.

This special game phase takes place after the Yang phase of the active player (or neutral board).

For each board, starting with the one to the left of the active player, players have the following choices:

- Return a moon crystal to the reserve from the mystic barrier to save the villager at the top of the stack on the tile with the portal. If no villager is on that tile, you may save any villager visible on any other tile.
- Roll 4 Tao dice to try to exorcise 1 or more ghosts on your board. You can spend the 4 moon crystals like Tao tokens on all 4 rolls. The abilities and Tao tokens of the Taoists can not be used for those rolls. The *Circle of Prayer* and the mantra are taken into account. Abilities in the right stones (curses, rewards) are not activated for ghosts exorcised during this phase.

Wu-Feng incarnations cannot be exorcised by the mystic barrier.

Once all 4 boards have been faced with that choice, any remaining moon crystals and Su-Ling are returned to the reserve. The player's (or neutral board's) turn is over and the game resumes its normal course.

Death of a Taoist: Inheritance

If a Taoist who has 1 or more artifacts dies (0 Qi), that Taoist must give the artifact(s) to one or more Taoists still alive.

Any Taoists so selected keep the artifact until the end of the game or their own death, at which point the artifact must be given to a new Taoist again.

Score

In addition to the basic rules, players modify their scores as follows:

Villagers: +1 per villager saved.

Position of the portal in the village:

- +0 if the portal is in the village's central tile;
- +2 if the portal is in one of the tiles left, right, up or down from the village's central tile;
- +4 if the portal is in one of the village's corner tiles.

Position of the Portal

During your first few games, place the **portal** figure on the central tile of the village. In later games, you can increase the difficulty of whichever mode you're playing in by placing it on a peripheral tile.

1, 2 or 3 Players

Before starting the game, **save** 1-3 villagers from the top of the stacks. A 3 player game begins with 1 saved villager, a 2 player game with 2 saved villagers and a single-player game with 3 saved villagers.

In a 1 or 2 player game, the villagers saved must come from different stacks and be from different families.

If a one-member family is saved this way, a player (chosen by the players) begins the game with the Artifact reward.

Once this is done, reveal the villagers atop the modified stacks to that the villagers at the top of all stacks are visible. Then proceed with the game as normal.

Village Tiles



Kung-Fu School

This tile's action allows a Taoist to attempt a *solitary* exorcism on:

- all ghosts of the color of their board; or
- all black ghosts.

The choice must be made before rolling the dice.

The Circle of Prayer, the Enfeeblement Mantra and the powers of the Taoist still have their effect.

Once the dice have been rolled, you may use them as you wish and spend your own Tao and Crystals. This is still a support action and the rule on sharing Tao tokens does not apply – the other monks present on the tile cannot spend their Tao tokens and crystals.

The abilities in the **right** stone (curses and rewards) are not applied by ghosts sent to the discard pile by this action.

The incarnations of Wu-Feng are not affected by the Kung-Fu School action.

In 1-3 player games, a Taoist can spend a power token to not only use the power of the neutral board, but also to target ghosts of the same color as the neutral board when using the Kung-Fu School.

If the power of a board is inactive, a player cannot target ghosts of that color by spending a power token.



Cemetery

This basic tile now also allows the Taoists to bring a killed villager back into the game. The player taking the action must roll the curse die and apply the result.

The villager (chosen by the players from among those killed) comes back into the game on the *Cemetery* village tile (which must have room for it). This may allow the players to save their entire family and thus gain the reward, but the curse suffered for their death is not cancelled and is applied anew if they are killed again.

Setup

Set up as normal. Add the new village tile to the tiles from which you randomly choose 9 for the game.

Choose a side of the **Catacomb board** to use and orient it according to the village tiles. Place one of the 9 **ladder** figures is each of its 9 spaces.

Sort the 36 **catacomb tokens** according to the number of Taoists taking in the game (1, 2, 3 or 4): randomly place the 9 tokens with the 1 Taoist Symbol on the 9 squares of the board, 1 token per space, facedown. If required, stack the 9 tokens with the 2 Taoists symbol on top of them, then the 9 tokens with the 3 Taoists, followed by the 4 Taoists tokens.

One player takes on the role of **Wu-Feng** and places the **Wu-Feng board** in front of himself with the 3 **demon** figures and the **Shadow of Wu-Feng** figure on the board. Wu-Feng has 3 **skeleton tokens**, placed on the board at the start of the game.

Sort the **curse tokens** by level (1, 2, 3, 4), keeping them face-down. Wu-Feng draws 5 level 1 curses, 4 level 2 curses, 3 level 3 curses and 2 level 4 curses. Keep the remaining tokens close at hand. Then reveal the level 1 curse tokens; they remain visible to all player while the other tokens are currently kept facedown.

If you are not playing with the *White Moon* expansion, return the 4 curses with the *White Moon* icon to the box.

Sort the **Bloody Mantra cards** according to level (2 Qi, 3 Qi, 4 Qi). Randomly draw 3 cards of level 2 Qi, 2 cards of level 3 Qi and 1 card of level 4 Qi. Place these faceup, sorted by level. Set aside the remaining cards, also sorted by level.

If you are not playing with the *White Moon* expansion, return the 3 Bloody Mantra cards with the *White Moon* icon to the box.

Keep the **blood brother markers** nearby with the Tao and Qi tokens.

Shuffle all the **ghost cards** (adding the 10 new cards to those of the base game) and, according to the number of Taoists in the game, keep the following number:

4 Taoists (5 players): 50 cards

3 Taoists (4 players): 45 cards

2 Taoists (3 players): 40 cards

1 Taoist (2 players): 35 cards

Replace the **incarnation cards** in the ghost card draw pile with the **summon cards**. Depending on the difficulty level chosen for the game, place the summon cards (1, 3 or 4) instead of the usual incarnations.

Add the 5 new **Incarnation of Wu-Feng cards** to those of the base game.

Randomly choose a Taoist to begin the game. He places the **active taoist marker** on their board to indicate the board of the active player.

Wu-Feng takes the ghost draw pile, the Incarnation draw pile and the curse die. That player manages these game elements. All game elements belonging to the Taoists are visible to Wu-Feng.

GHOST STORIES

BLACK SECRET

Wu-Feng's Actions

The **Wu-Feng player may intervene at the beginning of each active player board (never for neutral boards) and each time the *add a ghost* icon occurs.**

ACTION: ADDING A GHOST



Each time Wu-Feng must draw a ghost card, he may use it in one of the following ways:

a) Place the ghost in the village

Wu-Feng now places the ghost cards at his convenience, following the base game placement rules.

b) Summon a demon into the catacombs

Wu-Feng can use a ghost card to bring into play a **demon**. Place the ghost card directly on the discard pile.

There are 3 different demons, each with a summoning cost of 2, 3 or 4. The discarded ghost card must have a resistance at least equal to the summoning cost of the demon (the color is of no importance). Take the corresponding demon figure and place it on one of the two entrances of the *Catacomb* board chosen by Wu-Feng.

c) Throw a curse

Wu-Feng can forgo putting a ghost card in play to throw a **curse**. Place the ghost card directly on the discard pile.

Place the curse on Wu-Feng's board and apply its effect. Each has a color (red, green, yellow, blue, black) and a level (1, 2, 3, 4). To throw a curse, its color must be the same as that of the discarded ghost card (the resistance is of no importance) *and* a space must be free on Wu-Feng's board. Black ghosts are *jokers* allowing Wu-Feng to throw a curse of any color.

Curses must always be placed in a free space of their level. You cannot place a curse on a space which does not correspond to its level or on a space that already contains a curse token.

At the start of the game, only the level 1 curses are available to Wu-Feng. To throw a level 2 curse, Wu-Feng must first have thrown at least 2 level 1 curses. Curses of a higher level must be placed on 2 curses of a lower level (as illustrated by the pyramid structure on Wu-Feng's board).

As soon as Wu-Feng has the option to throw curses of a new level, he must flip all curses of that level faceup so they are visible to all.

The moment Wu-Feng has thrown his level 4 curse and resolved its effects, he gathers all of the curse tokens (those placed on his board, those that have not yet been played and those set aside during setup), shuffles them

face-down, and draws a new set, following the same rules as used during setup.

The level 1 curses are then turned faceup and the game resumes.

There is no limit to the number of times Wu-Feng can reset his curses in a game, but he can only do so once the pyramid is completed.

Demon Phase of the Player Boards

Demon actions

Before the Yin phase of each player board (not neutral boards) a new phase occurs in which each demon present in the catacombs benefits from 1 **action: move or search**.

If there are multiple demons in the catacombs, Wu-Feng makes them act in order of their resistance, from weakest to strongest.

Move: Wu-Feng moves a Demon from its current space to an adjacent space (moving diagonally is allowed).

Multiple Demons can share a space on the catacombs board, and demons can move and stop on the same space as Taoists. Demons cannot leave the catacombs.

Search: If there is no Taoist on the demon's space, Wu-Feng reveals the catacomb token from the top of the space's stack, resolves its effects, and removes it from the game.

Summoning an incarnation

When Wu-Feng draws a summon card, he draws an **Incarnation of Wu-Feng card**, adds it to his hand and then puts into play an Incarnation of his choice.

He may only have a single incarnation card and will not have a choice but to put it into play, or he may have the option of choosing which Incarnation he will put in play in the village.

One curse, and some catacomb tokens, will allow him to draw extra incarnation cards.

One of the level 4 curses and the death of a member of the Wu family (from the **White Moon** expansion) have the same effect.



Wu-Feng draws 1 incarnation card and adds it to his hand.



Wu-Feng draws 1 incarnation card, adds it to his hand, then puts into play 1 incarnation of his choice.

Wu-Feng *must* place the incarnation cards in the village; he cannot discard them to summon a demon into the catacombs or to throw a curse.

Taoist Actions

LADDERS

After your movement (whether you have moved or not), a Taoist can change levels if they are on a village tile or a catacomb board space connected by a ladder figure.

Climbing or descending is only possible if a ladder is present in the corresponding space in the catacombs.

Changing levels is possible after a movement due to the action of the *Pavilion of the Celestial Wind* tile or the *Dance of the Twin Winds* of the red Taoist.

The *Dance of the Peaks* red power allows you to move twice and change levels after each movement.

When a village tile is haunted, the corresponding ladder is removed from the game. If the tile is restored later, the ladder does not reappear.

Some curses allow Wu-Feng to remove ladders from play. One of the Bloody Mantras allows the Taoists to return to play up to 2 ladders previously removed from the catacombs; these cannot be replaced on currently haunted tiles. There can never be more than 1 ladder per space in the catacombs.

EXORCISM

When in the catacombs, a Taoist can attempt to **exorcise a demon**. This is the only action possible.

A Taoist can never ask for help from a villager as their action when in the catacombs. However, asking for help through the use of the Yin-Yang token remains possible.

Each demon has a **resistance** (1, 2 or 3), and a color that corresponds to the color of their catacomb space.

All rules for exorcisms apply normally (pooling and spending of Tao tokens, double exorcism of the blue Taoist, weakening mantra). If the exorcism is successful, the demon is removed from the board and returned to Wu-Feng's board. It can be brought back to the catacombs by Wu-Feng later by paying its cost again. Nothing happens if the exorcism fails.

The demons are not considered ghost cards. The following actions which affect ghost cards have no effect on demons: *Witch* tile, *Pavilion of the Winds*, *Kung-Fu School*. The *Weakening Mantra* of the Yellow Taoist is placed on the targeted demon's space on Wu-Feng's board. If multiple demons are on the same space, a Taoist can split their dice and Tao tokens among them.

BLOODY MANTRAS

Each time a Taoist or a neutral board loses 1 Qi, that token isn't returned to the reserve, but is instead placed on the **Bloody Mantra card** of that player's choice.

When the number of Qi tokens placed on a Bloody Mantra is equal to its level (2, 3 or 4), its effects are immediately resolved and the Mantra card is removed from the game, the Qi tokens returned to the reserve and another card of the same level is randomly taken from the remaining cards to replace it.

Any Qi lost is placed on them (full board, Curse die, Witch tile, etc.) The placement of Qi tokens on the Bloody Mantras is free: the Taoists can split their Qi tokens between as many Mantras as desired.

If all Bloody Mantras have been used in a game, it's possible that a Bloody Mantra may not be replaced.

BLOOD BROTHERS

When there's only 1 Qi token left to a Taoist, they automatically gain a new skill: **Blood Brother**.

Take the appropriate blood brother token from the board in front of you and place it on your board, next to your power.

Blood brother allows you to use, in addition to your own power, the power of the board opposite yours (whether belonging to another player or neutral).

If a Taoist loses their last Qi point, they die and the blood brother token returns to the reserve. If a Taoist regains a Qi token, the blood brother token also returns to the reserve. It can be gained later in the game, if the Taoist once again falls to a single Qi.

If the board opposite is barred from using its power due to the effect of a ghost or because it is possessed, you also lose the option of using blood brother.

A player barred from using their own power can still use the power of their blood brother.

If the blood brother marker allows a player to benefit from the *Weakening Mantra* power, that player has the option of placing or moving the same *Weakening Mantra* marker as the yellow player. It does not allow the player to place a second marker.

Shadow of Wu-Feng

If Wu-Feng finds the 3 **urn** catacomb tokens, the **Shadow of Wu-Feng** is immediately placed on the catacomb space where the third urn token was just found.

Now that it is in play, when the 3 minor demons present in the catacombs are returned to Wu-Feng's board they may not be summoned for the rest of the game.

The Shadow of Wu-Feng is considered a demon. It acts before the Yin phase of each player board (never for a neutral board) and it can also be activated by curses. It can perform one action per turn:

Move: The Shadow can move anywhere in the village or the catacombs. It disregards ladders and distances.

Attack 1 or more Taoists: If it is on a village tile (or catacomb space) with 1 or more Taoists, the Shadow can attack them. Wu-Feng rolls the 3 Tao dice, and for each black face rolled, removes 1 Qi from a Taoist present.

Attack a Village tile: If the Shadow is on a village tile free of any Taoist, Wu-Feng can roll the curse die and apply its effects to the active Taoist (loss of a Qi or Tao tokens), bring into play a ghost, or haunt the tile on which the Shadow is present (if the tile is already haunted, nothing happens).

POWERS OF THE SHADOW

The presence of the Shadow on a village tile prevents any use of that tile by the Taoists (via their action, yin-yang, or artifacts).

On the *Circle of Prayer* tile, the presence of the Shadow causes any Tao token there to be returned to the reserve.

The Shadow of Wu-Feng is invincible: the Taoists cannot attempt to exorcise it. They must exorcise all the incarnations of Wu-Feng present in the draw pile and in play to win the game.

Catacomb Tokens



Dirt

No effect: the token is removed from the game.



Buddha

The demon responsible for the search is removed from the *Catacomb* board and returned to Wu-Feng's board. The demon doesn't apply its curse.



Blood of the Just

The active Taoist can place a Qi token from the reserve onto a Bloody Mantra.



Cursed Tablet

Wu-Feng can throw a curse of the color of his choice.



Bones

Wu-Feng places this token on a free ghost space of his choice. This token is considered to be a skeleton.



Blood of Su-Ling

The active Taoist immediately activates 1 Bloody Mantra. Then the mantra is discarded.



Urn

Wu-Feng places the token its space on his board and draws an Incarnation card. If it's the third urn token, the Shadow of Wu-Feng immediately enters play.

Skeleton Token



A skeleton token is a creature with a resistance of 1 and of the color of the board on which it is present. Skeletons (catacomb and special tokens of Wu-Feng's) are not ghost cards. The following actions which affect cards have no effect on them: the action of the *Witch* tile, the *Pavilion of the Winds*, and the *Kung-Fu School*.

If Wu-Feng places a skeleton on a Buddha, the skeleton is exorcised and the Buddha returned to the reserve.

If no space is free when Wu-Feng must place a skeleton, the active player loses a Qi.

New Tile



Calligrapher

Remove from the game one of the Bloody Mantras (return any Qi tokens to the reserve) and replace it with another Mantra of the same level of your choice.



Place a Qi token from the reserve on a Bloody Mantra of your choice. If no Qi are left, this action has no effect.

You can choose to benefit from both effects or only one of them when this tile is used.