

Overview of "Ghost Stories" and "White Moon" Expansion

"Ghost Stories" is a cooperative board game where players take on the role of Taoist priests defending a village from the onslaught of ghosts led by Wu-Feng. The "White Moon" expansion adds new elements, challenges, and strategic depth to the game.

Basic Game: "Ghost Stories"

Objective: The players must work together to exorcise ghosts and ultimately defeat Wu-Feng's incarnation to protect the village.

Setup

1. Village Setup:

- Arrange the 9 village tiles in a 3x3 grid.
- Place the Portal figurine on the central tile.

2. Game Boards:

- Place the 4 game boards around the village grid.
- Assign a game board to each player randomly.
- Each player takes 4 Qi tokens (3 in higher difficulty levels), a Yin-Yang token, a Tao token of their color, a black Tao token, and places their Taoist figurine on the central village tile.

3. Ghost Deck Preparation:

- Shuffle the ghost cards and remove 10 cards randomly.
- Insert one Wu-Feng incarnation card 10 cards from the bottom of the deck.

- For fewer players, remove additional ghost cards (15 for solo, 10 for 2 players, and 5 for 3 players).

4. Components:

- Place Buddha figurines on the "Buddhist Temple" village tile.
- The remaining tokens and figurines form the supply.

Playing the Game

Each player's turn consists of two phases: Yin (Ghost) Phase and Yang (Taoist) Phase.

1. Yin Phase:

- Apply the effects of ghosts on the player's board.
- Check for board overrun (if all spaces are occupied by ghosts, the player loses 1 Qi).
- Draw and place a new ghost.

2. Yang Phase:

- Move the Taoist figurine (optional).
- Perform one of the following actions:
 - Request help from a villager on the current tile.
 - Attempt to exorcise an adjacent ghost.
- Place a Buddha figurine if previously obtained.

Game End

The players win by exorcising Wu-Feng's incarnation. They lose if any of the following conditions occur:

- All Taoists are dead.
- Three village tiles are haunted.
- The ghost deck is exhausted without exorcising Wu-Feng.

"White Moon" Expansion

The "White Moon" expansion introduces new elements, such as villagers, Su-Ling, Moon Crystals, and the Mystic Barrier.

Objective: In addition to defeating Wu-Feng, players must protect and save villagers from being killed by the ghosts.

Setup

1. Village Setup:

- Set up the village as in the basic game.
- Place the Graveyard and Shelter boards near the village.
- Arrange 8 stacks of 3 villager tiles on the village tiles without the Portal and reveal the top villager of each stack.
- Place 4 Receptacle figurines at the corners of the village and the Su-Ling figurine in the reserve.

2. Ghost Deck Preparation:

- Add 10 new ghost cards to the deck, shuffle, and remove 10 cards randomly.
- For fewer players, remove additional ghost cards as in the basic game.

New Elements

1. Villagers:

- Villagers are placed on village tiles and must be protected by the Taoists.
- Players can move villagers to the Shelter board for protection.

2. Su-Ling:

- Su-Ling can be placed on the board after certain negative events (villager death, Curse die roll, village tile haunted).
- She neutralizes ghost abilities on the Haunting icon where she is placed and can generate Moon Crystals.

3. Moon Crystals:

- Moon Crystals can be used as Tao tokens during exorcisms.
- Placing all four Moon Crystals in Receptacles triggers the Mystic Barrier phase.

4. Mystic Barrier:

- When activated, each player can either save a villager or exorcise ghosts using Moon Crystals and Tao dice.

Playing the Game

The game follows the same Yin and Yang phases as the basic game, with the addition of the following:

1. Using Su-Ling:

- Place Su-Ling to protect villagers and neutralize ghost abilities.
- Generate Moon Crystals when Su-Ling is placed adjacent to an empty Receptacle.

2. Activating the Mystic Barrier:

- Once four Moon Crystals are placed, a special phase occurs where players can save villagers or exorcise ghosts.

Game End

The game ends under the same conditions as the basic game, with the added condition that players lose if 12 villagers are killed.

Resolving Turns in "Ghost Stories: White Moon" Expansion

Setup Recap

1. Village Setup:

- Arrange the 9 village tiles in a 3x3 grid.
- Place the Portal on the central village tile.
- Create 8 stacks of 3 villager tiles, place them face down on the 8 village tiles, and turn the top tile of each stack face up.
- Place the Graveyard and Shelter boards near the village.

2. Game Boards and Components:

- Place the 4 game boards around the village grid.
- Assign a game board to each player.
- Each player takes 4 Qi tokens, a Yin-Yang token, a Tao token of their color, and places their Taoist figurine on the central village tile.
- Place the Su-Ling figurine and Moon Crystals in the reserve.

3. Ghost Deck Preparation:

- Shuffle the ghost cards from the main game and the expansion.
- Remove 10 random cards and place them back in the box without looking.
- Insert one Wu-Feng card 10 cards from the bottom of the deck.

Turn Sequence

Each player's turn consists of two main phases: the Yin (Ghost) Phase and the Yang (Taoist) Phase.

Turns

Yin Phase (Ghosts)

1. Ghost Actions:

- Apply effects from all ghosts present on the board.

2. Board Overrun Check:

- Check for and resolve board overrun conditions.

3. Arrival of a Ghost:

- Draw and place a new ghost card.

Yang Phase (Taoist)

1. Move (Optional):

- Player moves their Taoist to an adjacent village tile if desired.

2. Request Help or Exorcise:

- Player either requests help from the villager on the current tile or attempts to exorcise a ghost if adjacent.

3. Place Su-Ling (Optional):

- Place Su-Ling if a negative event occurred.

Su-Ling: Role and Mechanics in "Ghost Stories: White Moon"

Su-Ling is a special character introduced in the "White Moon" expansion of "Ghost Stories." She plays a crucial role in aiding the Taoists by providing protection and support during the game.

Introduction of Su-Ling

Su-Ling was a young villager who sacrificed herself to imprison Wu-Feng's ashes. In the game, she lingers in the village to protect the inhabitants and support the Taoists.

Placement and Movement

- **Activation:** Su-Ling comes into play after one of the following negative events occurs:
 - A villager is killed.
 - A Curse die is rolled.
 - A Village tile is haunted.
- **Placement:** After any of these events, Su-Ling can be placed on one of the 12 Haunting icons at the end of the Yang phase of the active player or the neutral board's turn. Players can choose not to move Su-Ling, making her movement optional.
- **Movement Restrictions:**

- 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 can only be placed back into play after the next negative event.

Effects of Su-Ling

Su-Ling has significant impacts on the game when she is placed on a Haunting icon:

- **Neutralizing Ghost Abilities:**

- **Haunter Ability:** The Haunting figurine does not move during the Yin phase.
- **Tormentor Ability:** The Curse die is not rolled during the Yin phase.
- **Devourer Ability:** The devourer does not kill a villager during the Yin phase.

- Additionally, all other abilities found in the central stone of a ghost (like resistance to Tao dice) are neutralized.

- **Moon Crystals:**

- Each time Su-Ling is placed on a Haunting icon adjacent to an empty Receptacle, players can take a Moon Crystal token from the reserve and place it in that Receptacle (if one is available).

Using Su-Ling Step-by-Step Example

1. **Trigger Event:**

- A Haunter ghost moves during the Yin phase and causes a villager to flee. However, the villager cannot move to a new tile because the adjacent tiles are full. Consequently, the villager dies and is placed in the Graveyard, triggering a negative effect.

2. **Bringing Su-Ling into Play:**

- At the end of the Yang phase of the active player, Su-Ling can now be placed on one of the 12 Haunting icons due to the villager's death.

3. Placement Decision:

- The players decide to place Su-Ling on the Haunting icon in front of the Haunter ghost that caused the villager's death. This placement will prevent the Haunter ghost from moving during subsequent Yin phases, protecting other villagers from being forced to flee and potentially dying.

4. Neutralizing Ghost Abilities:

- With Su-Ling placed in front of the Haunter ghost, the ghost's Haunter ability is neutralized. This means:
 - The Haunting figurine does not move during the Yin phase.
 - Villagers on adjacent tiles are now safe from being forced to flee and subsequently dying if they cannot move.

5. Collecting Moon Crystals:

- The Haunting icon where Su-Ling is placed is adjacent to an empty Receptacle. The players take a Moon Crystal from the reserve and place it in that Receptacle. Moon Crystals are valuable as they can be used as Tao tokens of any color during exorcisms.

6. Strategic Impact:

- By placing Su-Ling strategically, the players have:
 - Prevented further villager deaths from the Haunter ghost.
 - Collected a Moon Crystal, adding to their resources for future exorcisms or the Mystic Barrier phase.

7. Continued Protection:

- As the game progresses, players can move Su-Ling to other Haunting icons based on the occurrence of negative events (e.g., another villager's death, a Curse die roll, or a new village tile being haunted).
- Each placement should be considered carefully to maximize the protective benefits and resource generation.

Using Moon Crystals in "Ghost Stories: White Moon"

Moon Crystals are a powerful resource introduced in the "White Moon" expansion of "Ghost Stories." They provide significant strategic advantages to the players, both in terms of flexibility during exorcisms and in enabling the special Mystic Barrier phase. Here's a detailed guide on how to use Moon Crystals effectively.

Gaining Moon Crystals

Moon Crystals can be obtained through several methods:

1. Herbalist's Shop Village Tile:

- When using the support action of the "Herbalist's Shop" and rolling a white result on the Tao die, players can choose to take a Moon Crystal instead of a Tao token. If no Moon Crystal is available in the reserve, the benefit of the white die result is lost.

2. Exorcism Rewards:

- Certain ghosts and incarnations of Wu-Feng provide Moon Crystals as a reward for their exorcism.

3. Chang Family Reward:

- Saving all members of the Chang family grants the Moon Dust Artifact, which allows players to obtain a Moon Crystal.

4. Placement of Su-Ling:

- When Su-Ling is placed on a Haunting icon adjacent to an empty Receptacle, players can take a Moon Crystal from the reserve and place it in that Receptacle.

Using Moon Crystals

Moon Crystals can be used in two primary ways: during exorcisms and for activating the Mystic Barrier.

1. Exorcisms:

- **As Tao Tokens:** Moon Crystals can be spent during exorcisms and count as Tao tokens of any color. This flexibility makes them extremely valuable when trying to meet the requirements for exorcising ghosts with specific color resistances.
- **Not Considered Tao Tokens:** Although Moon Crystals act as Tao tokens, they are not affected by abilities that target Tao tokens. For example, they are not affected by the ability of Black Widow ghosts or the "loss of Tao tokens" Curse die result.

2. Mystic Barrier:

- **Placing Moon Crystals in Receptacles:** During the Yang phase, a Taoist can place a Moon Crystal in an empty Receptacle if they are on a village corner tile adjacent to that Receptacle. The Moon Crystal must have been acquired during a previous game turn.
- **Activating the Mystic Barrier:** Once all four Moon Crystals are placed in the Receptacles, a special game phase called the Mystic Barrier is triggered. This occurs at the end of the Yang phase of the active player.

The Mystic Barrier Phase

When the Mystic Barrier is activated, it provides powerful opportunities to the players:

1. Choices for Each Board:

- **Save a Villager:** Players can return a Moon Crystal to the reserve to save the villager at the top of the stack on the tile with the Portal. If no villager is on that tile, players may save any visible villager on any other tile.
- **Exorcise Ghosts:** Players can roll all four Tao dice to exorcise one or more ghosts on their board. Moon Crystals can be used like Tao tokens during these rolls.

2. **Process:**

- Starting with the board to the left of the active player, each player makes their choice of action (saving a villager or exorcising ghosts).
- Once all four boards have made their choices, 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.

3. **Special Considerations:**

- The abilities and Tao tokens of the Taoists cannot be used for the exorcisms performed during the Mystic Barrier phase, but the Circle of Prayer and Enfeeblement Mantra are considered.
- Ghosts exorcised during this phase do not activate their right stone's abilities (curses or rewards).
- Wu-Feng incarnations cannot be exorcised by the Mystic Barrier.

Example of Using Moon Crystals

1. **Gaining a Moon Crystal:**

- During a player's turn, they use the Herbalist's Shop and roll a white result on the Tao die. They decide to take a Moon Crystal from the reserve.

2. Using Moon Crystals for Exorcism:

- The player is facing a ghost requiring three blue Tao tokens for exorcism. They only have one blue Tao token but use two Moon Crystals to meet the requirement and successfully exorcise the ghost.

3. Activating the Mystic Barrier:

- Throughout the game, players have placed four Moon Crystals in the Receptacles. During the Mystic Barrier phase, they decide to:
 - Save a villager by returning a Moon Crystal to the reserve.
 - Use the remaining three Moon Crystals to enhance their exorcism rolls, eliminating multiple ghosts from the boards.

The Mystic Barrier in "Ghost Stories: White Moon"

The Mystic Barrier is a powerful game mechanic introduced in the "White Moon" expansion of "Ghost Stories." It offers a strategic advantage to players by providing an opportunity to perform special actions that can significantly impact the game's outcome. Here's a detailed explanation of how the Mystic Barrier works and an example to illustrate its usage.

Activating the Mystic Barrier

To activate the Mystic Barrier, players need to place four Moon Crystals in the Receptacles located at the corners of the village. Here's how to activate and use the Mystic Barrier:

1. Placing Moon Crystals:

- During the Yang phase, a Taoist can place a Moon Crystal in an empty Receptacle if they are on a village corner tile adjacent to that Receptacle.
- The Moon Crystal must have been acquired during a previous game turn and placing it does not count as an action.

2. Triggering the Mystic Barrier:

- Once all four Moon Crystals are placed in the Receptacles, the Mystic Barrier is activated at the end of the Yang phase of the active player.

Mystic Barrier Phase

When the Mystic Barrier is activated, a special game phase occurs, providing powerful options for each board:

1. Choices for Each Board:

- **Save a Villager:** Return a Moon Crystal to the reserve to save the villager at the top of the stack on the tile with the Portal. If no villager is on that tile, players may save any visible villager on any other tile.
- **Exorcise Ghosts:** Roll all four Tao dice to exorcise one or more ghosts on the player's board. Moon Crystals can be used like Tao tokens during these rolls.

2. Process:

- Starting with the board to the left of the active player, each player makes their choice of action.
- Each board can either save a villager or perform an exorcism.
- Once all four boards have made their choices, any remaining Moon Crystals and Su-Ling are returned to the reserve.

3. Special Considerations:

- Taoist abilities and Tao tokens cannot be used for exorcisms during this phase, but the Circle of Prayer and Enfeeblement Mantra are considered.
- Right stone abilities (curses or rewards) of ghosts are not activated during this phase.
- Wu-Feng incarnations cannot be exorcised by the Mystic Barrier.

Example of Using the Mystic Barrier

Let's go through an example to illustrate how the Mystic Barrier can be used effectively:

1. Gaining Moon Crystals:

- Throughout the game, players have gained Moon Crystals through various means such as exorcising certain ghosts, using the Herbalist's Shop, and collecting them via Su-Ling's placement.

2. Placing Moon Crystals:

- Players have strategically moved their Taoists to the village corner tiles and placed all four Moon Crystals in the Receptacles.

3. Activating the Mystic Barrier:

- The fourth Moon Crystal is placed during the Yang phase of the red Taoist. The Mystic Barrier phase is now triggered.

4. Board Actions:

- **Board 1 (Left of the active player):** The green Taoist decides to save a villager from the tile with the Portal by returning a Moon Crystal to the reserve.
- **Board 2:** The blue Taoist faces several powerful ghosts and decides to exorcise them. The player rolls all four Tao dice, using one Moon Crystal to ensure successful exorcism.
- **Board 3:** The yellow Taoist saves another visible villager by returning a Moon Crystal to the reserve.
- **Board 4:** The red Taoist, who triggered the phase, uses the remaining Moon Crystal to roll the Tao dice and exorcise the ghosts on their board.

5. Outcome:

- Several villagers are saved, reducing the negative impacts and potentially gaining rewards.
- Multiple ghosts are exorcised, clearing the boards and reducing the threat level.

Mechanics of Saving a Villager in "Ghost Stories: White Moon"

In "Ghost Stories: White Moon," saving villagers is a crucial part of the gameplay, adding a layer of strategy and complexity to the original game. Here's a detailed explanation of how to save villagers:

Overview

Villagers are spread throughout the village on various tiles, and players must protect them from ghosts and lead them to safety. Successfully saving villagers grants the players various rewards, while their deaths can impose penalties and lead to game loss if too many are killed.

Villager Mechanics

1. Villager Tiles:

- Villager tiles are stacked in piles of three on village tiles, except for the tile with the Portal.
- Each villager tile represents a member of a family and includes information about their name, family size, and effects upon being saved or killed.

2. Movement:

- Villagers can only move when accompanied by a Taoist.
- A Taoist must be on the same tile as the villager to move them.
- Only the villager on the top of the stack can be moved.
- Villagers cannot move to or through haunted tiles.

3. Actions:

- During the Yang phase, a Taoist on a tile with a villager can choose to "Save a Villager" as their action.
- The villager is moved to the Shelter board for protection.

How to Save Villagers

1. Move Taoist to Villager Tile:

- A Taoist must move to a village tile where a villager is present.

2. Escort Villager:

- The Taoist can then escort the villager to the portal tile, where they can be safely moved to the Shelter board.

3. Using Actions:

- During their Yang phase, a Taoist can use their action to move a villager to an adjacent tile, and eventually to the portal tile.

4. Saving Process:

- Once the villager reaches the portal tile, they can be moved to the Shelter board, indicating that they are saved.

Multiple Villagers

• Simultaneous Saving:

- Multiple Taoists can save multiple villagers simultaneously, provided they coordinate their movements and actions.

- Taoists can work together to move villagers from different tiles to the portal.
- **Sequential Saving:**
 - Villagers can be saved one after another, with each Taoist focusing on moving a villager to the portal.
- **Villager Stacks:**
 - When a Taoist saves a villager, they move the villager to the top of the stack on the destination tile. If there are already villagers on that tile, the new villager is placed on top of the existing stack.

Steps to Save a Villager

1. **Move the Taoist to the Villager's Tile:**
 - A Taoist must move to the village tile where the top villager of the stack is located.
2. **Perform the Save Action:**
 - Instead of requesting help or exorcising a ghost, the Taoist can choose to save the villager.
 - The villager tile is moved from the village tile to the Shelter board.
3. **Apply the Positive Effect:**
 - If the entire family of a saved villager is rescued, the positive effect of the family is applied.
 - Each family has specific rewards, which can be immediate, temporary, or permanent.

Example

1. **Initial Setup:**
 - The village is set up with villager tiles on various village tiles.

2. Player's Turn:

- The Taoist is on a village tile with the top villager from the Hua family.

3. Movement Phase:

- The Taoist decides not to move and remains on the tile with the villager.

4. Save Action:

- The Taoist chooses to save the villager instead of exorcising a ghost or requesting help.
- The villager tile is moved to the Shelter board.

5. Effect:

- If the entire Hua family is saved (all members from the stack are in the Shelter), the positive effect for the Hua family is applied, which could be a reward like gaining Tao tokens or Qi points.

Acquiring and Using Artifacts in "Ghost Stories: White Moon"

Acquiring Artifacts

Artifacts in "Ghost Stories: White Moon" are obtained by saving entire families of villagers. Each family consists of multiple members, and saving all members of a family grants the corresponding artifact.

1. Saving Villagers:

- Villagers are initially placed on various village tiles in stacks of three.
- To save a villager, a Taoist must be on the same village tile and use their action to move the villager to the Shelter board.

2. Family Sets:

- Families are made up of specific villagers. Each family has a unique set of members that need to be saved.
- When all members of a family are saved (moved to the Shelter board), the players receive the artifact associated with that family.

3. Immediate and Permanent Effects:

- Saving an entire family not only grants the artifact but may also provide immediate or permanent benefits specific to that family.

Using Artifacts

Once acquired, artifacts provide powerful one-time-use effects that can significantly aid the players in their battle against the ghosts. Here's what happens when you use an artifact:

1. Activation:

- Artifacts can typically be used at any time during a player's Yang phase.
- To use an artifact, simply declare its use and apply its effect as described.

2. Effects:

- Each artifact has a specific effect that can provide various benefits, such as adding an extra Tao die, protecting a Taoist from Qi loss, or allowing an immediate exorcism.

3. One-Time Use:

- After an artifact is used, it is removed from the game and cannot be used again.
- Players should carefully consider the timing and strategic value of using an artifact, as they are powerful but limited resources.

Temporary Artifact Effects

Life Potion

Effect: This artifact can be discarded to grant 1 free Qi point from the reserve to any player, including dead players, or revives a villager without rolling a curse die.

- **Usage:** Provides immediate healing or revival, crucial in critical moments to keep players or villagers in the game.

Moon Dust

Effect: This artifact can be discarded to take a Moon Crystal from the reserve.

- **Usage:** Provides a valuable resource that can be used as a Tao token of any color or placed in a Receptacle for the Mystic Barrier.

Scroll of Unity

Effect: This artifact can be discarded during the Yang phase of a player's turn, after moving, to move all other Taoists to their tile. Other Taoists can choose whether to come and whether they want to take a villager with them.

- **Usage:** Allows for strategic regrouping of Taoists, facilitating coordinated actions and collective strength.

Firework

Effect: This artifact can be discarded during the Yang phase of a player's turn to benefit from the action of any other tile without having to be on it.

- **Usage:** Provides flexibility by allowing the player to use any village tile's ability without moving there, saving time and actions.

Vengeful Claw

Effect: This artifact can be discarded after a failed exorcism where no ghost dies. The owner of this artifact gains ONE Tao token of any color of the ghost targeted. This can only be done once per turn. This effect works on Wu-Feng and when using the Kung Fu School.

- **Usage:** Offers a compensatory benefit for failed exorcisms, ensuring players still gain valuable resources.

Permanent Artifact Effects

Armor of the Just

Effect: The owner of this artifact gains the following ability: Ignore abilities on the left stone of ghosts who enter play on their board or who move to their board. When a ghost is moved, only the captive die and the Inactive Tao are ignored.

- **Usage:** Provides significant protection by neutralizing immediate negative effects of ghosts, such as haunting of a village tile, immediate loss of Qi, or placing curses.

Shield of Time

Effect: The owner of this artifact gains the following ability: When a ghost card is drawn, if the ghost card matches the color of the player's board, they place the ghost on their board and resolve its effects as normal. If the ghost card does not match the color of the player's board, the player places the ghost card at the bottom of the ghost deck and draws the next card. This effect can be used more than once during a player's turn. This artifact does not work on Wu-Feng.

- **Usage:** Offers control over ghost placement, allowing players to draw cards until they find one that matches their board color, ensuring better management of ghost threats.

Divine Sword

Effect: The owner of this artifact gains the following ability: The player places one of their dice on the white face and rolls the other dice. This effect works on all exorcisms.

- **Usage:** Increases the likelihood of successful exorcisms by guaranteeing one die result as the versatile white face, which can match any color.

Haunter Ability and Villager Fleeing Mechanics in "Ghost Stories: White Moon"

Haunter Ability

The **Haunter** ability is a specific power of some ghosts that creates an additional threat to the village by gradually haunting village tiles. Understanding and managing this ability is crucial to maintaining control over the game.

Haunter Ability Effects

1. Presence of Haunting Figurine:

- Each ghost with the Haunter ability has a corresponding haunting figurine.
- The haunting figurine starts on the ghost card.

2. Movement of the Haunting Figurine:

- During the Yin phase of each turn, for each ghost with a Haunter ability on a player's board, move the haunting figurine one step forward.
- If the figurine is on the ghost card, move it to the first haunting icon on the player's board.
- If the figurine is on the first haunting icon, move it to the second haunting icon on the player's board.

3. Haunting a Village Tile:

- When the haunting figurine moves from the second haunting icon, it reaches the edge of the board.
- The first active (unhaunted) village tile in front of the ghost is then turned over, indicating it has become haunted.

- The haunting figurine is immediately placed back onto the haunting icon of the ghost card, ready to start the process again.

4. Consequences of Haunting:

- A haunted village tile is flipped to its haunted side, losing its beneficial effects for the players.
- If three village tiles become haunted, the players lose the game (in higher difficulty levels, this limit may be reduced to two haunted tiles).

Villager Fleeing Mechanics

1. Fleeing Trigger:

- Villagers flee when their tile becomes haunted or when specific ghost abilities target them, making it unsafe for them to remain on their current tile.

2. Movement to Adjacent Tile:

- The fleeing villager must move to an adjacent, unoccupied, and unhaunted village tile.
- The movement is directed by the players to ensure the safest possible new location for the villager.

3. Placement on the New Tile:

- When the villager moves to the new tile, they are placed on top of any existing stack of villagers on that tile.
- If the new tile is empty of villagers, the fleeing villager simply occupies the tile.

Villager Fleeing Process

1. Triggering the Flee:

- A villager is on a tile that becomes haunted due to the Haunter ability of a ghost or another similar effect.

- The players determine that the villager needs to flee to an adjacent tile.

2. Choosing the New Tile:

- The adjacent tiles are checked to ensure they are unoccupied and unhaunted.
- Players choose an adjacent tile that meets these criteria.

3. Moving and Placing the Villager:

- The fleeing villager moves to the chosen adjacent tile.
- If there are already villagers on the new tile, the fleeing villager is placed on top of the stack.
- If the new tile has no villagers, the fleeing villager simply occupies it alone.

Special Considerations

● Unoccupied and Unhaunted Tiles:

- If all adjacent tiles are occupied or haunted, the villager must continue to move to the next available tile that is safe.
- This ensures that villagers always find the safest possible location.

● No Safe Tiles:

- If no adjacent tiles are safe, the villager may be at risk of death, and they move to the Graveyard board, triggering any related negative effects.

Consequences of Haunting the Portal Tile

1. Portal Tile Becomes Haunted:

- When the portal tile is haunted, it is flipped to its haunted side.
- The portal tile loses its ability to help villagers escape to the Shelter board.

2. **Impact on Saving Villagers:**

- Villagers can no longer use the portal tile to escape to the Shelter board as long as it remains haunted.
- This makes it impossible to save villagers directly until the portal tile is restored.

3. **Restoring the Portal Tile:**

- Players need to use the Yin-Yang token to restore the portal tile to its active side.
- To use the Yin-Yang token, a Taoist must be on the haunted portal tile and perform the action to turn it back to its active side, allowing villagers to escape again.

4. **Strategic Adjustments:**

- Players must prioritize restoring the portal tile if it becomes haunted to continue saving villagers and gaining their benefits.
- Until the portal is restored, players need to find alternative ways to manage and protect villagers on the board.

Ghost Card Abilities

1. **Left Stone:**

- **Activation:** These abilities are triggered immediately when the ghost enters play.
- **Examples:** Haunt a tile, immediate loss of Qi, place a curse.

2. **Central Stone:**

- **Activation:** These abilities are activated during each Yin phase, which is the start of a player's turn.
- **Examples:** Ongoing effects like losing Qi each turn, moving a haunting figurine, or rolling the curse die.

3. **Right Stone:**

- **Activation:** These abilities are triggered when the ghost is exorcised and removed from play.
- **Examples:** Curses, rewards such as gaining Tao tokens or Qi, or other effects like freeing a captive die.

Applying Ghost Abilities

When a ghost card enters play or is exorcised, the abilities are applied in the following right-to-left order:

1. **Right Stone (Exorcism):**

- When a ghost is exorcised, apply the abilities on the right stone first. This includes any curses or rewards for exorcising the ghost.
- Example: If a ghost's right stone has a curse that makes the player roll the curse die, this is resolved immediately after the ghost is exorcised.

2. **Central Stone (Ongoing Effects):**

- During each Yin phase, apply the abilities on the central stone.
- Example: If the central stone causes the player to lose 1 Qi each turn, this effect is applied at the start of each Yin phase.

3. **Left Stone (Entry Effects):**

- When a ghost enters play, apply the abilities on the left stone first.

- Example: If the left stone causes the immediate haunting of a village tile, this effect is applied as soon as the ghost is placed on the board.

Ghost Card Example:

- **Left Stone:** Haunt one village tile immediately.
- **Central Stone:** Lose 1 Qi at the start of each Yin phase.
- **Right Stone:** Roll the curse die when exorcised.

Sequence of Events:

1. Ghost Enters Play:

- The left stone ability is applied, and the players must haunt one village tile immediately.

2. During Each Yin Phase:

- The central stone ability is applied, causing the player to lose 1 Qi at the start of each Yin phase.

3. When the Ghost is Exorcised:

- The right stone ability is applied, and the player rolls the curse die.

Devourer Ghost in "Ghost Stories"

The Devourer Ghost is one of the many challenging ghosts players may encounter in "Ghost Stories." This ghost has specific abilities that must be managed carefully to avoid severe consequences. Here is a detailed explanation of the Devourer Ghost and its abilities.

Devourer Ghost Abilities

Overview

- **Color:** The Devourer Ghost can be of any color (red, blue, green, yellow, or black).
- **Resistance:** The resistance value varies depending on the specific Devourer Ghost card, which determines how difficult it is to exorcise.
- **Abilities:** The Devourer Ghost typically has abilities that affect the game when it enters play, during the Yin phase, and when it is exorcised.

Left Stone: Entry Effect

When the Devourer Ghost enters play, its left stone ability is immediately triggered.

- **Haunt a Tile:** One common entry effect is haunting a village tile, causing the tile to be flipped to its haunted side and losing its beneficial effects.

Central Stone: Ongoing Effect

During the Yin phase (the start of each player's turn), the central stone ability of the Devourer Ghost is activated.

- **Devourer Effect:** The ghost may have an ability that causes continuous negative effects, such as losing Qi points or capturing Tao dice. This makes it a persistent threat that needs to be managed over multiple turns.

Right Stone: Exorcism Effect

When the Devourer Ghost is exorcised, its right stone ability is triggered.

- **Curse Die:** A common exorcism effect is requiring the player to roll the curse die, which can result in various negative outcomes such as losing Qi, haunting additional tiles, or discarding Tao tokens.

Here is an example of what a Devourer Ghost card might look like:

- **Color:** Red
- **Resistance:** 3
- **Left Stone:** Haunt one village tile immediately.
- **Central Stone:** Lose 1 Qi at the start of each Yin phase.
- **Right Stone:** Roll the curse die when exorcised.

Managing the Devourer Ghost

To effectively deal with the Devourer Ghost, players must:

1. **Prioritize Exorcism:**

- Since the Devourer Ghost has significant ongoing effects, players should prioritize exorcising it as quickly as possible to minimize the damage.

2. **Utilize Artifacts and Abilities:**

- Use artifacts like the **Armor of the Just** to ignore certain abilities when the ghost enters play or moves.
- Use the **Shield of Time** to draw a more manageable ghost if the Devourer Ghost is too challenging.

3. **Coordinate Actions:**

- Players must work together to manage the threat posed by the Devourer Ghost. Sharing Tao tokens and coordinating movements can help ensure a successful exorcism.

4. **Manage Yin-Yang Tokens:**

- Use Yin-Yang tokens strategically to restore haunted tiles or perform critical actions that can mitigate the effects of the Devourer Ghost.

