

Idiot's Guide to *Ghost Stories* Ambiguities

You've read the instructions; you've read the FAQ; you're still confused. ...

The following is meant to clear up some of the major ambiguities in the rules with regard to ghost placement, icons, and curses.

I. **Where ghosts are placed:**

- a. The active player draws and places ghosts.
 - i. Colored ghosts go onto any open spot on the board of their color, if able. Otherwise they are placed on any open space on any board.
 - ii. Black ghosts go onto any open space on the active player's board, if able. If there is no space they can be placed in any open space on any board.
- b. If the active player's board is full during at the beginning of his yin phase then no ghost is drawn and he loses 1 Qi. If there is ever no place to place the ghost because all 12 spaces are full, the active player loses 1 Qi.

II. **When ghost-effects kick in:**



- a. Left stone: When the card is laid on a board.



- b. Middle stone: In each yin phase that card become active as turns rotate, i.e. the yin phase of the hosting board.



- c. Right stone: When the ghost is exorcized.

III. **Who gets affected by ghost-effects:**

- a. Left- and middle-stones affect the player who hosts the ghost, i.e. the board and player where ghost is placed.
 - i. A couple left-stone effects by their nature affect other players as well:



e.g.

- b. Right-stone bonuses/curses affect the player who exorcizes the ghost.

IV. **Icon Confusion.** Most icons make sense once you grasp the above system, e.g.:



- a. "Tormentors": At his yin phase the player who hosts the ghost rolls the die and suffers its consequences.



- b. "Haunters": At his yin phase the player who hosts this ghost *advances* the figurine. (Note that the placing of the figurine on the card when it's laid is not an action

needing a separate left icon--a haunter “comes with” a figurine just as a tormentor “comes with” a curse die.)



- c. “Quick hauntings”: Because this starts the haunting cycle one step ahead of ‘zero’, it is indicated on the *left* stone.



- d. : Cause a one-time event when card is laid: Haunts a tile but no figurine placed; equivalent to the same symbol on the curse die.



- e. : The “die shield” is the one **exception** to the above rules among the regular ghosts, since it is a *property* or *condition* of that ghost from the moment card is laid.

Several incarnations also have properties or conditions in the middle that apply “always”; but unlike the regular ghosts these are explained clearly in the player aids:



- V. **Using neutral power tokens.** Used when playing with fewer than four players, these allow you to use a neutral board’s power for the remainder of your yang phase as if you were a player of that color. They can be combined with each other or your own powers. However, power tokens,

- By definition must be used only in the yang phase, restricting some of green’s abilities.*
- Need to be invoked at the regular time in the phase that color would have been utilized:

	Ying phase	Yang phase		
		Before movement	Movement	After movement but before or after an exorcism/summoning
Yellow		X		
Red			X	
Blue				X
Green	X, *But not allowed for power tokens			X

- The designer has specified Green “God’s Favorite” must be invoked before rolling for an exorcism (i.e. you can’t invoke it when you don’t like your roll). In contrast Blue’s “Second Wind” may be invoked after seeing the die roll results. (If this strikes you as a technicality, I recommend adopting the house rule that all blue and green token invocation be restricted to before the start of exorcism.)
- A Green player may of course use his powers during the ying phase too since he doesn’t need tokens to do so.

VI. Miscellaneous Obscure rules

- a. A Buddha may only be placed in an empty space the active player is facing. Two buddhas may be placed in a corner if both spaces are empty. Buddha's cannot be placed the same turn they are taken but may be placed at the end of any subsequent turn.
- b. Each die in a roll counts once for one ghost in double-corner exorcisms; they don't get "double duty". But you may split the dice any way you like after rolling them. If several ghosts could be eliminated by the dice, you may choose which gets discarded.
- c. After rolling you *must* exorcise a ghost if the dice allow it; but you may always *elect* whether to use tao tokens .
- d. Green "God's Favorite" allows re-rolling of tao-dice not only in exorcisms but also when obtaining tokens from Herbalist. It also allows re-rolling of the curse die when raising dead in the cemetery. Rolling the extra die for Green's" Mountain Strength" only applies to exorcism; its immunity to the curse die applies in both yin and yang phases however.
- e. Rolling the curse die while in cemetery : The curse effects from resurrection apply to the player resurrecting another (i.e. the active player); tile-haunting if it appears applies to the cemetery tile itself.

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