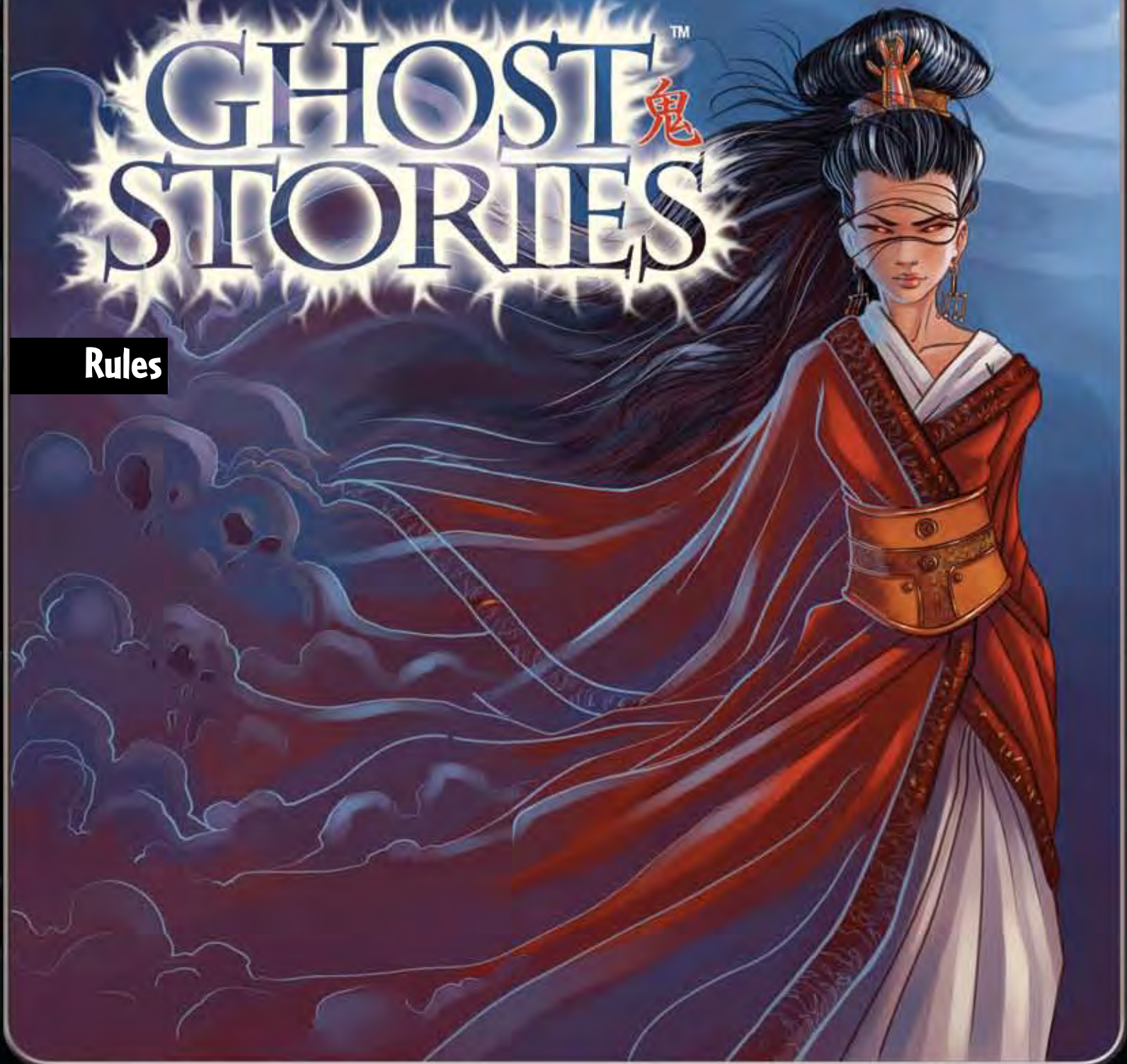


# GHOSH™ STORIES 鬼

Rules





# Ghost Stories

A game by Antoine Bauza for 1 to 4 players, ages 12 and up.

*Many fell putting an end to the reign of terror of Wu-Feng, Lord of the Nine Hells. The funerary urn housing his ashes was buried in the cemetery of a village in the Middle Empire. Years have passed, and the cursed legacy has been forgotten by the living.*

*Hidden away in hell, Wu-Feng has forgotten nothing. His incessant research allowed him to locate the receptacle. The shadow of his former incarnation already extends to the villagers, who are unaware of the danger threatening them.*

*Fortunately, the Fat-Si (Taoist priests) keep watch, guarding the border between the dead and the living. Armed with their courage, their faith, and their powers, they will try to return the reincarnation of Wu-Feng to Hell.*

## Preamble

Ghost Stories is a cooperative game. The players play as a team against the game. Either they share a common victory, or they all suffer the same defeat. For your first reading of the rules, keep the play aids nearby: they will help you understand the game mechanisms.

The rules presented here are for a 4-player game. Games with 1, 2, or 3 players require certain adjustments, which are covered in the appendix.

Ghost Stories provides 4 levels of difficulty: Initiation, Normal, Nightmare, and Hell. The rules below are for Initiation. Once you've conquered the Initiation, Ghost Stories allows you to increase the difficulty. The appropriate adjustments for playing the other difficulty levels are in the appendix.



# Contents

<ul style="list-style-type: none"><li>• 4 game boards</li><li>• 9 Village tiles</li><li>• 3 Tao dice</li><li>• 1 special Tao die</li><li>• 1 Curse die</li><li>• 55 Ghost cards (blue cards)</li><li>• 10 Incarnation of Wu-Feng cards (red cards) (I)</li><li>• 20 Tao tokens</li><li>• 20 Qi tokens</li><li>• 4 Taoist figurines</li></ul>	<ul style="list-style-type: none"><li>• 4 Yin-Yang tokens</li><li>• 8 Haunting figurines</li><li>• 2 Buddha figurines</li><li>• 1 Inactive Taos marker</li><li>• 1 Enfeeblement Mantra token (a scroll)</li><li>• 4 Inactive Power tokens</li><li>• 3 Neutral Power tokens</li><li>• 1 rulebook</li><li>• 2 play aids</li><li>• 1 sheet to record the results of your games</li></ul>
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## Elements of the game

### Village Tiles (A)

The village that the Taoists must defend is composed of 9 locations, represented by the Village tiles. These sites can provide aid to the players, but can also be haunted by the ghosts. The front of each tile represents the place with its owner (called an active location); the back represents the place without its owner (called a haunted location). The Village tiles are detailed in one of the play aids.

### Game Boards (B)

Each of the 4 game boards has 3 rectangular spaces to accommodate the ghosts that are attacking the village, 6 circular stones (2 steps in front of each of the 3 ghost spaces) for the Haunting figurines, 3 circular spaces for the Buddha figurines, as well as stones in the lower-left corner that depict the Taoist's power. These boards are double-sided, each side providing a different power to be used each game.

### Qi Points (C)

The Qi (pronounced "Chi") points represent the vital energy of the Taoists. They can be lost (under the assault of the Ghosts, and in a few other cases) and regained (via rewards and a specific Village tile).

### Yin-Yang Power (D)

Each Taoist has one Yin-Yang token, which can be spent to get an extra action.

### Tao Tokens (E)

In order to grapple with the ghosts, the Taoists will rely on mystical components (sticky rice (yellow), silver bells (green), incense sticks (red), Taoist mirrors (blue), and coins (black)) represented by Tao tokens. These tokens exist in 5 colors, each color corresponding to one type of ghost.

### Tao Dice and Curse Die (F)

The Taoists use the 3 Tao dice to exorcise the ghosts. (The extra Tao die is associated with a specific power of the green Taoist.) Sometimes the players must roll another die, the Curse Die, and suffer its negative effects.

### Ghosts (G)

The ghosts are characterized by Color (1), Resistance (2), Abilities (3), and sometimes a Reward (4). These concepts are detailed later in the rules and in one of the play aids.

The ghosts' abilities are grouped according to when they are activated:

- the abilities in their left stone must be applied when the ghost enters the game.
- the abilities in their center stone must be applied each turn (Yin phase).
- the abilities in their right stone must be applied when the ghost is exorcised (see Curse and Reward).

If a ghost has several abilities, they are applied from left to right.



When a ghost is placed on the discard pile, its abilities vanish.

*Example: (a) Haunt one tile upon arrival, (b) haunt one tile each turn, (c) haunt one tile when exorcised.*

*Example: Bruce exorcised Severed Heads, so the group recovers the Tao die that the ghost had captured.*

### Buddha and Haunting Figurines (H)

The Haunting figurines represent the Ghosts' menace to the village, and the Buddha figurines represent the mystical traps that the Taoists can set.

## Setup (Initiation level, 4-player game)

Randomly arrange the 9 Village tiles to form a 3 by 3 square. At the beginning of the game, no locations are haunted, so the villagers are visible.

Place the 4 game boards along the sides of the square of Village tiles such that each one is facing a player. Randomly assign each player a color, and for each player, randomly determine which side of his board to use.

Each player takes 4 Qi tokens, the Yin-Yang token in his color, a Tao token in his color, and places the Taoist figurine of his color on the central tile of the village.

Place the 2 Buddha figurines on the "Buddhist Temple" Village tile.

The remaining materials (Tao tokens, Qi tokens, figurines) form a supply.

One of the players prepares the Ghost's deck:

Shuffle the Ghost cards. 10 cards before the bottom of the deck, insert a random Incarnation card, but do not look at it or any of the others.

## Goal of the Game

In order to claim victory over the ghosts and save the village, the players must exorcise the incarnation of Wu-Feng.

## Playing the Game

The last player to have seen a kung-fu movie starts. The players play in turn, in clockwise order. Each player's turn comprises 2 phases (Yin and Yang). The diagram on the last page of these rules summarizes a player's turn.

## Yin Phase (Ghosts)

### Step 1. Ghosts' actions

At the beginning of his turn, the active player announces the ghosts present on his board. Any abilities on their center stone are active now in the Yin phase.

#### A. Presence of ghost(s) with the Haunter ability



For each of these ghosts present on his board, the player must update the position of the associated Haunting figurine. If the figurine is on the card, the player advances it off the card, to the stone depicting a haunter. If the figurine is already on the first stone of the board, the figurine advances to the haunting stone at the edge of the board, and the player

must flip the first village tile in front of the ghost face-down. If the tile in front of the ghost is already haunted (flipped face-down), then the next one on the same line gets flipped face-down. The Haunting figurine is then immediately

returned to the card, ready for the next such cycle.

Note for Initiation level: If all 3 Village tiles in front of the ghost are already haunted, such that this ghost would be haunting a non-existent fourth tile in that row, the players immediately lose the game.

#### B. Presence of ghost(s) with the Tormentor ability



For each of the tormentors (ghosts with a curse die on the center stone) present on his board, the active player must roll the Curse Die and apply the effect:

(a) : No effect.

(b) : The first active village tile in front of the ghost becomes haunted.

(c) : The player must bring a ghost into play according to the placement rules.

(d) : The player must discard all his Tao tokens.

(e) : The Taoist loses one Qi point.



### Step 2. Board overrun?

If all 3 ghost spaces on his board are occupied, the player loses 1 Qi and immediately ends his Yin phase without performing Step 3.

### Step 3. Arrival of a ghost

If the player's board is not overrun by 3 ghosts, the player draws the first ghost card from the deck, and brings it into play according to the following rules:

#### Ghost placement rules

A Red (mountain), Green (forest), Blue (river), or Yellow (marsh) ghost must be placed on the board of the corresponding color, if possible. If all three spaces on that board are already occupied, then the active player chooses any other location. A Black ghost must be placed on the active player's board, if possible. Again, if all three spaces are taken, 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.

It may be the case that all 12 spaces are occupied by ghosts when it's time for the player to add a ghost. In this situation, instead of adding the ghost, the active Taoist loses 1 Qi.

*Example: Bruce draws Severed Heads (ILLU), and because the ghost is black, he places it on his board, which brings the total number of ghosts on his board to 3. He doesn't lose any Qi, because Qi loss due to board overrun happens in*



*the active player's Step 2. Now, however, he must add another ghost, but since all 12 spaces are now occupied, instead of adding another ghost, he loses one Qi. Finally, he places one of the 3 Tao dice on Severed Heads.*



### **Yang Phase (Taoist)**

Once the Yin phase is resolved, the player plays the role of his Taoist, according to the following sequence:

- 1) Move (optional)
- 2) Request help from a villager OR attempt an exorcism
- 3) Place a Buddha (optional)

Note: The active player can use his Yin-Yang power before or after any step of his Yang phase.

#### **1) Move**

The player can move his Taoist pawn from its current space to an adjacent space. Diagonal movement is permitted. Movement is not required.

#### **2) Request help from a villager OR attempt an exorcism**

The Taoist may perform only one of the 2 following actions:

##### **2.a) Request support from a villager**

The Taoist may request help from the villager on the Taoist's current tile. The actions are detailed in the play aid.

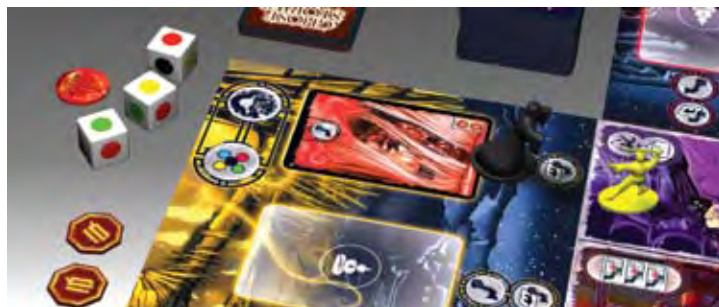
##### **2.b) Attempt an exorcism**

The Taoist may exorcise the ghost from the space adjacent to the village tile on which the Taoist is standing. Once a ghost is exorcised, it is discarded, and thus returned to hell. If the player fails nothing happens.

To attempt to exorcise a ghost, a player rolls the 3 Tao dice, and must roll a number of colored faces equal to the ghost's resistance. Note: the white faces are wild, and can represent whatever color the player chooses.

*Example: The yellow Taoist, played by Bruce, is up against Bleeding Eyes (Red, resistance 2). In order to beat it and return it to hell, he needs to roll 2 red (or white) faces on the 3 Tao dice.*

If the player fails to obtain the necessary faces, he may spend Tao tokens of the color he needs in order to cover the difference.



*Example: Bruce rolls the Tao dice, and only gets one red face. If he has a red token, he may spend it, sending the Ghost to hell.*

### **Exorcising 2 Ghosts**

A monk standing on one of the four corner tiles of the village is poised to exorcise both adjacent spaces, and therefore has the opportunity to exorcise two ghosts in one shot. In order to do this, the player must roll both ghosts' resistance in one roll. As usual, the player may use Tao tokens to cover the difference.



*Example: The yellow Taoist is currently on a corner tile. The two adjacent spaces are occupied by Ghosts: Bleeding Eyes (Red, resistance 2) and Perfidious Nymph (Blue, resistance 1). He rolls the 3 Tao Dice and gets 1 red face, 1 white face, and 1 yellow face. The yellow face is useless. He spends a Red Tao token, which supplements the red he rolled, and exorcises Bleeding Eyes. He uses the white as a blue to exorcise the Perfidious Nymph.*

Special note: A player is never required to spend Tao, but if the dice are sufficient to exorcise a ghost, the player must exorcise the ghost.

*Example: Bruce is on a corner tile. The adjacent spaces are occupied by a Zombie (Yellow, resistance 2) and a Coffin Breaker (Yellow, resistance 1). Bruce*

wants to exorcise the Coffin Breaker because it's nullifying the power of the board on which it's standing. He rolls the 3 dice and gets 2 yellow faces and 1 white. He exorcises the Coffin Breaker, but must also exorcise the Zombie. He must therefore roll a Curse die for the latter, because of the Zombie's ability, triggered upon exorcism.



### Sharing Tao tokens

If necessary, during an exorcism, the active player can use Tao tokens of one or more Taoists standing on the same village tile with him. However, players can otherwise neither give nor exchange Tao tokens.

*Example: Bruce moves his red Taoist to the same tile as the yellow Taoist. The space in front of this tile is occupied by a Hopping Vampire (Yellow, resistance 3). Bruce rolls the 3 Tao dice, and gets one green face, one yellow face, and one red face. Bruce has no yellow Tao tokens to complement his roll, but Sam, the yellow Taoist, has 2. The players choose to spend them in order to get a total of 3 yellow and send the Ghost to the discard pile.*

### Curse and rewards (right stone)

Certain ghosts curse and/or reward the Taoist that exorcises them. These curses and rewards are indicated on the stone on the right. The most frequent curse is to have to roll the curse die and apply its effects. The potential rewards are as follows: Gain Tao tokens (the player chooses the color from those available in the supply), gain a Qi point, or recover your Yin-Yang (if you have already spent it). Curses are always applied before rewards.



*Example: Bruce succeeds in exorcising a Dark Wraith (Black, resistance 3). He has a choice between gaining 1 Qi or taking back his Yin-Yang. He chooses to take back his Yin-Yang, rather than gain Qi.*

### 3) Place a Buddha



A player who obtained a Buddha figurine during a prior turn (via the Buddhist Temple village tile) may place it at the end of his turn, if his Taoist faces an empty ghost space. Place the Buddha figurine on the Buddha symbol. Once a ghost is placed or moved onto a space protected by a Buddha, the ghost is immediately rerouted to hell (the discard pile). The Buddha is then placed on the Buddhist Temple tile. The ghosts that are victims of a Buddha do not apply their curses, but they also do not grant their rewards.

### Yin-Yang

Each Taoist has one particularly valuable asset: the Yin-Yang. Using his Yin-Yang permits the Taoist to receive aid from any villager without having to be on that villager's tile, OR it permits the Taoist to flip a haunted tile back to its active side, bringing the villager back. Use of the Yin-Yang is in addition to the player's normal action.

When a player uses his Yin-Yang, he returns the token to the supply.

The Taoists may have the opportunity to get back their Yin-Yang by exorcising certain ghosts. The active player can use his Yin-Yang before or after any step of the Yang phase (before doing anything, after moving, etc.), but not in the middle of an action.





*Example: Sam is face-to-face with a Dark Wraith (Black, resistance 3). He has no black Tao tokens but absolutely wants to exorcise this Ghost. He decides to use his Yin-Yang. He uses it to appeal to the Circle of Prayer tile, and places a black Tao token on it. He continues his turn and attempts to exorcise the Phantom. He rolls the 3 Tao Dice and gets one black face, one white face, and one green face. With the black token on the Circle of Prayer weakening black ghosts, the white face, and the black face, the exorcism is a success.*

## Death of a Taoist

A Taoist that has no more Qi is dead. All his possessions are lost (his Tao tokens, his Buddha figurines, his Yin-Yang). His figurine is placed lying, dead, on the Cemetery tile. The ghosts on his board remain in play.

A player whose Taoist is dead continues to play and deliberate with the other Taoists (although he can't act directly, they can still consult with his spirit, benefiting from the wisdom of the departed). He can win the game, even dead. He may even come back to life, with the aid of the Cemetery tile (and the other Taoists!).

His board becomes possessed (see neutral board below) and the ghosts occupying it continue to act, despite the Taoist's death. The other players will have to suffer the effects and consequences of the ghosts on this board.

*Example: 3 village tiles are already haunted. During the next player's Yin phase, one more tile will be haunted by a ghost with the Haunter ability. Sam only has one Qi left, but in order to save the village, he decides to sacrifice himself by requesting help from the sorcerer in order to return the ghost to hell.*

## The incarnations of Wu-Feng

An incarnation of Wu-Feng comes into play 10 cards before the end of the deck (in Initiation). Exorcising this incarnation is the only way for the players to win the game. Each incarnation has not only an ability, but also 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 affected neither by the "Sorcerer's Hut" tile nor by 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.

Note: Some incarnations cast a curse when they are exorcised.

Each incarnation returns 1 Qi token and 1 Yin-Yang token to the group. The players decide to whom they will assign these rewards. A dead Taoist cannot receive Qi.

## End of the Game

The game ends if the players manage to exorcise the last incarnation of Wu-Feng. (Nightmare and Hell have more than 1.)

There are 3 situations that result in the players' defeat:

1. All the Taoists are dead (no more Qi tokens). With no one left to confront the menace, the village becomes lifeless under the assault of the Ghosts...
2. A 4th location in the village is haunted. The ghosts have retrieved Wu-Feng's funerary urn. The world of the living exists no more...
3. The deck of ghosts is exhausted while an incarnation of Wu-Feng is still in play. The village will never again see the light of day...

Note: 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.

*Example: The Taoists exorcise the "Death Army" incarnation of Weng-Fu. There are already 3 village tiles cursed before they have to roll a Curse die. Unfortunately, the die roll provokes haunting of a village tile situated in front of the incarnation. The players lose the game at the last possible moment...*

Remarks: Do not despair if your first few games result in defeat. Ghost Stories requires some learning, and you may need to have a few games under your belt at a level of play before you can defeat it the first time. In fact, the "Hell" level of play will challenge even experienced players, but it's still possible. Just be sure to apply all the rules, utilize all the powers and Yin-Yang in your possession, and above all, cooperate with each other. You can do it!

If the Initiation level of play is still too tough, you can start with 5 Qi, but the game will lose a lot of its tension and suspense.

## Score

In order to evaluate your performance, and to help you progress, you will find a score sheet in the box to keep track of your games.

To calculate your score, use the following values:

- 1 per Qi
- 2 per empty ghost space
- - 3 per dead Taoist
- - 4 per haunted village tile
- + 10 for final incarnation
- + 2, +4, +6 for other incarnations (Nightmare or Hell level), +4, +6 for 1 and 2 players.

## The Taoists' Powers

Each game board provides two different powers. During each game, the player will have one of the two powers, because he will use either the front or back of his board (selected randomly). The 8 powers are described below:

### Yellow Taoist

#### 1. Bottomless Pockets



The yellow Taoist is never short of mystical components.

Before his movement, he takes a Tao token of whatever color he chooses from among those available in the supply.

#### 2. Enfeeblement Mantra



The yellow Taoist can enchant Ghosts to hinder them.

Before his move, he places or moves the Enfeeblement Mantra token onto any ghost in the game. A ghost under the effect of the enfeeblement mantra

has its resistance during an exorcism reduced by 1 (a ghost with a resistance of 3 has a resistance of 2), regardless of which Taoist is performing the exorcism. When the ghost targeted by the enfeeblement mantra is removed from the game, return the enfeeblement mantra token to the yellow Taoist, who will be able to use it again during his next turn. If the monk loses his power, remove the Enfeeblement Mantra token from the game.

### Red Taoist

#### 1. Dance of the Spires



The red Taoist has the ability to fly. During his movement, he can move to any village tile, rather than being limited to adjacent tiles.

#### 2. Dance of the Twin Winds



The red Taoist can guide his comrades. After his movement, he can move one other Taoist one space.

### Green Taoist

#### 1. The Gods' Favorite

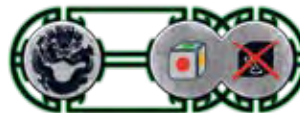


The ancestral deities accompany the green Taoist.

He can reroll each Tao die involved in a support action or an exorcism (he may keep some of the Tao dice and reroll the rest).

He may also reroll the Curse die. He must always keep the second result.

#### 2. Strength of a Mountain



The green Taoist has extraordinary power. He has a fourth Tao die when performing exorcisms. Moreover, he never rolls the Curse die.

### Blue Taoist

#### 1. Heavenly Gust



The blue Taoist can act in a heartbeat. He can request aid from villagers AND attempt an exorcism, in whatever order he chooses.



## 2. Second Wind



The blue Taoist can slow the flow of time. From his current village tile, he can request aid from villagers twice OR attempt two exorcisms. The two exorcisms are independent: He can't keep a partial success from

the first and apply it to the second.

## Rules for 1, 2, or 3 Players

### Setup

Set up the game as if you were setting up for 4 players.

Randomly assign a board and power (front/back of the board) to each player. Set up the other boards randomly, too. Those boards will be neutral. Place 3 Qi tokens on each neutral board.

In addition to the Yin-Yang and Tao tokens, give each player a Power token.

Remove 5 random cards from the deck for each missing player, and leave them in the box. (That is, for a 3-player game, remove 5 cards; for a 2-player, 10. For solitaire play, remove 15.) Add the incarnations of Wu-Feng to the deck AFTER removing the extra cards.

In a 2-player game, the players must sit facing each other, having boards opposite one another, such that there is a neutral board between them to the left, and another to the right.

For solitaire play, make sure the red board has the "Dance of the Spires" power visible (to enable flying). Take one Tao token of each color except black, and 3 Power tokens.

### Neutral Boards

The boards without players are called "neutral boards". Like those with players, they receive Qi tokens at the start of the game, and in their turn they will have a Yin phase, albeit a peculiar one.

#### Yin phase for a neutral board

A neutral board's turn is reduced to a shorter Yin phase (no step 3). There is no Yang phase, because the Taoist is dead or the player is absent.

At the end of the neutral board's Yin phase, the next player (the one after the neutral board) goes.

### Step 1. Ghosts' Actions

#### Presence of ghost(s) with the Haunter ability

For each of these ghosts on the board, adjust the position of the Haunting figurine according to the normal rules.

#### 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.

### Step 2. Board overrun?

If the board is filled with ghosts at the start of this step, the board loses one Qi. If the board was already "possessed" (0 Qi), a player must take the Qi loss.

Note: Step 3. (adding a ghost) never happens on a "possessed" board.

Note: A neutral board cannot receive Qi.

### Possessed board



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

The power of a possessed board becomes inactive (place an Inactive Power token on

the board's power stone).

Any loss of Qi points (i.e. board overrun or tormentor) 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



The Power token allows the active player to use a neutral board's active power during his Yang phase, as long as the neutral board is not possessed. It is possible to utilize multiple tokens during the same turn, but it is forbidden to use the same power several times in the turn.

Place any used Power tokens on the central tile of the village.

An active player who ends his turn in the center of the village can reclaim one or more power tokens.

Like Tao tokens, the Power tokens cannot be exchanged between the players.

*Example: Sam is training himself by playing a solitaire game. He controls the red Taoist, and has 3 Power tokens. He can use all 3 during the same turn in order to use the green board's power once, the blue board's power once, and the green board's power once.*

# Level of difficulty: Normal, Nightmare, and Hell

The preceding rules let you discover Ghost Stories at an Initiation level of play. Once you have triumphed over this mode, Ghost Stories provides 3 additional levels of play, to allow you to increase the challenge and difficulty as you improve.

## Normal

*The true adventure begins...*

The Normal mode differs from Initiation on two points:

- The Taoists start the game with 3 Qi tokens, not 4.
- The Taoists lose the game if 3 village tiles are haunted, rather than 4.

## Nightmare

*You've progressed? How dare you?!*

Nightmare uses the rules of Normal mode, but the number of incarnations you must return to hell in order to win is now 4.

Remove the appropriate number of ghosts if there are fewer than 4 players, and then (without peeking!) randomly insert the incarnations into the deck as follows: 10 cards, 1 incarnation, 10 cards, 1 incarnation, 10 cards, 1 incarnation, 10 cards, 1 incarnation, then the rest of the cards.

With only 1 or 2 players, there are only 3 incarnations.

## Hell

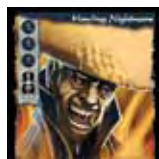
*Approved by Wu-Feng himself!*

Hell is the same as Nightmare, with one small difference: The Taoists start the game without their Yin-Yang.

Remember, with only 1 or 2 players, there are only 3 incarnations.

Mode	Qi tokens	Tiles for defeat	Incarnations	Other
Initiation	4	4	1	
Normal	3	3	1	
Nightmare	3	3	4	
Hell	3	3	4	no Yin-Yang

# Appendix: Powers of the incarnations



## Howling Nightmare

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



## Uncatchable

This incarnation must be on a location occupied by a Buddha figurine in order for you to exorcise it. This can be done by moving this incarnation onto a Buddha, or by bringing it into play on a Buddha.

Note: This incarnation is the only one that can be placed on a Buddha figurine even when it comes into play.



## Death Army

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



## Forgotten Ones

Upon its arrival in the game, this incarnation prevents all Taoists from using their powers.



## Bonecracker

When this incarnation comes into play, each Taoist must discard 1 Tao token. Each turn, each player must discard 1 Tao. If a player has no Tao to discard, nothing happens.



## Dark Mistress

Upon its arrival in the game, this incarnation prevents the Taoists from using Tao tokens (put the Inactive Taos marker on the table).



## Creeping Horror

Ability: Capture a Tao die (keep the die on the card).





### Vampire Lord

The vampire lord is simply 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

Resistance: 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.

22. Fury of Depth
23. Creeping One
24. Fungus Thing
25. Fallen Monk
26. Fallen Monk
27. Restless Spirit
28. Rotten Soul
29. Rotten Soul
30. Wicked one
31. Wicked one
32. Green Abomination
33. Great Putrid
34. Skinner
35. Reaper
36. Sharp-Nailed Mistress
37. Sharp-Nailed Mistress
38. Bleeding Eyes
39. Blood Drinker
40. Blood Drinker
41. Scarlet Evildoer

43. Flesh Devourer
44. Raging One
45. Gloomy Minion
46. Repellent Beauty
47. Severed Heads
48. Severed Heads
49. Gravewalker
50. Black Widow
51. Black Widow
52. Dark Wraith
53. Dark Wraith
54. Shapeless Evil
55. Soul Eater
56. Howling Nightmare
57. Uncatchable
58. Hope Killer
59. Death Army
60. Forgotten Ones
61. Bonecracker
62. Dark Mistress
63. Creeping Horror
64. Vampire Lord
65. Nameless

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Yin

### 1.A. Ghost(s) with the Haunter ability

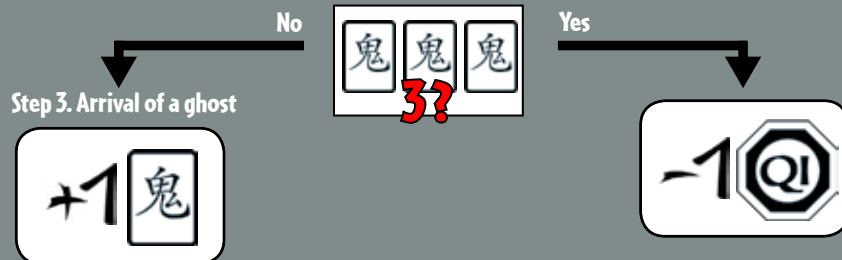


### 1.B. Ghost(s) with the Tormentor ability

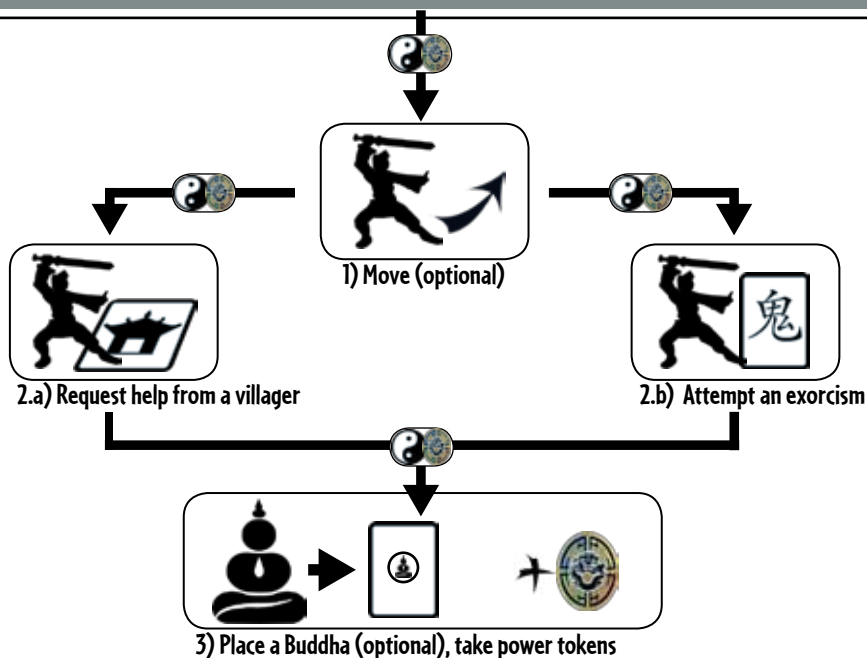


- (a) : No effect.
- (b) : The first active village tile in front of the ghost becomes haunted.
- (c) : The player must bring a ghost into play according to the placement rules.
- (d) : The player must discard all his Tao tokens.
- (e) : The Taoist loses one Qi point.

### Step 2. Board overrun?



Yang





## Abilities of the Ghosts



Add a ghost.



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



The player or the neutral board loses one Qi.



Haunter : place a haunting figurine on the card when the ghost arrive.



When this kind of ghost appears place the haunting figure directly on the board. The rest of its haunting cycle is normal.



The player must roll the Curse die. Note: If the ghost is destroyed by a Buddha or the Sorcerer, you don't need to roll the die.



The player receives 1 Qi OR regains his Yin-Yang token. Note: If destroyed by a Buddha or the Sorcerer, you do not get this benefit.



The player receives 1 Tao token of his choice (if available). Note: If the ghost is destroyed by a Buddha or the Sorcerer, you do not get this benefit.



Until this ghost is defeated, the power of the board on which it sits cannot be used (place an Inactive Power token 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.



Until this ghost is defeated, players cannot use their Tao tokens (you can still use the Circle of Prayer). Put the Inactive Tao marker on the table to remind you.



Until this ghost is defeated, it holds a Tao die captive. Place one die on this ghost. Players roll one die fewer until this ghost is defeated.



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



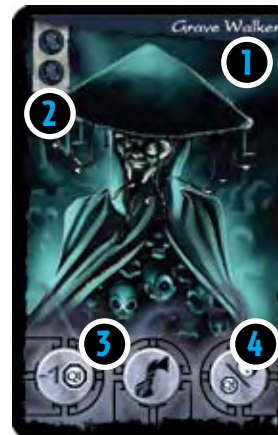
The player receives 2 Tao tokens of his choice (if available). Note: If the ghost is destroyed by a Buddha or the Sorcerer, you do not get this benefit.



The active player loses 1 Tao token, if he has 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.



The ghosts are characterized by Color (1), Resistance (2), Abilities (3), and sometimes a Reward (4). These concepts are detailed later in the rules and in one of the play aids.

The ghosts' abilities are grouped according to when they are activated:

- the abilities in their left stone must be applied when the ghost enters the game.
- the abilities in their center stone must be applied each turn (Yin phase).
- the abilities in their right stone must be applied when the ghost is exorcised (see Curse and Reward).

If a ghost has several abilities, they are applied from left to right. When a ghost is placed on the discard pile, its abilities vanish.

# Village Tiles Play Aid

## Cemetery



*Between the tombstones covered with weeds, the gravedigger guards the door between two kingdoms.*

Return a dead Taoist to the game. Give him 2 Qi, then roll the Curse die. Note : the Haunting face haunts the Cemetery tile.

## Night Watchman's Beat



*Braving the cold air of the alleys, the night watchman makes his rounds, and lights the lamps of the village.*

Repulsed by the light, the hauntings shrink back.

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

## Taoist Altar



*Thanks to their altar and their rituals of protection, the faithful disciples help you chase away a ghost that is haunting a village tile.*

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

## Circle of Prayer

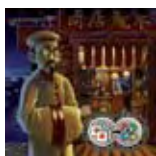


*Of one mind in the struggle against Wu-Feng, the monks of the Circle of Prayer focus in order to weaken a particular type of ghosts.*

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 exorcism (a ghost with a resistance of 3 has a resistance of 2). This works for all the Taoists. The Tao token stays here, in effect, after any exorcisms.

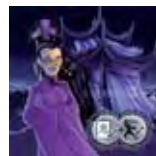
## Herbalist's Shop



*On its dusty shelves, this shop offers all kinds of components for mystical rituals.*

Roll 2 Tao dice and take Tao tokens of the corresponding colors from the supply, limited by what is available. Each white face rolled allows you to choose the color of Tao token to take.

## Pavilion of the Heavenly Wind

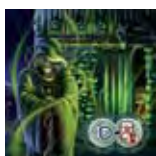


*Behind the diaphanous veils of its Pavilion, the Mistress of Winds commands the elements, moving Taoists and Ghosts at her discretion...*

Move a ghost of your choice to any free space (this space may be occupied by a Buddha figurine), then move a different Taoist to a Village tile.

Note: When the ghost moves, all his properties go with him. He takes his Haunting figurine in the same relative position, his marker for deactivation of power, his enfeeblement mantra, etc.

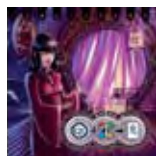
## Sorcerer's Hut



*In the hut's moisture, the village sorcerer is always ready to help. His black magic is powerful, but it comes at a high price...*

Send any ghost in play to the discard, without suffering from its ability, but also without taking its reward. Lose one Qi point.

## Tea House



*This establishment provides a cup of hot tea and a relaxing atmosphere to allow you a momentary reprieve from the tension outside, because the ghosts - well, they never rest...*

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

## Buddhist Temple



*Faced with darkness, the Taoists can count on the Strength and Wisdom of Buddha, and the offerings from his faithful.*

The Wisdom of Buddha is a valuable aid in the struggle against Hell.

Take a Buddha figurine, which you can place on any haunting stone you wish on your next turn.