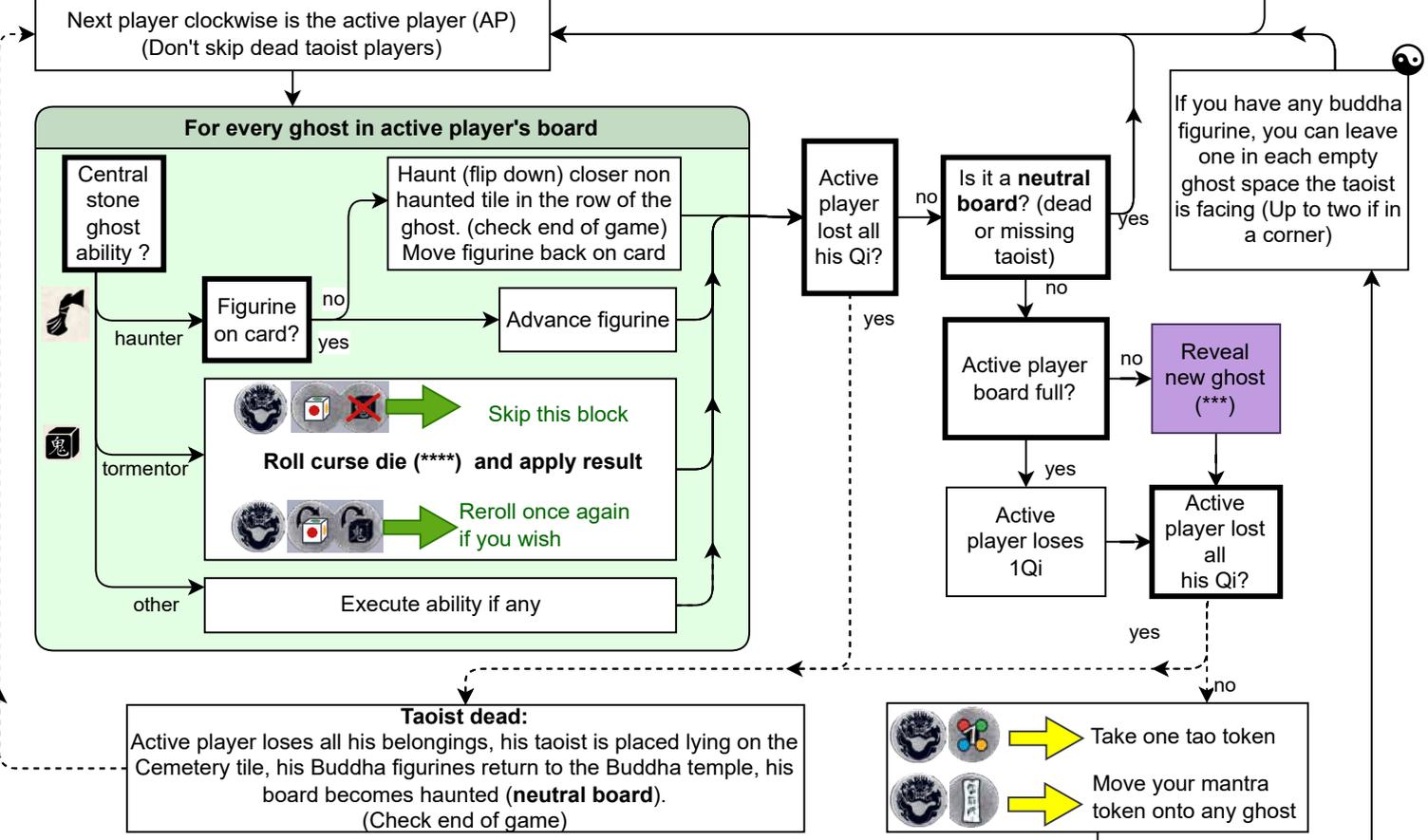
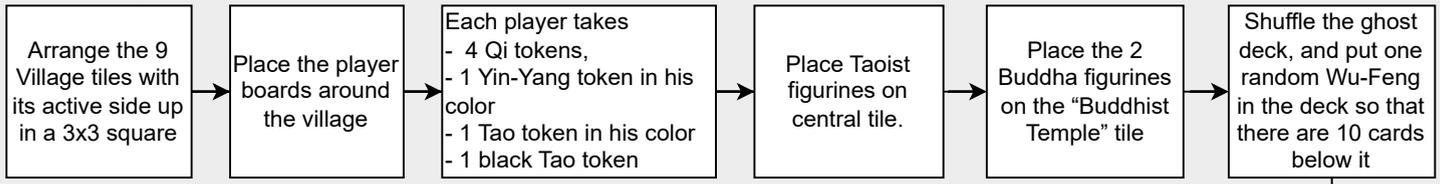
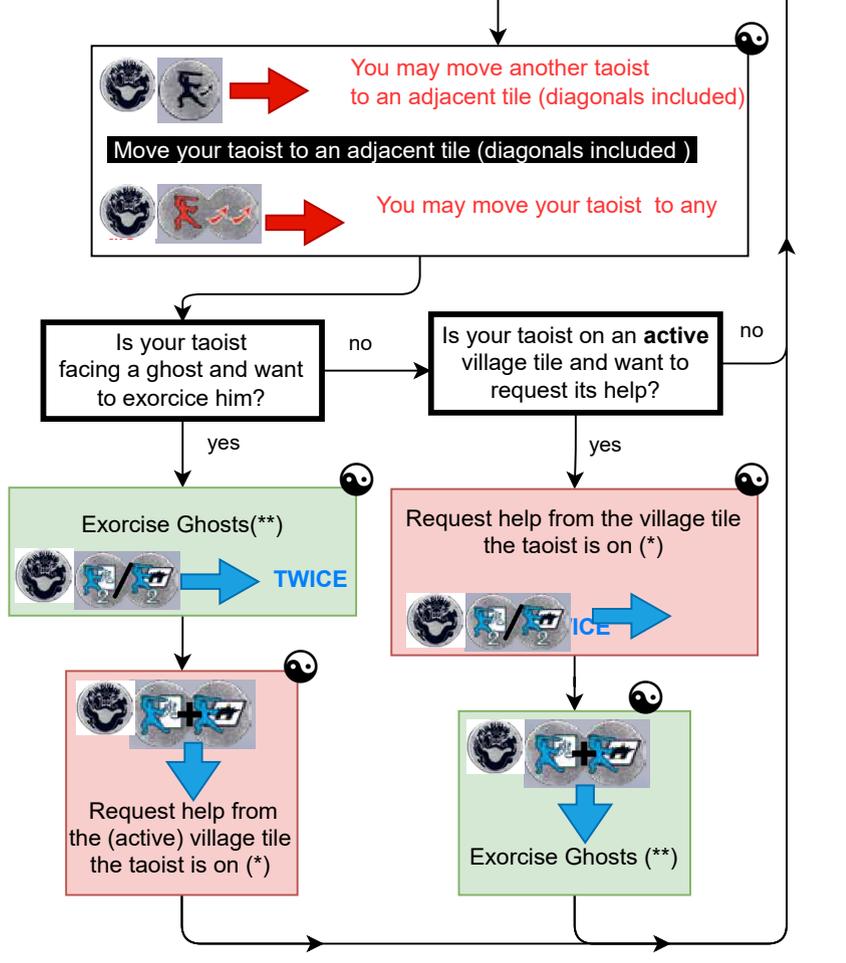


Set-up

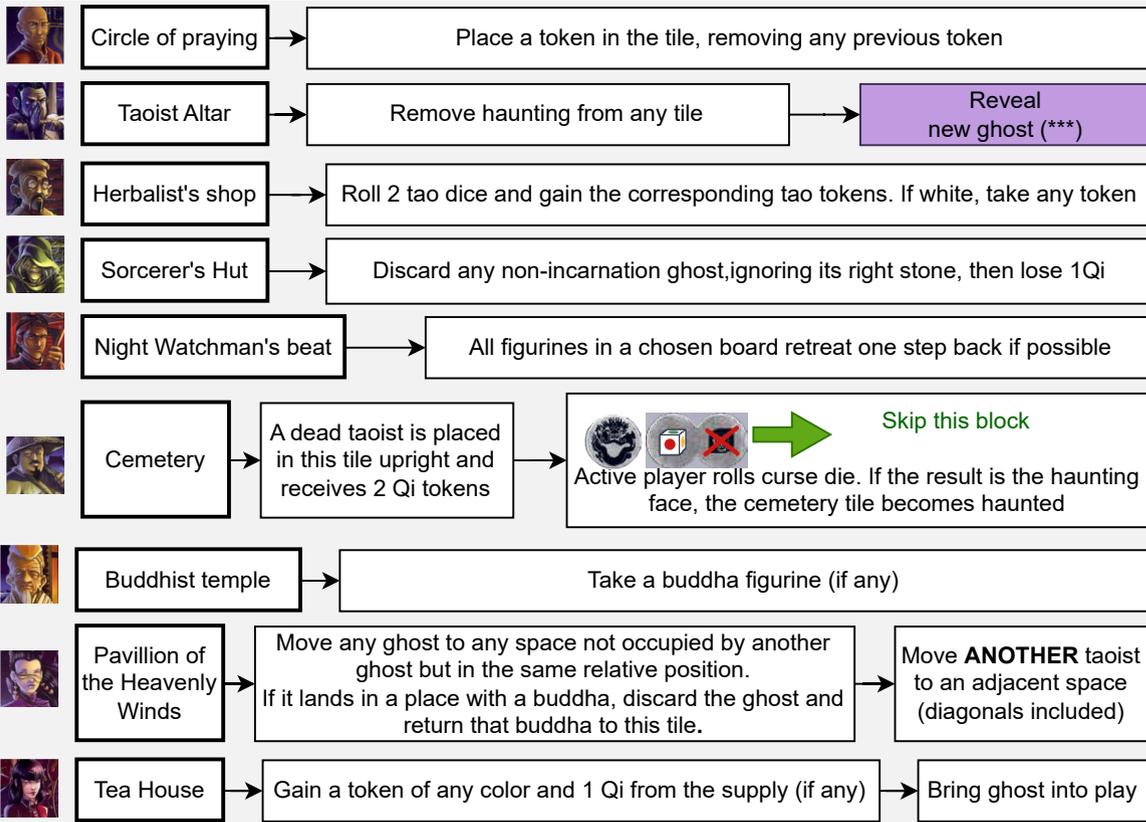


Players can't use tao tokens	The player receives 1Qi or its Yin-Yang when destroying this ghost without a Buddha or the sorcerer
Player chooses and gains 1 or 2 Tao tokens	Advance this haunter figurine
Active player loses 1 Tao token if he has any	The player reveals a new ghost
The group gets 1 Qi token and 1 Yin-Yang	Roll the curse die, unless the ghost was destroyed with a Buddha or the Sorcerer
Dice have no effect on this ghost	The ghost haunts first active tile in front of it
As long as not defeated, the power of the board this ghost is placed cannot be used	The player loses 1 Qi
Ghost holds one die until defeated	Apply to all players

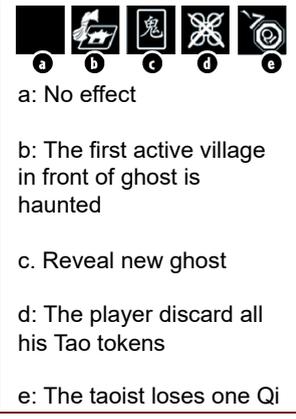
- You win if you exorcise all Wu-Feng incarnations in the deck and its final curse doesn't kill all the taoists
- You lose if 3 village tiles are haunted at any moment
- You lose if all the taoists die
- You lose if the last ghost in the deck is revealed and not all Wu-Feng incarnations in the deck have been exorcised
- Before of after the blocks marked with this symbol, you can spend your **Yin-Yang** to either activate a haunted tile or **request help from ANY active village tile(\*)**



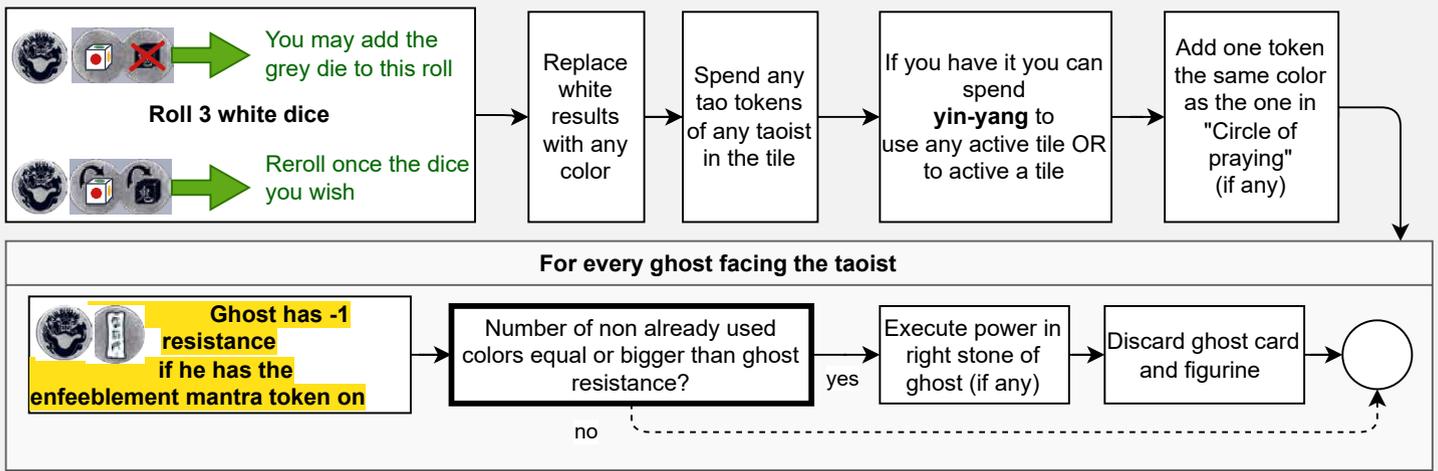
(\*) Request help from active village tile



Curse die results (\*\*\*)



(\*\*) Exorcise ghosts



(\*\*\*) : Reveal new ghost

