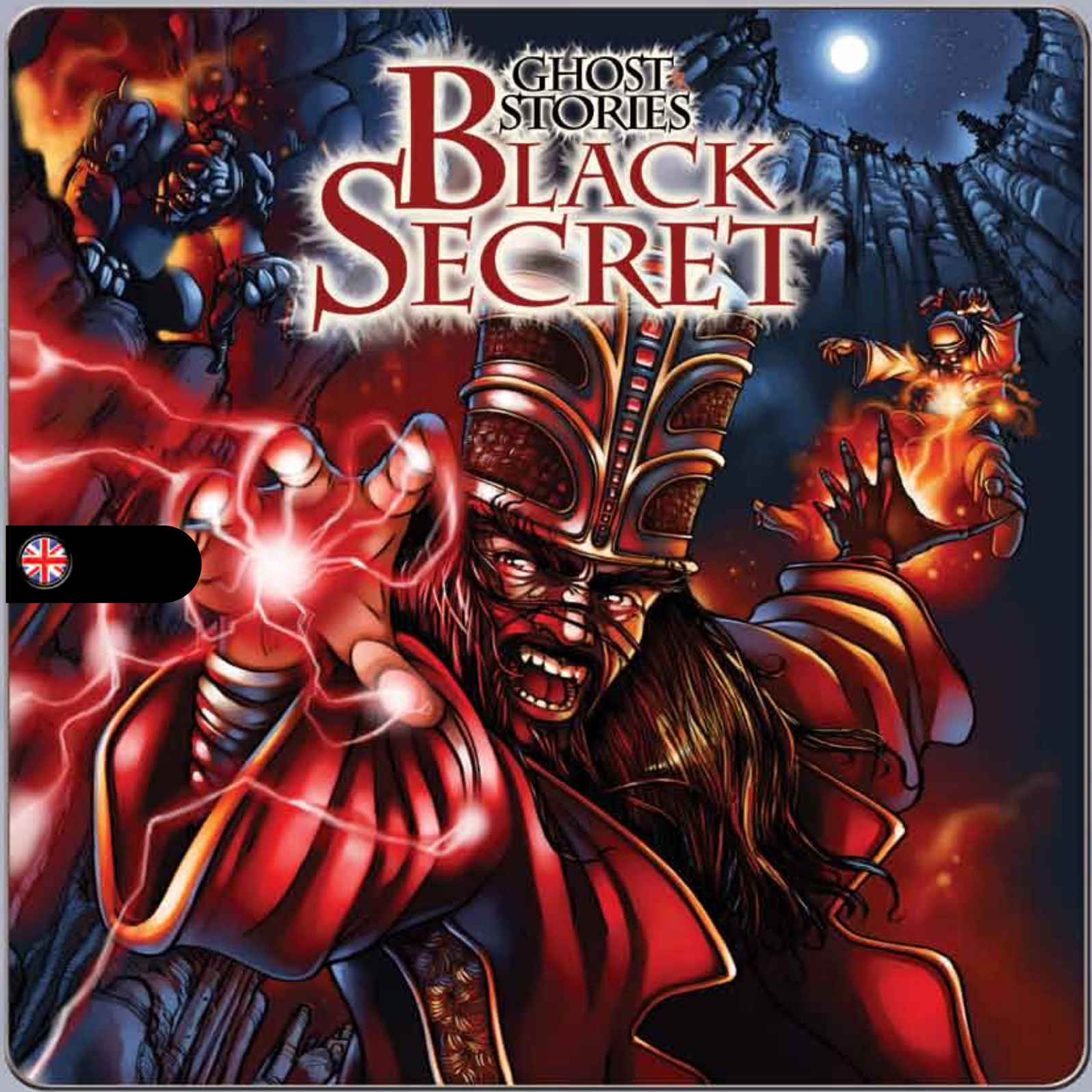

GHOST STORIES
BLACK SECRET

The Catacombs of the village hide the three urns containing the Ashes of Wu-Feng. The Lord of the Nine Hells has decided to claim them once and for all. Already, his demons slither through the tunnels, searching the ancestral land with their black claws. It is imperative that these cursed relics remain buried, or the world of the living will end...

Black Secret requires the basic Ghost Stories game and can be played along with the White Moon expansion.

GAME OVERVIEW

This second expansion for Ghost Stories, Black Secret, offers one player the chance to take on the role of Wu-Feng in opposition to the courageous Taoists who are defending the cursed village. In addition to his Ghosts, Wu-Feng will also be able to call upon the fearsome Demons to search the Catacombs and also throw Curses on the Taoists. To face the new threat, the Taoists have the benefit of new weapons, the Bloody Mantras and the Blood Brother ability. Their victory condition remains unchanged: all of Wu-Feng's incarnations must be exorcised...

CONTENTS

- 1 (double-sided) Catacomb board
- 1 (double-sided) Wu-Feng board
- 1 Shadow of Wu-Feng figurine
- 3 Minor Demon figurines
- 21 Bloody Mantra cards
- 10 Ghost cards
- 5 Incarnation of Wu-Feng cards
- 4 Summon cards
- 36 Catacomb tokens
- 32 Curse tokens
- 9 Ladder figurines
- 4 Blood Brother markers
- 3 Skeleton tokens
- 1 Village tile (Calligrapher)
- 1 active Taoist marker

SET-UP

The Ghost Stories game is set-up according to the basic rules.
The difficulty levels (Initiation, Normal, Nightmare, Hell) remain unchanged.

A) CATACOMB BOARD

The Catacomb board represents the lower level of the village, its catacombs. It is composed of 9 squares which correspond to the 9 Village tiles at the surface. This board has two sides, and you can use whichever side you wish (their configurations are slightly different). During set-up, make sure you orient the Catacomb board according to the Village tiles: each village tile is associated with a space in the Catacombs.

B) LADDERS

Each of the 9 Ladder Figurines is placed on one of the 9 spaces of the Catacomb board.

C) CATACOMB TOKENS

Sort the 36 Catacomb tokens according to the number of Taoists taking part in the game (1, 2, 3 or 4).
Randomly place the 9 tokens with the 1 Taoist Symbol on the 9 squares of the Catacomb board: 1 token per space, face down.
If required, pile 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.
Example: in a game with 3 Taoists (4 players), the tokens with the 4 Taoists symbol are returned to the box. Each space on the Catacomb board will have a pile of 3 tokens (from bottom to top): a 1 Taoist token, a 2 Taoists token and a 3 Taoists token.



D) WU-FENG BOARD

The player taking on the role of Wu-Feng places the Wu-Feng board in front of himself or herself: this board has two sides (randomly determine the side used for this game).

E) DEMONS AND SHADOW OF WU-FENG FIGURINES

Place the 3 Demon Figurines and the Shadow of Wu-Feng figurine on the Wu-Feng board.

F) SKELETON TOKENS

Wu-Feng has 3 Skeleton tokens which are placed on the Wu-Feng board at the beginning of the game.

G) CURSE TOKENS

Sort the Curse tokens by level (1, 2, 3, 4) while keeping them face-down.
Wu-Feng draws 5 level 1 Curses, 4 level 2 Curses, 3 level 3 Curses and 2 level 4 Curses. The remaining tokens should be kept close at hand. The level 1 curse tokens are then revealed and will remain visible to all players; the other tokens are kept face-down for the moment.

Note: If you are not playing with the White Moon expansion, return to the box the 4 Curses bearing the White Moon icon.

Description available on the game aid

H) BLOODY MANTRA CARDS

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, face up, the 6 cards drawn, sorting them by level for ease of use.
- The remaining cards are set aside, sorted by level: they will be used later in the game.

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

Description available on the game aid

I) BLOOD BROTHER MARKERS

The Blood Brother markers will be used in the game. Keep them close at hand, in the reserve with the Tao and Qi tokens.

J) CALLIGRAPHER VILLAGE TILE

A new Village tile is added to those already present. We recommend using it for your first few games. Like other Village tiles, its presence isn't required for the game and you can randomly choose the nine tiles to be used in your games.
Description available on page 9

K) GHOST CARD DRAW PILE

Add the 10 new ghosts to those of the base game.
Shuffle all the Ghost cards and, according to the number of Taoists in the game, keep the following number of cards:

- 4 Taoists (5 players): 50 cards
- 3 Taoists (4 players): 45 cards
- 2 Taoists (3 players): 40 cards
- 1 Taoist (2 players): 35 cards

The Summon cards (N) replace the Incarnation cards in the Ghost card draw pile. Depending on the difficulty level chosen for the game, take the Summon cards (1, 3 or 4) and place them according to the normal rules, instead of the usual incarnations.



L) INCARNATION CARD DRAW PILE

Add the 5 new Incarnation of Wu-Feng cards to those of the base game.
Shuffle all the Incarnation cards to create a draw pile near the player taking the role of Wu-Feng.

M) ACTIVE TAOIST MARKER

The Taoist who begins the game is randomly chosen. That player places the Active Taoist marker on their board. That marker is used to indicate the board of the active player.

Wu-Feng takes the Ghost draw pile, the Incarnation draw pile and the Curse die. It is now up to that player to manage these game elements. The Curse tokens not drawn during set-up are also kept close at hand. Note that all game elements (Qi, Tao, Yin-Yang, Neutral Power tokens, etc.) belonging to the Taoists are visible to Wu-Feng.

The game can now begin...



WU-FENG'S ACTIONS

The basic gameplay of the game remains identical to the base Ghost Stories game for the Taoists, but the player with the role of Wu-Feng will be able to 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 a Ghost card is drawn by Wu-Feng, the player can use it in ONE of the three ways below:

a) place the Ghost in the Village
b) summon a Demon into the catacombs
c) throw a Curse

Important: Wu-Feng has this choice (a, b or c) each time a ghost must be drawn: step 3 of the Yin Phase, Tea House tile, the ability of some ghosts, Curse die, etc.

A) PLACE THE GHOST IN THE VILLAGE



While in Ghost Stories the Taoists choose the placement of the Ghost cards, it's now Wu-Feng who places them at his convenience, all while following the placement rules already established in Ghost Stories.

Example: it's the Blue Taoist's turn. His board has two free spaces. Wu-Feng draws a black-colored ghost and decides to place it in the village (choice a): the ghost must be placed on one of the two free spaces of the blue board. If the blue board had been full, that ghost could've been placed on any other free space.

B) SUMMON A DEMON INTO THE CATACOMBS



Wu-Feng can use a Ghost card to bring into play a Demon. The Ghost card is then sent directly to the discard pile.

Summoning cost of a Demon



There are 3 different Demons, each with different summoning cost (2, 3 or 4).

To bring a Demon into play, the discarded Ghost card must have a resistance at least equal to the summoning cost of the Demon. The color of the discarded Ghost is of no importance!

The player takes the figure corresponding to the Demon and places it on one of the two entrances of the Catacomb board (which entrance is Wu-Feng's choice).

Example: Wu-Feng wants to bring the cost 3 Demon into the Catacombs: he must discard a Ghost with a resistance of 3 or 4 to pay that cost. The corresponding Figure is then moved from the Wu-Feng board to one of the two Entrance spaces of the Catacomb board.

C) THROW A CURSE



Wu-Feng can forgo putting a Ghost card in play to throw a Curse. The card is then placed directly into the discard pile. The Curse is then placed on Wu-Feng's board and its effect is applied!

The Curses each have 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 AND a space must be free on Wu-Feng's board.
The black Ghosts are considered to be jokers and allow Wu-Feng to throw a Curse of any color.

The 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. The resistance of the discarded Ghosts has no effect when throwing Curses!

Curse Pyramid

At the beginning of the game, only the level 1 Curses are available to Wu-Feng. To be able to throw a level 2 Curse, Wu-Feng must first have thrown at least two level 1 Curses.

Curses of a higher level must be placed on two Curses of a lower level. This restriction is 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 face-up. They are then visible to all.

Example: Wu-Feng discards the black Ghost he just drew to throw a level 1 red Curse. He places the Curse on his board, on a level 1 space. As he had already thrown a level 1 Curse, he now has the option to throw a level 2 Curse: he turns his level 2 Curse tokens face-up.



Note: Wu-Feng has a higher number of Curses than what his board can hold in order to give the player a choice.

Resetting the Curses

The moment Wu-Feng has thrown his level 4 Curse (after resolving its effects), Wu-Feng gathers all of the Curse tokens (those placed on his board, those that have not yet been played and those set aside during set-up), and shuffles them, face-down and draws a new set of them, following the same rules as used for the initial set-up. The level 1 Curses are then turned face-up and the game can resume.

Note: there is no limit to the number of times Wu-Feng can reset his Curses in a given game, but he can only do so once the pyramid is completed.

DEMON PHASE OF THE PLAYER BOARDS

STEP 1: ACTION OF THE DEMONS

Before the Yin phase of each player board (not neutral boards) a new phase occurs. In this phase, each Demon present in the Catacombs benefits from one, and only one, action: move OR search.

- Move: Wu-Feng moves a Demon from its current space to an adjacent space (moving diagonally is allowed).
- Search: If there is no Taoist on the space on which the Demon is, Wu-Feng reveals the Catacomb token from the top of the space's pile and resolves its effects. The token is then removed from the game.

Clarifications on the movement and search for Demons:
- if multiple Demons are present in the Catacombs, Wu-Feng must make them act in order of their resistance, from weakest to strongest.
- multiple Demons can be on the same space of the Catacombs board.
- The Demons can move and be on the same space as one or more Taoists.

The Demons cannot leave the Catacombs: their movement is limited to the Catacomb board.

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.
In some cases, he only has a single Incarnation card and will not have a choice but to put it into play. In other cases, he will have the option of choosing which Incarnation he will put in play in the Village. In fact, one Curse and some Catacomb tokens will allow him to draw extra Incarnation cards. Being able to choose which Incarnation of Wu-Feng enters the village is a powerful weapon against the Taoists.

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 one Incarnation of his choice.

Important: the Incarnation cards MUST be placed in the Village (choice a); you cannot discard them to summon a Demon into the Catacombs (choice b) or to throw a Curse (choice c).

ACTIONS OF THE TAOISTS

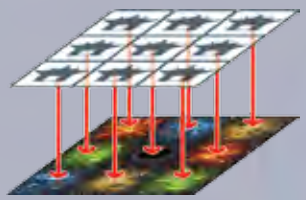
The actions and possible options for the Taoists remain the same as those in the base game, except for the following changes.

LADDERS

CHANGING LEVELS

AFTER his movement (whether the player has moved or not), a Taoist can "change levels" if he is on a Village tile or a space of the Catacomb board connected by a Ladder figurine.





Clarifications on changing levels

- Climbing / Going Down 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.

Clarification: The "Dance of the Peaks" Red power allows the player to move twice and change levels after each movement.

DISAPPEARANCE OF THE LADDERS



When a Village tile is haunted, the corresponding ladder is removed from the game. If the tile is restored later, the ladder will not reappear!

Remarks

- Some Curses will 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 Ladders cannot be replaced on currently haunted tiles.
- There can never be more than one Ladder per space in the Catacombs.

ACTION OR EXORCISM

When on a village tile, a Taoist has the normal actions available to him (exorcism or request help from a villager).
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.

EXORCISING A DEMON

Resistance: Each Demon has a resistance (1, 2 or 3). Their color varies and corresponds to the color of their Catacomb space.

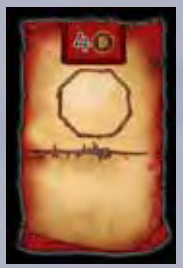
All rules for exorcisms apply normally (pooling and spending of Tao tokens, double exorcism of the Blue Taoist, weakening mantra). If the exorcism is successful, the Demon is removed from the board and returned to Wu-Feng's board. It can be brought back to the Catacombs by Wu-Feng, at a later point, by paying its cost again. If the exorcism fails, there is no consequence.

Clarifications:

- The Demons are not considered to be 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 his dice and Tao tokens among them.

Example: The Blue Taoist (no Tao tokens) and the Yellow Taoist (one red Tao token) are on a red space of the Catacomb board. They share that space with the Seeker (resistance 1 Demon) and the Landscaper (resistance 2 Demon). The Blue Taoist attempts an exorcism: he rolls the 3 Tao dice and only gets a single red face. He then has the choice between exorcising the Seeker using the red face or the Landscaper using his die and the Yellow Taoist's Tao token.

BLOODY MANTRAS



From now on, 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.
Then the Mantra card is removed from the game, the Qi tokens are returned to the reserve and another card of the same level is randomly taken from the remaining cards to replace it.

Clarifications on Bloody Mantras:

- 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 one Qi token left to a Taoist, he automatically gains a new skill: Blood Brother.
He takes the appropriate Blood Brother token from the board in front of him and places it on his board, next to his power.
Blood Brother allows a Taoist to use, in addition to his own power, the power of the board opposite his. If a Taoist loses his last Qi point, he dies 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...
Example: The Green Taoist has just lost 1 Qi and is down to a single one. He immediately takes the red Blood Brother marker and places it on his board. The board opposite his is the red board, on the side of the Dance of the Peaks power.

Clarifications:

- if the board opposite his own is barred from using its power due to the effect of a ghost or because it is possessed, the Taoist also loses the option of using Blood Brother.
- a player who is barred from using his own power can still use the power of his Blood Brother.
- Weakening Mantra: 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.
- The opposite board can belong to another player or be a neutral board.

DESCRIPTION OF THE DEMONS

a) Seeker [Cost: 2 - Resistance: 1]

Version A: this Demon can enter play on any space of the Catacomb board.
Version B: this Demon cannot be exorcised with the help of Tao tokens.

A 

B 

b) Landscaper [Cost: 3 - Resistance: 2]

Version A: When this Demon is exorcised, the Taoist must discard a Tao token of Wu-Feng's choice. If the Taoist has no Tao token, this effect is simply ignored.
Version B: this Demon can always perform a Search action, even if a Taoist is present on the same tile.

A 

B 

c) Gravedigger [Cost: 4 - Resistance: 3]

Version A: When this Demon is exorcised, Wu-Feng draws a Ghost card.
Version B: When this Demon is exorcised, Wu-Feng rolls the Curse die.

A 

B 

SHADOW OF WU-FENG

If Wu-Feng finds the 3 Urn Catacomb tokens, the Shadow of Wu-Feng immediately enters play!
It is placed on the Catacomb space where the third Urn token has just been found. Once the Shadow of Wu-Feng 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 to be a Demon, it acts before the Yin phase of each player board (never for a neutral board); it can also be activated by curses. It can perform one, and only one action per turn:

- **Move:** the Shadow of Wu-Feng can move anywhere in the Village or in the Catacombs. It disregards ladders and distances.
- **Attack one or more Taoists:** if it is on a Village tile (or Catacomb space) on which one or more Taoists are found, the Shadow of Wu-Feng can attack them: Wu-Feng rolls the 3 Tao dice, and for each black face rolled, Wu-Feng removes 1 Qi from a Taoist present
- **Attack a Village tile:** if the Shadow of Wu-Feng 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 (choices a or c) or haunt the tile on which the Shadow of Wu-Feng is (if the tile is already haunted, nothing happens).

Powers of the Shadow of Wu-Feng:

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).
Clarification: on the Circle of Prayer tile, the presence of the Shadow of Wu-Feng causes any Tao token present on it 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 with this increased difficulty.

DESCRIPTION OF THE CATACOMB TOKENS



DIRT
No effect, the token is simply 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 his curse if any.



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 (see Forward).



BLOOD OF SU-LING
The active Taoist immediately activates one 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 considered to be a creature with a resistance of 1 and of the color of the board on which it is. The skeletons (catacomb and special tokens of Wu-Feng's) are not considered to be Ghost cards (they're tokens!). 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.

CALLIGRAPHER TILE





Remove from the game one of the Bloody Mantras (any Qi tokens on it are returned to the reserve) and replace it with another Mantra of the same level of the Taoist's choice.



Place a Qi token taken from the reserve on a Bloody Mantra of the player's choice. If no Qi tokens remain in the reserve, this action has no effect. A Taoist can benefit from both effects or only one of them, at the player's choice, when this tile is used.

END OF GAME

The conditions for victory and defeat in the base game remain unchanged:

- The Taoists win if they exorcise all of Wu-Feng's incarnations.
- Wu-Feng wins the game if all the Taoists die, if 3 Village tiles are haunted simultaneously or if he draws the last Ghost card from the draw pile.

SCORE

If the Taoists win a game while using the Black Secret expansion, they add 5 points to their total score if they win and deduct 5 points from their score if they lose.

NEW GHOSTS

10 new Ghost cards are contained in the Black Secret expansion. Their new abilities are explained below:



Wu-Feng activates a Demon of his choice.



Wu-Feng throws the Curse of the color of his choice.

NEW INCARNATIONS OF WU-FENG

5 new Incarnation cards are offered in Black Secret. They all have a new reward:



A Taoist gains 1 Yin-Yang token and 1 Qi from the supply is placed on a Bloody Mantra.



NIGHT SORCERESS

Upon its arrival in game and until it's exorcised, Night Sorceress prevents the use of Yin-Yang tokens (they can still be regained by the Taoists if they have been previously used).



PUPPET MASTER

Upon its arrival in game, Puppet Master allows Wu-Feng to put into play his 3 Skeleton tokens (if available).
Wu-Feng can put into play 1 Skeleton token (if available).
Clarification: The skeletons are not destroyed when Puppet Master is exorcised.





RESTLESS SEEKER

Upon its arrival in game, Wu-Feng chooses a pile of Catacomb tokens. He then reveals and discards these tokens. If an Urn is present, its effects are applied and it is placed on Wu-Feng's board. All other tokens are discarded WITHOUT their effects (positive or negative) being resolved.



BLOOD THIRSTER

Upon its arrival in game and until it is exorcised, Blood Thirster prevents the Taoists from placing their lost Qi on the Bloody Mantras. The Qi return directly into the reserve.



UNDERTAKER

Upon its arrival in game and until it is exorcised, Undertaker allows Wu-Feng to throw his Curses without having to follow the color rule: all Curses can be thrown using a Ghost of any color.

PLAYING WITH WHITE MOON

While we suggest you discover Black Secret only with the base set, it's totally possible to play using both White Moon and Black Secret at the same time.

BLOODY MANTRAS & CURSES

3 Bloody Mantras and 4 Curses specially made for games using the White Moon expansion are contained in the box. Add them to the other elements.

Important:
- the Villagers can under no circumstance be moved onto the Catacomb board.
- The Mystic Barrier can be used to exorcise the Skeletons.



F.A.Q

Q: Can I place a Buddha in the Catacombs?
A: No, only on an empty Ghost space.

Q: Wu-Feng has just rolled a Curse die against the active player (using the Shadow, a Curse or the death of a Demon), what happens if the die indicates a tile becomes haunted and the Taoist is in the Catacombs?
A: The corresponding Village tile becomes haunted.

Q: Wu-Feng has just rolled a Curse die against the active player (using the Shadow, a Curse or the death of a Demon); what happens if the result indicates a tile becomes haunted and the space on which the Taoist stands is already haunted?
A: No effect.

Q: What are the blank Curses for?
A: You can use them to make your own Curses.

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Demon Phase

1. Actions of the demons
- Dig
- Move

If the Shadow of Wu-Feng is in game, let see page 8.

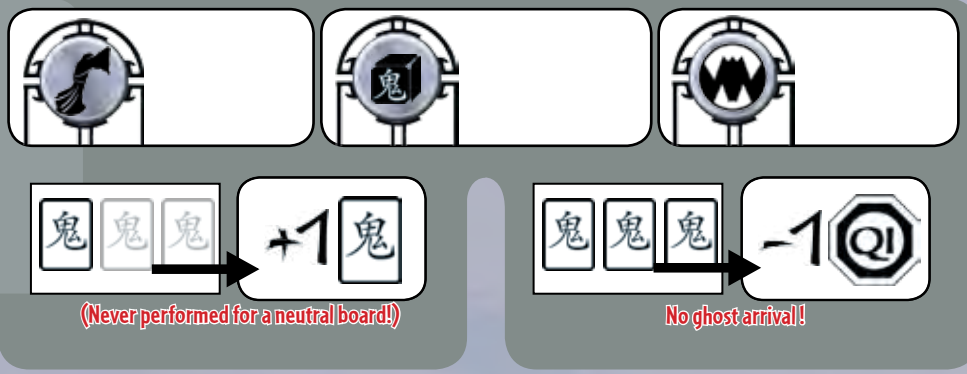


Yin Phase (Ghosts)

1. Ghost's actions (from right to left)
2. Board overrun? Lose 1 QI

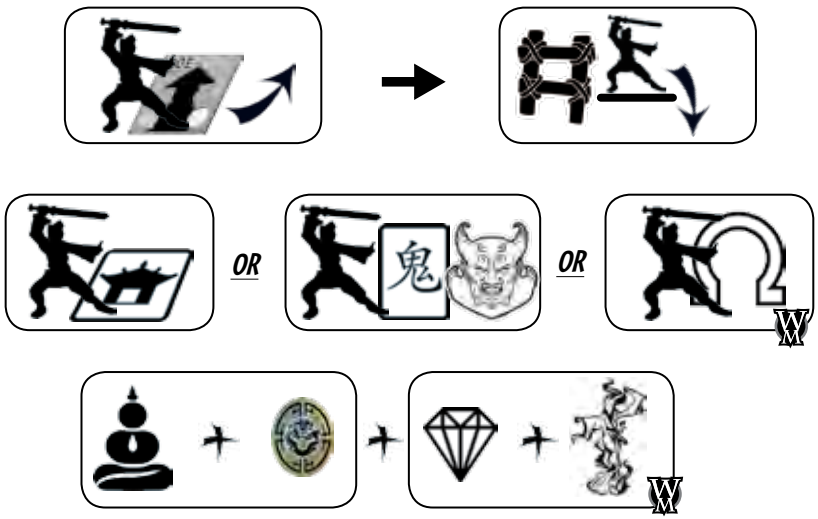
If not :

3. Arrival of a ghost.



Yang Phase (Taoist)

1. Move (optional)
2. Request help from the village OR attempt an exorcism OR save a villager
3. Place Su-Ling, Buddhas, Crystals and take Power Tokens (optional)
4. Mystic Barrier



Wu-Feng Phase

When you pick up a ghost:

a. put him on a taoist board

b. summon a demon

c. throw a curse.

