



## Frequently Asked Questions

### **What is *Betrayal at House on the Hill*?**

*Betrayal at House on the Hill* is a semi-cooperative board game where players begin as allies exploring a haunted house filled with dangers, traps, items and omens. Eventually the house turns one player against the rest. As players explore the mansion, new room tiles are chosen at random. Accordingly, the game board is different each session.

### **What is the *Widow's Walk* expansion for *Betrayal at House on the Hill*?**

*Widow's Walk* is the first ever expansion for the *Betrayal* base game, offering players new cards, tokens, monsters, tiles, and haunts written by an all-star cast of contributors. You must have the *Betrayal* base game to use the expansion.

### **What is the price for the expansion?**

The MSRP is \$25.

### **What is included in the expansion?**

The *Widow's Walk* expansion includes:

- 1 rule sheet
- 2 Haunt books including 50 new Haunts (*Traitor's Tome* and *Secrets of Survival*)
- 20 room tiles
- 8 omen cards

- 11 item cards
- 11 event cards
- 76 tokens, including:
  - 4 large circular monster tokens
  - 36 small circular explorer tokens
  - 36 square event and room tokens

### **Are there any new features, components, or rules in the new expansion?**

The new expansion features the following:

- 50 new Haunts
- 30 new cards (8 omen, 11 item, 11 event)
- 20 new room tiles
- New floor to explore (the roof)
- New tokens:
  - Monster tokens- representing new monsters
  - Explorer tokens- a visual reminder for when a character has used a room's power to gain a trait
  - Event and room tokens- a representation of barriers that explorers need to overcome to get through a space
- The dumbwaiter—mechanic offering explorers the ability to move between landings
- Optional rule to play only the new Haunts

### **Do I need the base game to play?**

Yes, the expansion is only playable with the *Betrayal at House on the Hill* base game.

### **How does the expansion work with the base game?**

It's simple. Just shuffle the new events, items, omens and room tiles in with the ones from the base game. When a haunt from the expansion is triggered, you'll be asked to refer to the chart found on the *Widow's Walk* rules sheet

### **Are there rules included if I only want to play new haunts?**

Yes, instructions are included on the rules sheet if you want to play only the new haunts.

### **Who wrote the haunts?**

The haunts were written by an [all-star cast of contributors](#) from the gaming and entertainment industry including:

Peter Adkison  
Christopher Badell  
Keith Baker  
John Borba  
Chad Brown  
Bart Carroll  
Quelle Chris  
Andy Collins  
Rob Daviau  
Mike Dunlap  
Chris Dupuis  
Don Eubanks  
Justin Gary  
Jonathan Gilmour  
Bruce Glassco  
Eli Halpern  
Will Hindmarch  
Jerry Holkins  
Mons Johnson  
Gwendolyn Kestrel  
Richard Malena  
Mikey Neumann

Paul Peterson  
Ben Petrisor  
Marie Poole  
Zoë Quinn  
Keith Richmond  
Mike Robles  
Tifa Robles  
Anita Sarkeesian  
F. Wesley Schneider  
Mike Selinker  
Liz Spain  
Max Temkin  
Elisa Teague  
Rodney Thompson  
Jeff Tidball  
Brian Tinsman  
Pendleton Ward  
Angela M. Webber  
Gaby Weidling  
and the Lone Shark  
interns

### **Will you release this product in other languages?**

At this time, we do not have plans to release a translated version. If this changes, information will be made available on AvalonHill.com.

### **Will there be more expansions?**

At this time, we do not have plans to release additional expansions. If this changes, information will be made available on AvalonHill.com.

### **Where can I find *Widow's Walk*?**

*Widow's Walk* should be available at hobby stores, mass market, and online retailers where Wizards of the Coast products are sold.

### **Who is Lone Shark Games?**

[Lone Shark Games](#) is a Seattle-based design studio that specializes in board and card games, large-scale interactive events, puzzles, alternate reality games, marketing games, and more. Additionally, Lone Shark's President, Mike Selinker, was the lead developer for the *Betrayal* base game and therefore has an intimate knowledge of the game.

### **Will you continue to partner with third parties to produce Avalon Hill board games?**

We will continue to explore partnerships with external partners to bring our fans the best gaming experiences possible.

### **Hey! Where's my ghost & speed tokens?**

While we strive for extraordinary quality with all of our products, as those of you who've discovered an Underground Lake on the upper floor in the *Betrayal* base game know, every now and then we unintentionally miss something. In this case, four tokens (the Ghost and three speed tokens) fell off the token sheet and we didn't catch this until the game was already printed. Please accept our apologies and feel free to download a PDF version of the missing tokens [here](#).

## **Game Play Questions & Answers**

### **TILES**

#### **In the trait-adding rooms, how do the explorer tokens work?**

Put your explorer token on the room when you activate its power at the end of your turn. In the base set, these tiles should be adjusted to account for your explorer token.

***Solution:*** On the base set's room tiles Chapel, Gymnasium, Larder, and Library, after "if you end your turn here," add "put your explorer token here and".

## CARDS

**In Acupuncture, do I go to an adjacent room whether I lose 1 Sanity or attempt the Might roll?**

No, only if you lose the Sanity.

**Solution:** On the event card Acupuncture, change “Go to an adjacent, discovered room and lose 1 Sanity, or attempt a Might roll:” to “You may go to an adjacent, discovered room and lose 1 Sanity. If you don’t, attempt a Might roll:”

**Do I have to walk through the Misty Arch?**

No.

**Solution:** On the event card Misty Arch, change “Remove your figure” to “If you do, remove your figure”.

## SECRETS OF SURVIVAL

**In One of the Master’s Affairs, is there a Trait Roll token for Speed?**

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**Solution:** In the *Secrets of Survival* for Haunt 89, in the Stage a Farce section, use an item token to represent when you fail at a Speed roll or download a PDF replacement token sheet [here](#).

**In Haunt 92, *Ghost at the Finish Line*, is there a Ghost token?**

While we strive for extraordinary quality with all of our products, as those of you who’ve discovered an Underground Lake on the upper floor in the Betrayal base game know, every now and then we unintentionally miss something. In this case, four tokens (the Ghost and three speed tokens) fell off the token sheet and we didn’t catch this until the game was already printed.

**Solution:** In the *Secrets of Survival* for Haunt 92, in the Right Now section, you may change “Ghost token” to “Banshee token” or download a PDF replacement token sheet [here](#).

## TRAITOR’S TOME

**In Haunt 68, *He Who Must Not Be Read*, can Maldovo attack only with Might?**

No, he can also attack with Sanity.

**Solution:** In the *Traitor’s Tome* for Haunt 68, add a paragraph after the first bullet of Special Attack Rules that reads, “You may attack with Might or Sanity. Your Might attack deals physical damage and your Sanity attack deals mental damage.”

**In Haunt 68, *He Who Must Not Be Read*, what trait values does a Wraith have?**

The explorer’s starting values.

**Solution:** In the *Traitor’s Tome* for Haunt 68, in Special Attack Rules after “becomes a Wraith”, add “with traits equal to the explorer’s starting values.”

**In the meta-haunt, *Seasons of the Witch*, how do I put a Speed Roll token by the Witch?**

While we strive for extraordinary quality with all of our products, as those of you who've discovered an Underground Lake on the upper floor in the Betrayal base game know, every now and then we unintentionally miss something. In this case, four tokens (the Ghost and three speed tokens) fell off the token sheet and we didn't catch this until the game was already printed.

**Solution:** In the *Traitor’s Tome* for the meta-haunt *Seasons of the Witch*, in After Month 12, use an item token to represent when you succeed at a Speed roll against the Witch or download a PDF replacement token sheet [here](#).