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GAME COMPONENTS

- 1 rule sheet
- 2 haunt books
(*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

AGES 12+

Widow's Walk™ is an expansion, not a complete game. The *Betrayal at House on the Hill* base game is required.

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BETRAYAL AT HOUSE ON THE HILL. WIDOW'S WALK. AN EXPANSION



My Sudden But Inevitable Betrayal

“SOMETIMES, THEY COME BACK.”

I've heard that a lot. I didn't think it'd be me, of course. In 2003, my last project at Wizards of the Coast was developing Bruce Glassco's game “The House on the Hill.” I loved the game. It was my team's solution to a single player overlordng a cooperative game. We made you care about your character, and fear letting someone else get all the good stuff. If you could be betrayed, you'd play cooperatively, but think individually.

It was a great concept, and it got the best team. Hasbro's Rob Daviau crafted the draft version from Bruce's original manuscript. Then I put together a rock star crew—Bruce Cordell, Teeuwynn Woodruff, Bill McQuillan, and many others—to make a rock star game. We called it *Betrayal at House on the Hill*®.

With *Betrayal* in the books, I left to start my company, Lone Shark Games, right at the end of the design process. I figured that'd be the last I'd hear of the game.

Then something happened. Right around the release of the 2nd Edition in 2010, people started talking about *Betrayal* a ton. They'd come up and tell me that it was their favorite game, that it changed their lives. People like *Cards Against Humanity* co-creator Max Temkin, cartoonist Pendleton Ward, and Doubleclicks singer Angela M. Webber. It influenced the work of fans like videogame designer Zoë Quinn and *Dead of Winter* designer Jonathan Gilmour. I hired two of *Betrayal*'s biggest fans, Elisa Teague and Liz Spain, to be game designers on my team.

And at every convention, in every panel Q&A session, I would get asked one question:

“Would you ever consider doing more *Betrayal*?”

“You should ask Wizards,” I'd say, and change

the subject. I understood where they came from. *Betrayal* is episodic, and everyone wants new episodes of their favorite show. But actually making new episodes was unlikely to happen. In a practical sense, I put the thought out of my mind. I hoped I'd get another shot at it, but the real world stands in the way of such things. So, I kept designing new games.

While making the *Apocrypha Adventure Card Game*, I described it as “the spiritual successor to *Betrayal*.” These were bold words. As we made our

modern horror game shine, we revisited *Betrayal* to remind ourselves what made it tick. And we started thinking of all new ideas for it. Ideas which would go nowhere unless . . .

“Hey Mike, do you want to do more *Betrayal*?” The voice on the phone was Mike Mearls, head of R&D for *Dungeons & Dragons*®. Wizards wanted to create an expansion for *Betrayal*, and because of my history with the game, they thought of me first. It was the day after my birthday. I assured Mike that yes, I'd like that very much.

So as we were developing one modern horror game, we began—in secret and in the shadows—to develop a second. We kept it to ourselves, codenaming it “Project Riboflavin” (aka “B2”). I invited all those friends who told me they loved *Betrayal* to write haunts. Rob, Elisa, and Liz joined me on the core team. Some of their stuff was mind-bogglingly strange. All of it was great.

We added cards, tokens, and rooms that led you all around the inner spaces of the house. And we put a roof on the house, because every house needs a roof.

So yeah, when someone says “sometimes they come back,” you should listen.

They *always* come back.

Mike Selinker
Lead Developer, *Betrayal at House on the Hill*

TRIGGERING THE HAUNT

When you trigger the haunt, use the new haunt chart below.

	Bite	Bloodstone	Book	Box	Cat	Crystal Ball	Dog	Girl	Holy Symbol	Key	Letter	Madman	Mask	Medallion	Photograph	Ring	Rope	Skull	Spear	Spirit Board	Vial
Abandoned Room	18	96	7	63	88	12	38	1	9	96	100	45	42	49	96	28	86	34	43	48	96
Balcony	24	67	7	63	88	32	5	16	6	90	87	11	25	49	89	20	71	47	39	2	70
Catacombs	4	59	7	61	88	23	46	1	13	53	83	10	25	49	94	41	69	37	43	48	91
Charred Room	24	79	33	63	★	23	38	30	13	★	83	31	48	44	★	20	69	47	15	8	★
Dining Room	24	67	3	99	60	27	5	16	6	90	54	45	42	21	89	20	82	37	39	40	91
Dungeon	97	55	55	61	55	84	72	55	66	53	100	56	55	77	89	85	69	73	65	64	80
Furnace Room	4	59	33	61	75	32	38	30	13	75	83	10	42	36	75	28	75	34	15	2	91
Gallery	18	79	3	52	88	19	19	19	22	53	54	10	25	36	76	41	71	37	15	8	70
Gymnasium	35	79	29	52	92	12	46	1	22	92	100	11	22	21	92	41	86	47	43	48	92
Junk Room	4	79	33	52	88	27	46	1	9	68	100	11	25	44	76	17	71	17	17	40	91
Kitchen	18	67	3	99	60	23	46	16	22	53	87	31	32	36	89	41	82	37	39	2	80
Master Bedroom	35	98	29	98	98	27	5	16	6	90	54	10	35	44	76	20	82	47	43	2	98
Nursery	74	67	95	99	74	84	72	58	66	68	87	74	74	95	95	85	86	73	65	95	80
Pentagram Chamber	26	59	50	61	81	32	50	26	26	81	83	45	14	14	94	26	81	14	50	40	81
Rookery	97	93	93	57	57	93	57	58	66	93	87	56	57	77	94	85	86	73	65	64	70
Servants’ Quarters	35	59	29	52	60	12	5	30	9	68	54	31	42	21	94	28	71	34	15	8	80
Study	97	59	78	99	78	84	72	58	78	90	78	56	78	77	76	85	82	73	65	64	70
Theater	97	62	51	63	60	84	72	58	66	68	51	56	62	77	51	51	69	62	62	64	62

HAUNT TRAITOR

1–50	Refer to the haunt chart in the <i>Traitor’s Tome</i> book for the base game	67	Peter Akimoto (Basketball) or highest Speed*	87	Youngest explorer
51	Everyone except the haunt revealer	68	Jenny LeClerc (Reading) or highest Knowledge*	88	Haunt revealer
52	Haunt revealer	69	Haunt revealer	89	Lowest Sanity*
53	Haunt revealer	70	Oldest explorer	90	Haunt revealer
54	Highest Knowledge*	71	Left of the haunt revealer	91	Lowest Sanity*
55	Female explorer closest to the right of the haunt revealer (or, if none, haunt revealer)	72	Haunt revealer	92	None (see <i>Secrets of Survival</i>)
56	Explorer with the most total items and omens*	73	Ox Bellows (Shiny Objects) or highest Might*	93	Highest Knowledge*
57	None (see <i>Secrets of Survival</i>)	74	Haunt revealer	94	Explorer with the most items that can be stolen or traded*
58	Haunt revealer	75	Left of the haunt revealer	95	Oldest player (not necessarily oldest explorer)
59	Haunt revealer	76	Oldest explorer	96	Left of the haunt revealer
60	Haunt revealer	77	Professor Longfellow (Gaelic Music) or highest Speed*	97	Hidden traitor (see <i>Secrets of Survival</i>)
61	Haunt revealer	78	Lowest Sanity* (except for the haunt revealer)	98	Haunt revealer
62	Darrin “Flash” Williams (Shakespearean Literature) or highest Knowledge*	79	Left and right of the haunt revealer	99	None (see <i>Secrets of Survival</i>)
63	Haunt revealer	80	Highest Knowledge*	100	None (see <i>Secrets of Survival</i>)
64	Everyone except the highest Knowledge*	81	Haunt revealer	★	Refer to the chart after haunt 100 in <i>Secrets of Survival</i> . If all of your explorers have played haunts 57, 75, 86, and 93, there is no traitor in this scenario. Proceed to the next page in <i>Secrets of Survival</i> . If they have not, ignore the haunt roll.
65	Haunt revealer	82	Haunt revealer		
66	Oldest male explorer (or, if none, oldest explorer)	83	None (see <i>Secrets of Survival</i>)		
		84	Left of the haunt revealer		
		85	Left of the haunt revealer		
		86	Haunt revealer		

* If two explorers tie, and one of them is the haunt revealer, choose the haunt revealer.
If neither player is the haunt revealer, choose the one who’s closest to the left of the haunt revealer.

NEW CARDS AND TILES

At the start of the game, shuffle the new event cards, item cards, omen cards, and room tiles in with the ones from the base game.

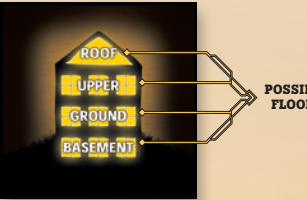
GLOSSARY UPDATE

Companion: The Cat, Dog, Girl, and Madman are companions.

Outside: When a haunt references outside rooms, this includes the Balcony, Conservatory, Gardens, Graveyard, Patio, Roof Landing, Solarium, Tower, Tree House, and Widow’s Walk.

Weapon: The Axe, Blood Dagger, Boomstick, Chainsaw, Revolver, Sacrificial Dagger, and Spear are weapons.

Window: The Bedroom, Chapel, Dining Room, Drawing Room, Grand Staircase, Master Bedroom, and Sewing Room have windows.



THE ROOF

The roof is a new floor. When you start play, put the Roof Landing in play. As noted on that tile, when you discover a room on the roof, use the first room tile that has *either* the roof or the upper floor on the back. The roof is not a second upper floor; for example, the Mystic Elevator only goes to the roof when you roll a 4 and choose the roof.

LANDINGS

Several tiles are referred to as landings in this expansion. The landings are the Basement Landing, Grand Staircase/Foyer/Entrance Hall (or any room of it), Upper Landing, and Roof Landing.

NEW ROOM SYMBOLS

The symbol on a room tile means that the room has a dumbwaiter. You can move from that room to the landing either one floor up or one floor down, assuming such a floor exists, by spending 1 additional space of movement. This requirement is in addition to any other such requirements, such as being in a room with an opponent. So, if the Menagerie were on the basement, you could move from it to the Foyer by spending 2 spaces of movement; if it were on the ground floor, you could move from it to the Basement Landing or the Upper Landing by spending 2 spaces of movement. If you don’t have enough Speed to move that far, you can’t use the dumbwaiter.

The **?** means you draw the top card of a stack of your choice when you discover the room.

EXPLORER TOKENS

The 36 circular explorer tokens, 6 of each color, bearing each explorer’s face indicate possession or completion of something by that explorer. When you use the Chapel, Gymnasium, Larder, Library, Menagerie, or Study’s power to gain a trait, leave your colored explorer token on the room tile. When you are in that room thereafter, you may not use that room’s power to gain a trait. These tokens may be used in haunts as well.

OBSTACLE AND LOCK TOKENS

The Obstacle and Lock tokens represent barriers that explorers will need to do certain actions to get through. Traitors and monsters ignore these tokens unless the haunt says otherwise.

OPTIONAL RULE: PLAYING ONLY NEW HAUNTS

If you trigger a haunt with an omen from the base game in a room from the base game, you will get a haunt from the base set. If you only want to play a haunt from this expansion, you may discard the omen and draw and discard omens until you get one from this expansion. Or you may discard the room tile and draw and discard rooms until you get an omen room for this floor from this expansion. If all of those omens or rooms are in play, choose the last one that entered play.