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:  
  o 4 large circular monster tokens  
  o 36 small circular explorer tokens  
  o 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:  
  o Monster tokens- representing new monsters  
  o Explorer tokens- a visual reminder for when a character has used a room’s power to gain a trait  
  o 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        Paul Peterson
Christopher Badell  Ben Petrisor
Keith Baker          Marie Poole
John Borba           Zoë Quinn
Chad Brown           Keith Richmond
Bart Carroll         Mike Robles
Quelle Chris         Tifa Robles
Andy Collins         Anita Sarkeesian
Rob Daviau           F. Wesley Schneider
Mike Dunlap          Mike Selinker
Chris Dupuis         Liz Spain
Don Eubanks          Max Temkin
Justin Gary          Elisa Teague
Jonathan Gilmour     Rodney Thompson
Bruce Glassco        Jeff Tidball
Eli Halpern          Brian Tinsman
Will Hindmarch       Pendleton Ward
Jerry Holkins         Angela M. Webber
Mons Johnson         Gaby Weidling
Gwendolyn Kestrel    and the Lone Shark interns
Richard Malena
Mikey Neumann

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

**COMPATIBILITY WITH 1st EDITION**

Can I play *Widow’s Walk* with a 1st edition copy of the game?
*Widow’s Walk* is designed for use with the 2nd edition. Playing it with a 1st edition copy will require you to make a few adjustments. Most tokens changed from 1st edition to 2nd edition, so you may need to use a different combination of tokens to represent whatever you need. Also, five item cards (Coin, Druidic Charm, Rope, Skeleton Key, and Toy Monkey) were removed from 1st edition and replaced with two item cards (Dark Dice and Music Box) in 2nd edition. While none of these are critical in *Widow’s Walk* for this reason, the 1st
edition item Rope may cause some confusion given that there is a new omen called Rope.

**Solution:** When playing *Widow’s Walk* with a 1st edition game, modify the listed tokens in each haunt as needed. In the haunt books for Haunt 82: “Get A Clue”, the references to Rope should only apply to the *Widow’s Walk* omen Rope rather than the 1st edition item Rope. In the *Traitor’s Tome* for Haunt 95: “Nanny Interrupted”, the Special Movement Rules can apply to either the 1st edition item Rope or the *Widow’s Walk* omen Rope.

**ROOM 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,” treat each room as if it said, “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 Haunt 59: *She Is Not Amused*, are the Hoplites monsters?
Not in the traditional sense, though they use some monster rules.

**Solution:** In the *Secrets of Survival* for Haunt 59, in the third paragraph of How Petrification Works, delete “Hoplites ignore all negative room and card text.” and put at the end of that paragraph, “A Hoplite ignores all negative room and card text, and is treated as a monster under your control while you move and attack with it, but is otherwise not a monster.”

In Haunt 59: *She Is Not Amused*, does a mirror add 2 dice against Medusa’s gaze?
Yes.

**Solution:** In the *Secrets of Survival* for Haunt 59, in the third paragraph of How Petrification Works, add to the end of the second paragraph of Special Attack Rules, “You also gain these dice against the Medusa’s gaze.”

In Haunt 71: *The Other Side*, what happens if a Ghost discards an item like the Dynamite? If there are not enough items left, can the traitor win?
You can’t discard items.

**Solution:** In the *Secrets of Survival* for Haunt 71, in the Special Item and Omen Rules section, change the paragraph to, “You may not discard, drop, trade, or steal item cards or omen cards.”

In Haunt 78: *The Devil’s Name*, how does the traitor destroy the Tomes of Lore?
That’s not actually something the traitor does.

**Solution:** In the *Secrets of Survival* for Haunt 78, in the last paragraph of What You Know About the Bad Guys, replace “The fiend knows the danger of the Tomes of Lore, though, and seeks to destroy them. He can do so in the Furnace Room or the Kitchen. Get to the Tomes before the Fiend does. For each Tome destroyed, the
mystery of the Fiend’s name becomes more elusive." with "The tomes are represented by pentagonal item tokens. The fiend knows the danger of the tomes, so get to them as fast as you can."

In Haunt 89: One of the Master’s Affairs, is there a Trait Roll token for Speed?
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 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?
Maybe there is and you can’t see it? It is a ghost, after all. Or perhaps the ghost token was unintentionally left out and we didn’t catch it 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].

In Haunt 93, Owl’s Moving Castle, does my Knowledge attack deal damage?
That attack deals mental damage just like a Might attack would deal physical damage.

**Solution:** In the Secrets of Survival for Haunt 93, after the first sentence in Special Attack Rules, add “This attack deals mental damage.”

**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 Haunt 89: *One of the Master’s Affairs*, what happens if all the heroes die?
The traitor wins.

**Solution:** In the *Traitor’s Tome* for Haunt 89, in You Win When, change the text to “. . . the Turn/Damage track reaches 0 and you blast off to the stars with at least one hero in the house, or all the heroes are dead.”

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, 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.

**RULES SHEET**
Do monster tokens always represent monsters?
In *Widow’s Walk*, monster tokens are sometimes used for other purposes. They are considered monsters when they are put into play under the traitor’s control or otherwise used against heroes. But in some cases (such as Flesh in Haunt 59, Electors in Haunt 66, or Fire in Haunt 91), monster tokens don’t represent monsters. This is commonly when something represented by a monster token doesn’t have any physical or mental traits. So rules that affect monsters don’t affect them.

**Solution:** In the rule sheet, in the Glossary Update between Companion and Outside, add the entry “Monster: A being represented by a monster token that has one or more traits. Monster rules apply to monster tokens only when they represent monsters.”

In the Drawing Room, if you choose an omen and the haunt roll triggers the haunt, which line of the table do you use to decide which haunt to play?
If you draw an omen card and trigger the haunt, discard tiles from the room stack until you find a room with an omen symbol and place it in the house and use that room to determine the haunt.