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It's the house of your nightmares

The House on the Hill still sits abandoned, its windows staring blankly out at the world. No one can remember who lived there, or what happened to them. Now, a fearless group of explorers has been drawn to the house, for different reasons. Some received mysterious invitations, while others are investigating unexplained disappearances. A few have simply come to check out a cheap fixer-upper.

Playing as those explorers, you will be challenged to face the horrors of the house. Circumstances will place you in any of 50 chilling haunts that will terrify even the strongest among you. But beware, for one explorer will betray the others, leading to a life-and-death struggle for survival. The house will see and hear it all.

They say that the House on the Hill always wins. It's up to you to prove them wrong.

Object of the Game

- **Before the haunt begins,** explore the house and strengthen your explorer.
- **After the haunt begins,** be the first to meet your side's victory conditions—either as a hero, or as the traitor.

HOW TO USE THIS RULEBOOK

We know that when you get a new game, you just want to jump right in and play. We get it. But whether you're new to *Betrayal at House on the Hill* or you've played before and consider yourself a pro, we strongly encourage you to read through this rulebook before you play this edition.

These rules will teach first-timers how to play the game, but they will also highlight rule changes for veteran players. So, before you fearlessly enter our creepy old house and begin exploring, spend some time in the pages that follow.

RULEBOOK STRUCTURE

This rulebook is organized in five broad sections:

1. PRELIMINARIES
2. GAME COMPONENTS AND SETUP
3. HOW TO PLAY – BEFORE THE HAUNT
4. HOW TO PLAY – AFTER THE HAUNT BEGINS
5. REFERENCE

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Looking for something and not finding it? Check the INDEX on page 22!

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IF YOU'RE NEW TO BETRAYAL

Welcome... or maybe we should tell you to run while you still can. Prepare to enter the world of *Betrayal at House on the Hill, 3rd Edition*. Each game of *Betrayal* plays out like a horror movie—you may even recognize nods to a few of your favorites. You'll begin by exploring a haunted house, built long ago and largely abandoned... at least by humans. It turns out that someone in your group harbors a dark secret, and the action will take a sinister turn when they reveal themselves as the traitor. That's the "betrayal."

The game unfolds in two parts. In the first part, the players are all on the same team, cooperatively exploring the house. As you proceed, you'll place tiles that represent the new rooms you've discovered. Whenever you discover a room, you'll also draw a card that represents one of the various **Events**, **Items**, and **Omens** to be found within the house. You might find an old First Aid Kit or a mysterious Idol, or you might encounter something entirely more bizarre and unnerving. When you play *Betrayal* you create your own house to explore. Once you've explored enough of the house, the second part of the game—**the haunt**—begins. There are 50 unique haunts, so you can expect a lot of spookiness in your future!

At the start of the haunt, the players may no longer be on the same team. Typically, most of the players will be heroes while one will become the traitor. Each team has its own haunt book, which provides special actions and describes what that team must do to win. As the teams race to complete their goals, the heroes can expect to fight the evil lurking within the house, while the traitor will work to sabotage them. The first team to complete their secret goals will win.

SYMBOLS USED

This rulebook and the haunt books use some distinctive symbols to help you quickly understand the nature of what you're reading. Here are the symbols:

EVENT

ITEM

OMEN

These symbols identify the three types of cards you can draw during the game. See page 8.

STARTING TILE

See Game Setup, step 8, page 7.

SPECIAL ACTION

See Special Actions, page 13.

MONSTER INFORMATION

See Anatomy of a Haunt, page 16.

DEATH

See Dying, page 19.

IMPORTANT CHANGES

See Important Changes on the next page.

IF YOU'VE PLAYED BEFORE: IMPORTANT CHANGES

Greetings—we've been expecting you. We knew you wouldn't be able to stay away. But take note, because some rules and features have changed from previous editions. The most significant differences are listed in this section, but be sure to read the rest of the rules. We've flagged changes in the rules with this symbol: !.

! THE SCENARIO CARDS – THE REASON YOU ARE ALL HERE

The haunt is no longer determined by consulting the haunt matrix. Instead, the players must start each game by selecting a **Scenario card**. These cards explain what everyone is doing in the house, and they determine which haunt the players will face later in the game. When the haunt begins, the chosen Scenario card will reveal which haunt has been triggered and which player is now the traitor.

! THE HAUNT ROLL IS DIFFERENT

When you make a haunt roll, you now roll one die for each Omen that has been discovered. If the result is 5 or higher, the haunt will begin. If the haunt has not already started when the last Omen is drawn, it will be triggered automatically.

! THERE ARE NEW TERMS

A few new terms appear on Event, Item, and Omen cards, and in some haunts. These terms include: **General damage**, **heal**, **bury**, **critical**, **special actions**, and **line of sight**. Definitions of these terms and others can be found throughout this rulebook.

! NO STEALING ALLOWED

In previous editions, you had the option to steal an Item from an enemy that you had defeated with a Might attack. In this edition, stealing is no longer a standard ability. If a haunt does involve stealing, it will say so directly.

! TURNS END DIFFERENTLY

In this edition, your turn ends automatically when you discover (place) a new room tile. Resolve any effects noted on that tile, then draw a card that matches the symbol on that tile (if there is one) and resolve any effects noted on that card. Then, your turn is over. You may still end your turn voluntarily, without discovering a new tile. You are not required to use all of your movement, or take all of the actions available to you.

! WHEN THE HAUNT BEGINS, READ YOUR SETUP AND INTRODUCTION TEXT *BEFORE* YOU LEAVE THE ROOM

Both sides now read their introduction and setup texts out loud before separating to learn their roles in the haunt.

! ALL ACTIONS ARE CONSIDERED TO BE OPEN INFORMATION

Whenever you take an action during a haunt, the other team can ask you to explain what you are doing. If they do, you must read the entire text of that action out loud. Information in your haunt book is only secret until you use it.

! DEAD EXPLORERS LEAVE CORPSES

When you die, your explorer figure remains on the tile where you died. Other explorers may take Items and Omens from your corpse. In some haunts, the traitors may have specific uses for the corpses themselves.

Now that you've waded through all the preliminaries, here is the most important thing that all the ghosts, zombies, and evil realtors waiting for you in the house want you to know: this is a game and you must have fun. If the outcome of a move seems ambiguous, simply decide as a group how to handle it and move on. You won't break the game.

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WHAT'S IN THE BOX?

B

6 double-sided character boards

C

6 character figures

D

6 character figure bases

G

74 game cards: Omens, Items, Events

H

5 Scenario cards

I **J** **K**

Monster reference card | Traitor reference card | Player reference cards

L

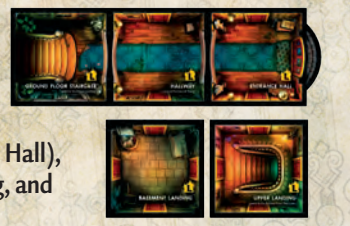
Number Track and pointer

M

Room tiles

N

3 starting tiles: triple room tile (Ground Floor Staircase/ Hallway/Entrance Hall), Basement Landing, and Upper Landing



A

2 haunt books: *Secrets of Survival* and *Traitor's Tome*

E

Clips

F

Dice

O 114 cardboard tokens

GAME SETUP

1. Set aside the **A** *Traitor's Tome* and *Secrets of Survival* haunt books. You'll use them after the haunt has started.
2. Each player chooses a character and takes their matching **B character board**, **C figure**, and **D character figure base** (matched by color). Insert each figure into its base.
3. Give each player four **E clips** to place on their character board. Players should place each clip so that it points to a different green number on their board. These represent their characters' starting traits. For more on traits, see page 9.
4. Place all of the **F dice** within easy reach of all players.
5. Sort the **G Event**, **Item**, and **Omen** cards by type. Shuffle each into a face-down deck, placed within easy reach of all players.

Insert each figure into its base.

Place clips so they each point to a different green number on the character board.

6. Place the **I Monster reference card** and **J Traitor reference card** face-up on the table, within sight of all players.
7. Give each player a **K Player reference card**.
8. Begin to build the house, using the three **N starting tiles**. Each of these is marked with an 1 symbol. Place these tiles in the center of the table, about 8–10 inches apart.
9. Shuffle the remaining **M room tiles** together and put them on the table in a face-down stack.
10. Place each explorer on the **Entrance Hall** space of the large starting tile.
11. ! As a group, the players should review the five **H** Scenario cards and choose one. The scenario described on the chosen card will become the characters' motivation for entering the house. This card will also determine which haunt they will face during the game. Return the remaining Scenario cards to the game box.
12. Set the **L Number Track**, **pointer**, and **O tokens** aside. Some of these will come into play at the start of the haunt.
13. Finally, players check their character boards to find their characters' birthdays. The player whose explorer has the next birthday will take the first turn of the game. Play will proceed clockwise from that player.

After setup, the table should look like this:

COMPONENT OVERVIEW

By now you can almost certainly hear the house calling for you, but if you're new to this game, there are a few things you've got to know before you can brush away the cobwebs and step through the door.

When you're ready to jump in, you can skip ahead to "How to Play," on page 11.

CARDS

EVENT CARDS

Events are spooky things that happen throughout the house, such as *Flickering Lights* or *Wandering Ghost*. Events tend to have consequences, which may be positive or negative.

ITEM CARDS

Items are the useful objects you may find as you explore the house, like a *Flashlight* or a *Chainsaw*. Items provide special abilities that will help you survive.

OMEN CARDS

Omens are eerie harbingers of evil, like a *Dog* or an *Idol*. While Omens are similar to Items, only Omens have the potential to start the haunt.

(See "Playing Event, Item, and Omen Cards" on page 12.)

SCENARIO CARDS

Scenario cards provide themed reasons for your visit to the house, and they determine which haunt you will play.

PLAYER REFERENCE CARDS

Player reference cards provide useful reminders of the actions you can take on your turn.

TRAITOR AND MONSTER REFERENCE CARDS

These cards provide step-by-step reminders of what the traitor and monsters are able to do on their turns.

ROOM TILES

As you play, you will construct the house using room tiles. When you explore, you will place a new room tile in your region (Basement, Ground Floor, or Upper Floor, shown on the card back), and then draw an Event, Item, or Omen card, according to the symbol shown on the front of the tile.

TOKENS

Betrayal comes with a lot of tokens. Most of them are used in haunts, where they will have rules attached to them. The haunt will tell you where to place them, how to use them, and what they represent. Sometimes they are used to denote steps in a ritual, or the amount of blood that you have collected. Look at the **Tokens Needed** section at the beginning of each haunt to see what tokens are used, and what they represent.

CHARACTER BOARDS AND FIGURES

You may play as one of 12 different characters, whose details can be found on the six double-sided character boards. Each character board has a matching explorer figure, which you will move from tile to tile as you play the game. See pages 20–21 for full descriptions of all 12 characters.

Each character has four traits—**Might**, **Speed**, **Knowledge**, and **Sanity**—which are shown on their respective character boards and which you will track using plastic clips. At the start of the game, set the clips to your character's starting green values and adjust them as needed. Trait values are public knowledge and should never be hidden from other players.

GAINING, LOSING, AND HEALING TRAITS

As you play, it is likely that you will have to adjust your trait values.

- For example, if a card instructs you to "**Gain** 1 Might" or "**Lose** 1 Speed," simply move the clip for that trait one space up or down as instructed. Moving a clip may not immediately change the value of a trait, as some explorers' character boards include duplicate numbers. A trait that has reached its highest value cannot be raised any higher.
- ! If an effect tells you to **heal a trait**, return that trait to its starting value (shown in green). If that trait is already at or above its starting value, it stays where it is.

! CRITICAL TRAITS

If a trait is at its lowest value, closest to the skull symbol (shown in red), it is **critical**.

CHARACTER DEATH

Characters cannot die before the haunt has started. If pre-haunt damage would cause any of your traits to go below critical, they remain at critical. Once the haunt has started, if *any* of a character's traits are reduced to the skull symbol, that character is **dead** (see "Dying," on page 19).

HOW DAMAGE AFFECTS YOUR TRAITS

Characters will inevitably take damage during the game, which will lower their trait values. There are three types of damage: **Physical**, **Mental**, and **General**.

- When you take **Physical** damage, lose **Might** and/or **Speed** equal to the amount of damage.
- When you take **Mental** damage, lose **Knowledge** and/or **Sanity** equal to the amount of damage.
- ! When you take **General** damage, you choose which of your traits are affected.

When you take damage, lower your trait by the appropriate number of spaces and **not** by the numerical value of that damage. For example:

1. Oliver takes 2 Physical damage, which he decides to assign to Might, which is currently at **3 3 4 4 5 6 6 7**.
2. Oliver moves his clip two spaces down, to **3 3 4 4 5 6 6 7**.

Damage can be divided however you like, but only within the associated traits. For example, if you take 3 Physical damage, you could choose to lower your Might by 2 and your Speed by 1, but you could not lower your Knowledge or Sanity.

You cannot die from damage before the haunt has started, and you cannot choose to lower a critical trait if you have other traits that could still be lowered. For example, say the haunt has not yet started. Your Might is critical while your Speed is not, and you are instructed to take 2 Physical damage. You cannot assign this damage to Might and must instead lose Speed.

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DICE

The game includes eight dice, each with faces having 0–2 dots. After rolling the dice, the number of dots showing are your **result**.

TRAIT ROLLS

When you are asked to make a trait roll for Knowledge, Sanity, Speed, or Might, look at your current value in that trait and roll that many dice.

Michelle draws Funeral, *an Event that asks her to make a Sanity roll. Her Sanity is 5, so she rolls 5 dice.*

ATTACK ROLLS

When you attack, you must make a trait roll. The defender will roll the same trait. This trait will usually be Might, but some Items and Omens may instruct you to roll a different trait. Whoever rolls lower takes damage equal to the difference in the two rolls. (See "Attacking," on page 15.)

HAUNT ROLLS

When you are instructed to make a haunt roll, roll dice equal to the total number of Omens that have been drawn by all players. If the result of your roll is 5+, the haunt begins.

OTHER ROLLS

Sometimes an effect will simply tell you to roll a number of dice. This is not a trait roll. It is not affected by things that only affect trait rolls.

Roll 2 dice.

HOW TO PLAY — BEFORE THE HAUNT

After reviewing your game components and setting them up, you are ready to play. Players will take their turns in clockwise order, starting with the first player.

ON YOUR TURN

Before the haunt begins, you may do any of the following, in any order:

- **Move** around the house and **discover** new room tiles (discovering a new room will end your turn).
- **Trade** Items and Omens with an explorer on your tile (with their permission).
- Use your Items and Omens to take **special actions**. You may take each special action once during your turn. These actions are marked with this symbol: . (See "Special Actions," on page13)

You may take your actions in whatever order you like. For example, you could move once, trade an Item, move again, perform a special action, and then move a third time.

When you cannot do anything else—or do not want to—your turn is over. Your turn also ends if you discover a new room.

MOVEMENT

At the beginning of your turn, check your Speed trait. This will tell you the maximum number of tiles that your explorer may move through during that turn. If your Speed happens to change in the middle of a turn, it will not change your movement for that turn.

ADJACENCY

Each point of movement lets you move to an **adjacent** tile. Tiles are adjacent if they share a directly connected doorway. Some tiles note specific connections to other tiles. For instance, the Ground Floor Staircase says that it "Leads to the Upper Landing." If both of these tiles have been discovered, they are considered to be adjacent. If two tiles touch but only one of them shows a doorway, those tiles are not adjacent. Instead, that doorway is a false feature, like a closet or an alcove.

FORCED MOVEMENT

Some Items, Omens, and special actions may require to move your or another player's explorer a certain number of tiles. If an instruction says to move "up to" a number of tiles, the person doing the moving gets to decide how far that explorer is moved, even if another player normally controls that explorer.

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DISCOVERING NEW ROOM TILES

During your movement, if you are on a tile with an unexplored doorway, you may move through it to discover a new room. Here's how:

1. The house has three **regions** (Basement, Ground Floor, and Upper Floor). The back of each room tile indicates where in the house that tile may be placed.
2. If the top tile of the tile stack matches your explorer's region, turn that tile over and connect it to your explorer's tile by aligning any doorway on the new tile with the unexplored doorway on the current tile.
   - You do not have to align every doorway on the new tile, as long as one doorway is adjacent to the tile you just came from.
   - If the top tile of the tile stack does not match your explorer's region, **bury** that tile (put it on the bottom of the stack). Repeat this process until you reveal a tile that can be placed in your explorer's region; place this tile using the rule above.
3. Place your explorer's figure on the new tile.
4. Resolve any text on the tile that says "when you discover this tile...," or "when you enter this tile...."
5. If the tile has a , , or symbol, draw a card from the matching deck. Read the card's text out loud and resolve any effects as instructed. (See "Playing Event, Item, and Omen Cards," on this page.)
6. End your turn.

Illegal tile placement. Note that the doors do not connect.

Legal tile placement. Note the doors connect.

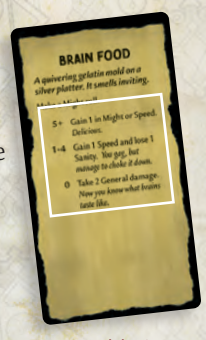
PLAYING EVENT, ITEM, AND OMEN CARDS

Most tiles show an Event , Item , or Omen symbol. When you place one of these tiles, draw the top card of the matching deck.

EVENTS

When you draw an Event card, read its italicized text aloud and follow the instructions. Then, **bury** the card by placing it on the bottom of its deck.

Events that require you to make a trait roll will provide a results table. *Only read the result that matches your roll.*



Event card showing a results table.

ITEMS

When you draw an Item card, read its text aloud and then place the card face-up in front of you. You now possess that Item.

OMENS

When you draw an Omen card, read its text aloud and then place the card face-up in front of you. You now possess that Omen. Whenever you draw an Omen, you must make a haunt roll.

To make a haunt roll, count the total number of Omens held by all players and roll that many dice. On a result of 5+, the haunt begins! The player who made that roll is the haunt revealer.

There are fewer Omen cards than there are tiles with Omen symbols. If you draw the final Omen card, the haunt starts automatically!

BURYING TILES AND CARDS

You may be instructed to **bury** a tile or card. To bury a tile, put it on the bottom of the tile stack. To bury a card, put it on the bottom of its deck.

MORE ABOUT DISCOVERING NEW ROOMS

It's okay if it's impossible to match all doorways on the new tile. You have created a closet or an alcove.

It does not cost a move if you try to discover a new tile only to find that you have run out of tiles for that region. Continue your turn as though you didn't just try to walk into a closet.

After placing a tile, there must always be at least one open doorway in your region. If the only possible placement of a tile would prevent additional tiles from being placed in that region, bury that tile and draw a new one.

If you are unable to place a tile without closing off your region, adjust the tiles in that region so that you can place a tile. Be sure that this adjustment changes the house as little as possible.

ENDING YOUR TURN

Your turn ends automatically when you discover (place) a new room tile. As noted above, you must resolve any effects appearing on that tile, then draw an Event, Item, or Omen card if any of those symbols appear on the tile. Follow the instructions on that card. Your turn is then over.

You may also end your turn voluntarily, without discovering a new tile. You are not required to use all of your movement, or take all available actions.

OTHER THINGS TO DO ON YOUR TURN

In addition to moving, there are some other things you may do on your turn. Remember, you are allowed to do these things in any order, and can do them at any point in your movement.

TRADING

Once per turn, if you are on the same tile as another explorer, you may change ownership of Items and Omens with that explorer. You may freely exchange any number of Items and Omens as long as you both agree to the trade, with one condition: you cannot give someone an Item or Omen if you have already used its special action or attacked with it during the current turn (if it is a weapon). You may give or take any number of Items, including none—trades do not have to be equal.

SPECIAL ACTIONS

Many Items and Omens are marked with a special action symbol . Each special action will tell you when and how it works. Special actions are always optional.

- Unless otherwise noted, you may only perform each special action once per turn. You may perform each special action available to you but you may not repeat them on your turn.
- *You may not take a special action with any Item or Omen you did not have at the start of your turn.* Some Items and Omens have effects that are not special actions—as long as you have the card, these effects are always "on."

The Mask has two effects. The first is an effect that is always on as long as you have the Mask. The second is a special action. You can't use the Mask and then give it to someone, or take it from someone and then use it.

Example: It's Samantha's turn. She moves Father Warren to the Ballroom, where Marley's explorer Brittani is waiting. Samantha trades her Strange Amulet to Marley in exchange for the Mask. Earlier this turn, Samantha used her Crossbow to attack a Zombie. As a result, the Crossbow cannot be traded this turn.

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HOW TO PLAY – AFTER THE HAUNT BEGINS

Haunts are the unique stories that take place at the House on the Hill. They will challenge you to deal with uncomfortable, frightening, and typically dangerous situations. Each of the 50 haunts in the game has a survivor version and a traitor version, but the goals for each are different. You will be using the two haunt books, *Secrets of Survival* and *Traitor's Tome*. Be sure they are close at hand.

The haunt begins with a roll of the dice. Whenever a player draws an Omen, they must roll dice equal to the total number of Omens held by all players. On a result of 5+, the haunt begins! The player who made that roll is the **haunt revealer**.

To determine which haunt you will play, take the Scenario card that you selected at the start of the game and find the Omen that was just drawn. It will give you the number of the haunt you are about to play and tell you which player is the traitor. Using the haunt number, find the haunt in both haunt books. The explorers—who become heroes once the haunt begins—take the *Secrets of Survival* book and the traitor takes *Traitor's Tome*. (Some haunts don't have a traitor; see below for more on that.) A haunt's Scenario card, trigger (Omen), and traitor are listed near the title of the haunt, so check them against the Scenario card to be sure that you're in the right place.

Spoilers make the game less fun for everyone. Be sure to read *only the haunt indicated on your Scenario card*, and don't read the other team's haunt book.

TYPES OF HAUNTS

There are four types of haunts in *Betrayal at House on the Hill*.

NO TRAITOR

These haunts do not have a traitor. All of the players work together, and everyone reads from *Secrets of Survival*. You do not need the *Traitor's Tome*.

ONE TRAITOR

In these haunts, one player is the traitor and everyone else is a hero. The traitor and the heroes are trying to accomplish different goals, and the first team to achieve their goals is the winner.

HIDDEN TRAITOR

In these haunts the traitor's identity is not initially known to all players, and explorers are permitted to attack each other (after all, *anyone* could be the traitor!) Hidden-traitor haunts are found in *Secrets of Survival*.

FREE-FOR-ALL

In these haunts, it's every explorer for themselves! It's a contest between all players, and explorers are permitted to attack each other as they all try to achieve the same win condition. Unfortunately, not everyone can win! These haunts only appear in the *Traitor's Tome*.

STARTING THE HAUNT

This section describes how haunts work, and how to set them up. You will find a detailed "walkthrough" of Haunt 1, both hero and traitor versions, on page 16.

When the haunt to be played has been triggered and the players have located it in both haunt books, perform the following steps in order:

1. The heroes read the introduction to their haunt aloud, to all players.
2. The heroes perform all of their setup steps, in order.
3. The traitor reads the introduction to their haunt aloud, to all players.
4. The traitor performs all their setup steps, in order.
5. The heroes and the traitor should go into separate rooms (so they cannot hear each other) and read the rest of their respective haunts in order to discuss strategy and learn any special rules.

! At the start of the haunt, most of the information in your haunt book can be kept secret from the other side. **But, when you take a special action or follow a rule in your haunt book, the other side can ask you to read that part out loud. Information in your haunt book is only secret until you use it.**

ATTACKING

Once the haunt begins, you may attack monsters and other explorers on your tile (if they are not on your team). You may only attack once per turn. When you attack, you and your opponent both roll Might. Whoever rolls higher wins the attack and deals Physical damage to the loser is equal to the difference in the two rolls. No damage is dealt in the case of a tie.

Sometimes an effect (such as a weapon) lets you attack with a trait other than Might. This attack is the same as a Might attack, except that you and your opponent both roll the indicated trait. If an attack uses Sanity or Knowledge, the loser takes Mental damage, rather than Physical.

Example: Eric is the traitor. He used the Machete to attack Deirdre's character, and they both make a Might roll. Eric rolls a 4, adding 1 because he used the Machete. Eric's roll of 5 beats Deirdre's 3, so Deirdre's character takes 2 Physical damage. She chooses to lose 1 Speed and 1 Might.

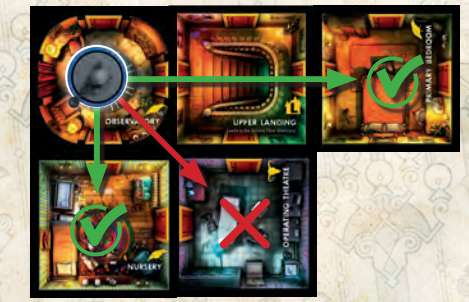
WEAPONS

Several Items and Omens are marked as "weapons," which can be used to modify your attack. You may only use one weapon per attack. If you have more than one weapon, announce which one you are using. (You may also choose to attack without a weapon.) If you use a weapon to attack, you cannot trade it later on in the turn, and you cannot attack with a weapon that you have obtained that turn.

You may not use a weapon to defend against an attack.

! LINE OF SIGHT

Some effects refer to **line of sight**. Two tiles are considered to be within line of sight to each other if an explorer could move from one tile to the other without changing direction or region(there can be other tiles in between the two). If a tile is in line of sight, all characters (explorers and monsters) on that tile are also in line of sight.



! LOOTING BODIES

Dead explorers still hold their Items and Omens, and you can still "trade" with them. Once per turn, while you are on the same tile as another explorer's corpse, you can take one Item or Omen that they were carrying. You no longer need permission to take that explorer's stuff.

! OBSTACLES

Some tiles are harder to leave than others. Tiles with **obstacles** take *two* points of movement to leave, instead of one (no matter how many obstacles are on that tile). Before the haunt, some tokens are obstacles. *After the haunt, characters on the opposite team (explorers and/or monsters) also act as obstacles.*

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ANATOMY OF A HAUNT

Let's take a closer look at the structure of a haunt. Each haunt entry is organized into four (or five) distinct sections. The illustration on the facing page shows both the hero and the traitor version of the same haunt.

1 HAUNT IDENTIFICATION

This section is all about making sure you're in the right place. You will be looking for the haunt number that you found on your Scenario card. You can also check that the Scenario card, haunt trigger, and traitor are correct. This section is the same in both haunt books. Both the traitor and the heroes should be sure that they are reading the same haunt.

2 INTRODUCTION AND SETUP

Introduction
The introduction sets up the haunt's story for both the heroes and the traitor, which will be different for each side. There aren't any rules in this section, but there might be clues as to what the other side is up to.

Setup
This is where any additional setup steps will be listed. Both sides will have different setup steps. All setup happens before the first turn of the haunt, and may change what the house looks like.

3 MAIN HAUNT GAMEPLAY

A Special Rules

> **WHEN THE TRAITOR DIES**
> The traitor will place a Large Monster token on the tile with an Omen symbol that is farthest from their corpse. This is Jack's Spirit.

Each haunt has some rules that are unique to that haunt. These are called **special rules**. They may be in effect for the entire haunt, for example, changes to how tile discovery works during that haunt. Or, they may trigger when specific events occur, such as the end of your turn or the death of a character.

B Special Actions
Most haunts provide rules for special actions you may take on your turn. These actions are indicated by the symbol, and they are always optional. You may perform any number of special actions on your turn, but you may only perform each special action once per turn. Any special rules associated with those actions will be listed here.

4 OTHER INFORMATION

This section provides additional information regarding the haunt.

Objective
A brief summary of how to win.

Tokens Needed
A list of every token needed to play this haunt, often with a description of what they represent. This section will be the same in both haunt books. Don't worry if your haunt book doesn't tell you how a token works—the other team will have that information.

Important Locations (Not Pictured)
Some haunts care about specific tiles. These haunts provide a list of those tiles here, along with the regions in which they can be found.

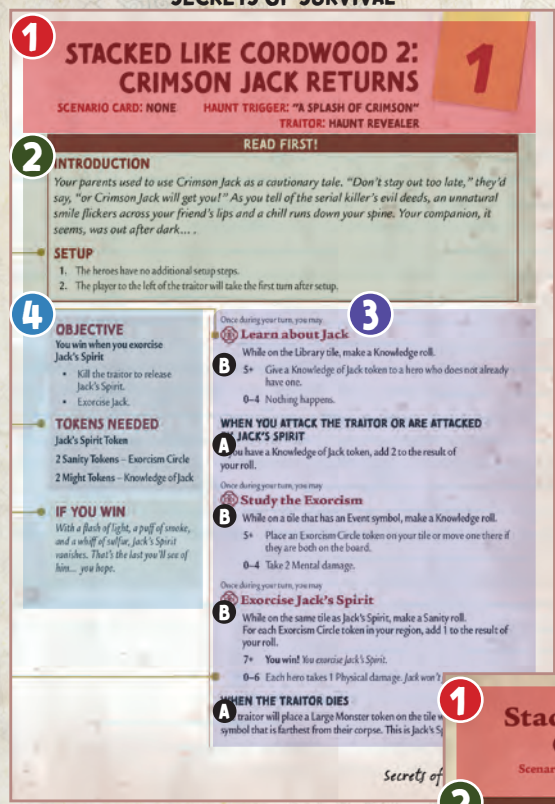
If You Win
Sometimes everything goes according to plan. If your side wins, read this section out loud for a flavorful closing scene.

5 MONSTER BOXES (*TRAITOR'S TOME* ONLY)

Many haunts include monsters, whose special rules appear in boxes like the one shown here. Monster boxes are only found in the *Traitor's Tome*, and each monster box includes all of the information the traitor will need.

1. At the top of the box you'll find the monster's name and traits, which determine how many dice to roll when the monster makes a trait roll.
2. Below that will be any special rules that apply to the monster. Maybe the monster can walk through walls, or it attacks using a trait other than Might. This section may also list any special actions that the monster is able to perform.
3. Any rules changes or special actions inside the monster box are specific to that monster. (For example, in the box shown, the special rule only applies at the start of the Spirit's turn.)

SECRETS OF SURVIVAL


STACKED LIKE CORDWOOD 2: CRIMSON JACK RETURNS 1
SCENARIO CARD: NONE HAUNT TRIGGER: "A SPLASH OF CRIMSON" TRAITOR: HAUNT REVEALER
READ FIRST!
INTRODUCTION
Your parents used to use Crimson Jack as a cautionary tale. "Don't stay out too late," they'd say, "or Crimson Jack will get you!" As you tell of the serial killer's evil deeds, an unnatural smile flickers across your friend's lips and a chill runs down your spine. Your companion, it seems, was out after dark... .
SETUP
1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.
OBJECTIVE
You win when you exorcise Jack's Spirit
• Kill the traitor to release Jack's Spirit.
• Exorcise Jack.
TOKENS NEEDED
Jack's Spirit Token
2 Sanity Tokens – Exorcism Circle
2 Might Tokens – Knowledge of Jack
IF YOU WIN
With a flash of light, a puff of smoke, and a whiff of sulfur, Jack's Spirit vanishes. That's the last you'll see of him... you hope.
Once during your turn, you may
Learn about Jack
While on the Library tile, make a Knowledge roll.
5+ Give a Knowledge of Jack token to a hero who does not already have one.
0–4 Nothing happens.
WHEN YOU ATTACK THE TRAITOR OR ARE ATTACKED
JACK'S SPIRIT
you have a Knowledge of Jack token, add 2 to the result of your roll.
Once during your turn, you may
Study the Exorcism
While on a tile that has an Event symbol, make a Knowledge roll.
5+ Place an Exorcism Circle token on your tile or move one there if they are both on the board.
0–4 Take 2 Mental damage.
Once during your turn, you may
Exorcise Jack's Spirit
While on the same tile as Jack's Spirit, make a Sanity roll. For each Exorcism Circle token in your region, add 1 to the result of your roll.
7+ You win! You exorcise Jack's Spirit.
0–6 Each hero takes 1 Physical damage. Jack won't
WHEN THE TRAITOR DIES
traitor will place a Large Monster token on the tile
symbol that is farthest from their corpse. This is Jack's S
Secrets of

TRAITOR'S TOME

Stacked Like Cordwood 2: Crimson Jack Returns 1
Scenario Card: None Haunt Trigger: "A Splash of Crimson" Traitor: Haunt Revealer
Read First!
Introduction
As you explored the house, your companions spoke of Crimson Jack, the notorious serial killer who was brought down in this very mansion twenty years ago to the day. They knew that Jack's body had been killed, but they had no idea that his spirit still remained in this old place. You barely manage to suppress your murderous grin as you realize the truth: Jack's back.
Setup
1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monster sometimes takes its turn instead of yours.
3. Heal all of your traits. Gain {1/1/2/2} in both of your Physical traits.
Objective
You win when all es are dead.
Tokens Needed
Jack's Spirit Token
2 Sanity Tokens – Exorcism Circle
2 Might Tokens – Knowledge of Jack
If You Win
Whistle a jaunty tune. Your friends have all been sliced to bits, and you can once again comfortably take up residence in your old home.
Once during your turn, you may
Stalk the Prey
If you haven't attacked yet, and if you do not have line of sight to a hero, you may place your explorer on any Upper or Ground Floor tile that is not in a hero's line of sight.
ou die
Place Jack's Spirit onto the tile with an Omen symbol that is farthest from your corpse. Repeat this process each time you die.
he start of your turn, if you are dead, take a turn ith Jack's Spirit instead.
Monster: Jack's Spirit
Might 5 Speed 3 Sanity 4 Knowledge 4
Jack's Spirit may move between adjacent tiles not connected by doorways.
Jack's Spirit cannot be stunned.
At the start of the monster turn
If Jack's Spirit is on the same tile as your explorer's corpse, heal all of your traits. You control your explorer again. Remove Jack's Spirit from the house.
TRAITOR'S TOME 5

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PLAYING THE HAUNT

The heroes and the traitor all still count as explorers. They can do the same things they did before the haunt was revealed, but there won't be any more haunt rolls.

When the haunt begins, players will take their turns as normal as they use their new actions in an attempt to complete their objectives.

Traitors and monsters act as obstacles to the heroes and vice versa. It takes two moves to leave a tile on which one or more obstacles are placed.

MORE TO KNOW ABOUT HAUNTS

BREAKING TIES TO SELECT THE TRAITOR

Usually, the traitor will be the haunt revealer. In some cases, the identity of the traitor will depend on which player has the highest (or lowest) value in a trait. In these haunts, if two or more players are tied for highest (or lowest) in that trait, the player closest to the haunt revealer (in turn order) will be the traitor.

If a haunt specifies that the traitor is the player to the left of the haunt revealer, the haunt revealer is specifically excluded from being the traitor.

VARIABLE PLAYER COUNT

{ 3 / 4 / 5 / 6 }

In the haunts, values for aspects of a haunt might be different for different numbers of players. For example, the traitor may have more pet hellhounds in a five-player game than they would in a three-player game. In this example that shows 1, 5, 7, and 9 as sample values, note the variable player count:

{1/5/7/9}

1 = three-player game

5 = four-player game

7 = five-player game

9 = six-player game

THE NUMBER TRACK

Some haunts use the Number Track to record certain values.

! FINDING SPECIFIC TILES

Some haunts care about specific tiles, but memorizing which tiles go in which regions is not the point of the game. So, if you're ever lost, feel free to use the tile stack as a reference. You may look through the tile stack if needed, but be sure to shuffle it when you are done.

BEING THE TRAITOR

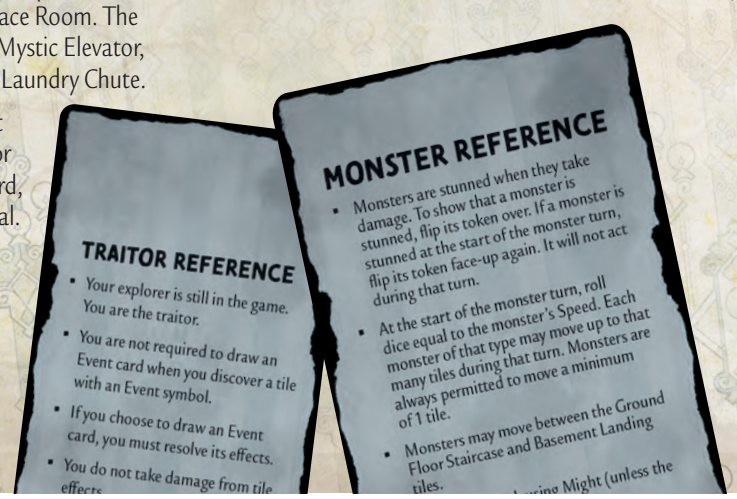
! RELUCTANT TRAITORS

Being evil is a big responsibility. We understand. In some games, the player designated as the traitor may be reluctant to take on the role, and that's okay. In that case, another player may volunteer to be the traitor instead. If there's a volunteer, swap the locations of the two explorer figures and pass the card that triggered the haunt to the volunteer.

THE TRAITOR'S SPECIAL POWERS

In addition to any haunt-specific effects, the traitor typically gets some extra abilities to give them an edge over the heroes:

- The traitor may ignore any tiles' damaging effects. The traitor does not take damage when they fall through the Collapsed Room or end their turn in the Furnace Room. The traitor must still roll for the Mystic Elevator, and they still slide down the Laundry Chute.
- The traitor may ignore Event symbols on tiles. If the traitor decides to draw an Event card, they must resolve it as normal.



CONTROLLING MONSTERS

Some haunts allow the traitor to control monsters. These haunts will instruct you to use the Monster reference card, which provides rules for how monsters act.

- Monsters typically have fixed traits—they do not go up or down.
- Monsters typically cannot be killed. Instead, a monster that takes damage is **stunned**. To indicate that a monster has been stunned, flip its token to the "stunned" side. If a monster is **stunned** at the start of its turn, turn its token face-up again and end that monster's turn. Stunned monsters do not slow heroes' movement.
  - Some monsters are killed instead of stunned. Remove killed monsters from the house and set their tokens aside in case they are needed later.
  - Some monsters cannot be stunned. Do not flip their token if they take damage.
- Monsters move differently than explorers. At the beginning of the monster turn, roll dice equal to the monster's Speed. The result of that roll is the maximum number of tiles that monster can move that turn (monsters may always move at least one tile).
  - If there are multiple monsters of the **same type**, roll movement only once for that monster type.
  - If there are **multiple types** of monster, roll movement once for each monster type.
- ! Monsters can move between the Basement Landing and the Ground Floor Staircase as though they were adjacent.
- Monsters may attack using normal attack rules; see page 15. Unless otherwise noted, monsters attack with Might.
- Like the traitor, monsters may also ignore damaging tile effects (see "The Traitor's Special Powers" on the previous page). If a monster uses a tile effect, they must roll dice for that effect.
- Unless a haunt specifies otherwise, monsters cannot hold Items or Omens, and they cannot explore new tiles.

DYING

Once the haunt has started, it becomes possible for explorers to die. If any of an explorer's four traits are at or below the 💀, that explorer has died (unless the haunt specifies otherwise).

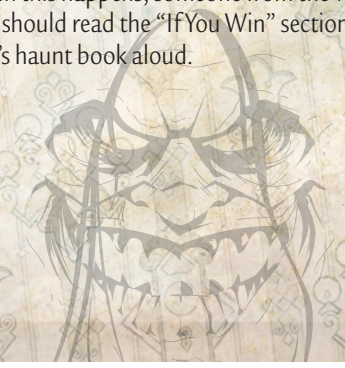
! When an explorer dies, tip their figure over and leave it on the tile where they died. It is now a corpse. Keep any Items and Omens they were carrying near their character board. Other explorers may loot that corpse on future turns.

! Dead explorers still hold their Items and Omens, and you can still "trade" with them. Once per turn, while you are on the same tile as another explorer's corpse, you may take one Item or Omen that they were carrying. You no longer need permission to take their stuff.

END OF THE GAME

The first side (traitor or heroes) to complete their objectives for the haunt wins.

When this happens, someone from the winning side should read the "If You Win" section of that side's haunt book aloud.



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CHARACTER DESCRIPTIONS

JOSEF "BROSEF" HOOPER

Age: 25
Birthday: February 25
Hobbies: poetry, football
GPA: 2.5

Josef often gets taken for a meathead college athlete, and he kind of is, but at the same time has a softer side when it comes to sticking up for people he cares about. He's willing to face any danger for his friends, which is about to be put to the test. Josef has seen Michelle on the pitch and is impressed by her skills.

OLIVER SWIFT

Age: 33
Birthday: July 3
Hobbies: philosophy, running
Mile time: 4:54.72

Oliver is fast, but he believes that you should never run unless you're running away from something. A loner by nature, he studies philosophy to try to find the nature of humanity and understand why people are so insufferable. Dr. Dan has been treating Oliver's anemia since he was a child.

STEPHANIE RICHTER

Age: 40
Birthday: January 12
Hobbies: photography, cooking
Film credits: 4 (as an extra)

Stephanie has a knack for amateur filmmaking. She enjoys creating short documentaries that she uploads to the internet. A film about that haunted old house would do wonders for her online presence. Stephanie is Sammy's neighbor. She filmed his first magic show at the elementary school talent night and has been friends with him ever since.

PERSEPHONE PULERI

Age: 49
Birthday: April 15
Hobbies: camping, fragrances
Years in business: 15

Persephone runs a local shop called Blessed Botanicals that specializes in all manner of crystals, herbs, and paranormal supplies. The rumors of a local haunted house have certainly been good for business, and she's been eager to find an excuse to explore the place. Jaden sometimes comes into the shop asking about strange clues that he's come across.

SAMMY ANGLER

Age: 9
Birthday: September 18
Hobbies: magic tricks, video games
Arcade high score: 2,433,221

Sammy is a bright kid who has been obsessed with stage magicians since one came to his sixth birthday party. The next year he asked for a magic kit of his own, and his stage shows have gotten more elaborate ever since. Now he's looking for even more elaborate stage dressing, and what could be more mystical than an old abandoned house. Oliver sometimes comes over on weekends to tutor Sammy in his least favorite subject, math.

JADEN JONES

Age: 11
Birthday: October 4
Hobbies: mysteries, reading
Cases solved: 0

Jaden Jones works tirelessly to uncover the mysteries of the world, no matter how inconvenient that makes life for those around him. Armed with his "My First Detective" magnifying glass and evidence case, he's going to explore this old house in search of... clues. And he's documenting everything, for posterity. Jaden loves hanging around the old church, and often borrows detective comics from Father Leung.

ISA VALENCIA

Age: 11
Birthday: March 30
Hobbies: depressing music, blogging
Poe collections owned: 8

Isa's always been a bit off. A strange kid with an interest in the paranormal, she has a strong belief in the supernatural. She spends her night watching reruns of Bros vs. Ghosts on late night TV. Anita enjoys talking with Brittani about the darker side of electronic music, often borrowing CDs to have on in the background while she blogs.

ANITA HERNANDEZ

Age: 12
Birthday: June 11
Hobbies: taxidermy, painting
Animal friends: 17

Anita Hernandez was raised by parents who were extremely superstitious. She works in her parents' tea shop in order to learn about all the magical qualities of different herbs. While she doesn't really believe in all this nonsense, something about that old house on the hill gives her the creeps. Anita's parents visit Persephone's shop on weekends to stock up.

FATHER WARREN LEUNG

Age: 71
Birthday: November 17
Hobbies: watercolors, comic books
Boxes of comics in his basement: 13

A no-nonsense priest with a backbone made of steel. He has an extensive knowledge of ancient religions, and a history of banishing a demon or two back in his day. He's been trying to quit smoking for the last two years, so he's a little cranky. Anita attends a weekly watercolor class at Warren's church.

DAN NGUYEN, M.D.

Age: 60
Birthday: May 6
Hobbies: fishing, documentaries
Blood Type: A-

Dan has been a doctor in this town for decades, always willing to help anyone who comes to his office. Lately he's been seeing more and more injuries related to that creepy old house. Broken legs from falling through floorboards, bumps and bruises from "phantasms," strange marks appearing the night after a visit. He's come to the house to finally get to the bottom of all this nonsense. Dan sees Josef on a near-weekly basis for some injury or another.

MICHELLE MONROE

Age: 19
Birthday: August 19
Hobbies: lacrosse, traveling
State champion trophies: 2

Michelle is a lacrosse teen who's faced worse than whatever this house throws at her. She's used to being the underdog, but she has brought her team to victory before and she can do it again... even if the game is survival instead of lacrosse. Always a fan of a nice spot of tea, she often sees Isa in the tea shop while she is enjoying a steaming cup of Earl Grey.

BRITTANI "BEAT BOX" BOWEN

Age: 22
Birthday: December 1
Hobbies: dancing, gardening
Current favorite genre: dungeon synth

Brittani is a DJ who has been throwing impromptu house parties since high school. Brittani seeks new and exciting locations to play music, and what could be more interesting than an abandoned old house. Brittani will often bring extra tomatoes from her garden to Stephanie. She makes the best lasagna.

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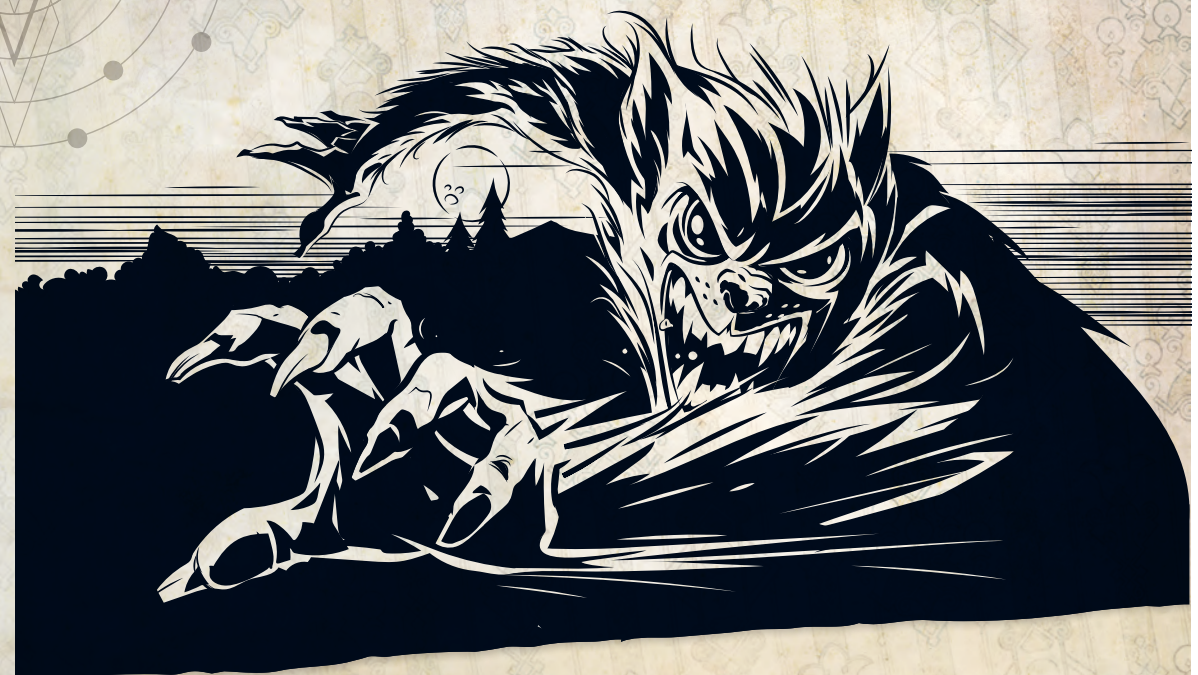

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Potato Head®

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