Organizing Your Tokens for Betrayal at House on the Hill

What you'll need:

- This document
- Printer w/color ink
- Paper
- A cutting device, such as scissors or a guillotine paper cutter
- Between 47 to 52 card sleeves
- Tokens from Betraval at House on the Hill
- 7 small plastic bags

How To Use This Guide

Print off pages 2 thru 8 and cut them out. Place each sheet in a card sleeve along with any tokens listed on the sheet that doesn't refer you to a bag or another Haunt card. Each sheet shows you the color, shape, quantity and name of each token needed for each Haunt. There are 5 Haunts that do not use any tokens, you may choose to not use card sleeves for those haunts. Tokens that have a large quantity or that may be used before a Haunt begins are put in one of the small plastic bags. Here is a list of what should go in each bag:

- 1. Tokens that may be used before the Haunt begins (black squares)
 - Also put keep in this bag the 3 tokens for the Omen Cards: Girl (red circle), Madman (red circle), and the Dog (orange circle)
- 2. All of the Bat/Rat tokens (orange circles)
- 3. All of the Blob/Spore tokens (green circles)
- 4. All of the Body tokens (blue circles)
- 5. The 10 Roots and the 10 Tips (orange circles)
- 6. The Item Piles and Paint (black pentagons)
- 7. The Might, Sanity and Knowledge Roll tokens (black triangles)

HAUNT 1 THE MUMMY WALKS 1 Mummy 1 Sarcophagus 1 Girl (see bag)	HAUNT 3 FROG LEG STEW 1 Witch 1 Cat 4 Frogs Roots (see bag)	HAUNT 5 I WAS A TEENAGE LYCANTHROPE 1 Silver Bullets Wolf (# of players) 1*Girl (see bag) 1*Madman(see bag)	HAUNT 7 CARNIVOROUS INV 1 Plant Spray Roots (2x # of players, see bag) Tips (2x # of players, see bag)
HAUNT 2 THE SEANCE 1 Ghost 1 Corpse(Victim) Knowledge Roll (# of players, see bag)	HAUNT 4 THE WEB OF DESTINA ■ 1 Spider ■ Might Roll (# of players, see bag)	HAUNT 6 THE FLOATING EYE 1 or 2 Aliens 1 Spaceship Might Roll (# of players, see bag)	HAUNT 8 WAIL OF THE BANSHEE ■ 1 Banshee ■ Knowledge Roll (# of players, see bag) ■ Sanity Roll (# of players, see bag)

HAUNT 9 THE DANCE OF DEATH ▲ Sanity Roll (# of players, see bag)	HAUNT 10 FAMILY GATHERING Zombies(# of players) 1 Madman(see bag)	HAUNT 11 LET THEM IN	HAUNT 12 FLESHWALKERS • Evil Twins (# of players)
HAUNT 13 PERCHANCE TO DREAM 1 Holy Symbol Nightmares (# of players) Body (Escape) (# of players)	HAUNT 14 THE STARS ARE RIGHT Cultists (# of players) Paint (# of players, see bag)	HAUNT 15 HERE THERE BE DRAGONS 1 Dragon 1 Shield 1 Antique Armor	HAUNT 16 THE PHANTOM'S EMBRACE 1 Phantom Blobs (see bag) 1 Girl (see bag)

#AUNT 17-A BUGS 1 Rat Poison 1 Beetle 1 Centipede 1 Praying Mantis 1 Roach 1 Wasp 1 Spider(see Haunt 4)	HAUNT 17-B BUGS	HAUNT 18 OFFSPRING 1 Evil Plant 1 Flower Spores (# of players, see bag)	HAUNT 19 THE BEASTMASTER 1 Bear 1 Crocodile 1 Hawk 1 Weasel 1 Wolf (see Haunt 5)
HAUNT 20 GHOST BRIDE 1 Bride 1 Sarcophagus (see Haunt 1)	HAUNT 21 HOUSE OF THE LINING DEAD 1 Zombie Lord 2 Zombies (2x # of players, see Haunt 10)	HAUNT 22 THE ABYSS GAZES BACK ▲ Knowledge Roll (# of players, see bag) ▲ Sanity Roll (# of players, see bag)	HAUNT 23 TENTACLED HORROR Roots (# of players, see bag) Tips (# of players, see bag)

HAUNT 24 FLY AWAY HOME • 24 Bats (see bag)	HAUNT 25 VOODOO (none)	HAUNT 26 PAY THE PIPER Rats (2x # of players, see bag) Sanity Roll (see bag)	HAUNT 27 AMOK FLESH ■ 20 Blobs (see bag) ▲ Knowledge Roll (# of players, see bag) ▲ Sanity Roll (# of players, see bag)
HAUNT 28 RING OF KING SOLOMON 1 Demon Lord Demons (# of heroes)	HAUNT 29 FRANKENSTEIN'S LEGACY 1 Frankenstein's Monster 5 Torches	HAUNT 30 TOMB OF DRACULA 1 Dracula 4 Vampires 1 Bride(see Haunt 20)	HAUNT 31-A IT'S ALNE • 5 Antibodies • 1 Brain • 1 Heart • 1 Lungs

HAUNT 31-B IT'S ALIVE 2 Glands 4 Stomachs 2 Teeth	HAUNT 32 Lost (none)	HAUNT 33 CREATURE FROM FROM LAKE • 1 Girl (see bag)	HAUNT 34 MAD, MAD WORLD Servants (# of players) 1 Madman(see bag)
HAUNT 35 SMALL CHANGE 1 Toy Airplane 1 or 2 Cats (see also Haunt 3)	HAUNT 36 BETTER WITH FRIENDS 1 Rowboat 4 Might Roll (see bag)	HAUNT 37 CHECKMATE 1 Death 5 Holy Seals	HAUNT 38 HELLBEASTS Bats (# of players, see bag)

HAUNT 39 THE HEIR (none)	HAUNT 40 BURIED ALIVE Might Roll (# of players, see bag)	HAUNT 41 INVISIBLE TRAITOR (none)	HAUNT 42 COMES THE HERO 1 Statue
HAUNT 43 A GATHERING OF SHADOWS Shadows (# of players)	HAUNT 44 DEATH DOTH FIND US ALL Bats 'Aging' (see bag) 5 Knowledge Roll (see bag) 5 Sanity Roll (see bag)	HAUNT 45 TICK, TICK, TICK (none)	HAUNT 46 THE FEAST • Freaks (# of players) • Victims (# of players, see Haunt 2)

HAUNT 47 WORM OUROBOROS 2 Ouroboros Heads 1 Item Pile(see bag) 16 Bodies (see bag)	HAUNT 48 STACKED LIKE CORDWOOD 1 Crimson Jack	HAUNT 49 YOU WEAR IT WELL 1 Astral Spirit Souls(# of players) ▲ Knowledge Roll (# of players, see bag) ▲ Sanity Roll (# of players, see bag)	HAUNT 50 A LITTLE NIGHT MURDER Servants (# of players, see Haunt 34)