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October 31, 2018SUSDIHello everybody! Please welcome back Jon Bolding, the rogue who offered us reviews of Orleans and the World Wide Wrestling RPG. As a special Halloween treat, today we're shoving him towards the campaign-powered sequel to Betrayal at the House on the Hill. Bwa-ha-ha...Bolds: Moving to live in a new place is stressful nigh on terrifying. A place where the faucets turn differently, the light switches are in odd places, and your bed faces a wholly new wall.Well, GET READY, because Betrayal Legacy is a game about moving into a new house over and over, forever, without end. A new house where the portraits leak blood, the attic is infested with gremlins, and even the ghosts have skeletons in their spectral closets.In this game, players take on the role of families drawn to this terrible, supernatural house. Over 14 games, spanning time from 1666 to 2004, generations of this family will uncover the terrible truth of that place.It's a promising setup for a Legacy game, where each new play will add or destroy cards, have you writing on the board, and make other permanent changes to the components. Like a good series of horror movies, each game has thematic ties to the last without burdening itself in consistent characterization or elaborate mythology—though it does eventually build to a dramatic conclusion.This is not a wholly new game. It's a smoothed over, mechanically unified version of Betrayal at House on the Hill. It has improvements that make it far more appealing than the original game—better rules formatting and layout foremost among them.On your turn you'll move your character through the house, exploring and adding new locations to this sprawling mansion. As you do this you'll delve into thick decks of cards to pick up helpful items or encounter haunted house stuff. (Not so much scary as surprising and gross, it has everything you'd expect from pulp horror: Puddles of effluent, terrible beasts, cackling devils, and delicate depictions of mental health.) Items and events increase or decrease your character's stats, like Sanity or Might, which are rolled as a pool of funny dice to resolve events and, more excitingly, conflicts between players.Because eventually enough of the house's Omen tiles will be explored that you trigger the "Haunt". See, halfway through the game the rules will dramatically change. Generally, one player will become the traitor. That player will retire to a different room (in your actual, real-life house) with a special rulebook called the Traitor's Tome, detailing what has gone terribly wrong this time. The other players will crack open the Secrets of Survival to read about how to make it out of the house alive.Betrayal is one of the best, weirdest games there is for telling a horror story. The slow and spooky exploration is all preparatory, but it establishes a bespoke setup for the Haunt each time. Will the murderer strike out from the basement? Will there be an entire cult lying in the attic crawspace? Any one of the other players could be the villain... so should you stick close to your friend, or stay as far away from her as possible? Will the arsenal of items you've collected aid you in defeating the traitor or speed you on your way to slaughtering your loved ones?The game's legacy elements are as good as any I've ever seen. They focus mostly on the story, adding an overarching narrative to the game and filling its piles of cards and rooms with new twists. The fun bits of narration, a whole book called The Bleak Journal and the read-aloud stories on cards, are genuinely entertaining, although some ring hollow because of how the story is structured. Clever mechanics work around the game's ubiquitous deaths, making rooms in the house more memorable than they might otherwise be. The game's event cards change and twist over time, adding some spice to yet another puzzle of blood or spooky figure half-glimpsed. One of the most enjoyable bits is making items into heirlooms, where players claim an item so it's more powerful for their family in future games. It's not just a rifle, it's Lil' Johnny Benedict's Rifle, remember, from the Haunt where I stood on the porch and shot you in the parlor!None of those twists are as significant as multiple play rules changes we've seen in other legacy board games, but this rightly leaves the Haunts themselves in the limelight. There's a great frequency of cooperative or free for all Haunts where there is no proper traitor at all, or where the traitor is a secret, which is a very welcome change. A few genuinely new things pop up—the exterior of the house is finally in play, with its own weird locations, and inhabitants of the house other than the players can exist before the Haunt occurs. The game you start your Legacy campaign with is mechanically much the same as the game you end with, though sprawling and bloated by tens of new cards and rooms and objects. And that's good! A common complaint with some of the last few legacy titles is that they aren't enough of a game to be good the first few plays.It's because of that structure this might be the first legacy game I'm actually excited to continue owning after I'm done with it. Past legacy games have advertised your own unique copy at the end as a feature, but this is the first one I've actually believed that claim for. It's genuinely exciting to know that having finished the campaign I've seen less than a third of the scenarios that come with the game—many of which don't appear in any version of the campaign. I know I'm going to get rid of my copy of original Betrayal and just keep my copy of Legacy—that's my new go-to when I want to play this game.Oh, dear, but I've stepped on an Omen sentence with that last one. Let me just roll the Haunt dice... okay, that triggers the Haunt... turn to page 86 in the Bleak Journal... yep... I should have expected this.It's Haunt 66, the mid-review turnaround. Sometimes it's hard to want to play this game.Sure, Betrayal Legacy does go to lengths to fix some of Betrayal's worst excesses. Haunts are much easier to actually implement, with clear rules for what you should and shouldn't share with others as you play them, and there are example Haunts to easily reference if you're confused by any rules.Sometimes Betrayal is great, but like a stranger with a machete, you're sometimes left asking why you invited this guy to your beach party? Because sometimes he's just going to start killing your friends, which, believe you me, really ruins the mood. Not everyone is going to be comfortable with Betrayal's fast and loose attitude towards player elimination.Also, Betrayal Legacy still has what Quins once described as "the most dickheaded dice in all of board gaming." It still has those horrible little clips that go on the edge of the character cards and will inevitably slip around, or tear the crap out of the cardboard, or both. It still feels like you're searching for the coherent board game you're pretty sure should be in the box somewhere... Until, suddenly, slimy tentacle of a game rears up out of the Haunt book and slaps you with an experience that might be precisely what you were looking for, or it might not have anything to add to this, the Haunt phase can—and will—draw out for thirty minutes beyond what it should, and sometimes end in victory before a single full round passes.That early exploration, where you build a house and encounter spooky things, can be really fun. You're opening up a bag of horrors, thrusting your hand in, and seeing what you get. Oh no! A horrible glow from cracks in reality! Hurray, a warm fireplace! But sometimes you've made a bunch of choices and rolled a load of dice and gotten nothing fun in return. A series of card draws just pushes you out of the game, and by the time the Haunt starts you're doomed to failure—unable to even meaningfully participate in the game's finale, despite doing everything right. That's a risk you run playing Betrayal Legacy, and it might leave a very bitter taste in your mouth.In other words, Betrayal Legacy is still a festival of random chance mediated by small choices that frequently mean nothing, and of low-key exploration punctuated by surprises, some explosive, some a disappointing fizzle. It's a continual illusion, giving you glimpses of how this could have been the perfect game if something had just gone a little differently. It's a kind of gambling that makes me want to keep pulling the lever just to see what combination of awful it spits out next. It's a game haunted by itself.Though I can't stress enough that Legacy is much improved over the original game, it's also more expensive, and still carries so many of the original game's problems. It's one of the most odd and rough-hewn games of its size in board gaming, not sure whether it's a storytelling engine or a truly competitive experience, it ends up somewhere uncomfortably in the middle of the two. There are lots of jagged edges. Betrayal Legacy makes the bold decision to embrace those bits, knowing full well the gaping wounds it's going to come away with. Betrayal fills a unique niche, especially now that it has a legacy component to it. There's no single game I can recommend over it that replicates parts of it. Those looking for sprawling adventure campaigns with cool fights will probably be better served by Gloomhaven. Those looking for one-versus-one horror will probably like Whitehall Mystery or Fury of Dracula. Those who want traitors will probably prefer Dead of Winter. Those who want spooky jokes about ghosts with friends will probably have just as much fun playing a few rounds of Mysterium. If you want all of those things in one box? Betrayal Legacy is pretty much the only game there is. I just can't guarantee you'll have consistent, frustration-free fun with it. Though I knew every game I'd be disappointed by some aspect of playing it, I still wanted to play.Like a naive teen going camping by a lake I was assured that, somehow? Everything would be all right. Betrayal Legacy is the game that Betrayal at House on the Hill always wanted to be. Here, Rob Daviau – who contributed to the original Betrayal – threads a 13-chapter narrative through the House on the Hill's haunted history and the players' fated families drawn back generation after generation. It's an ingenious use of the legacy format, instilling every moment with a sense of the players' presence. No longer are playthroughs a series of random memorable moments stitched together, but an ongoing saga of action and consequence. Decide to kill someone in one chapter and their spectre might return to haunt your descendants decades later. Fail to stop the traitor's evil deeds and entire rooms might be changed – or even destroyed – irrevocably. As your individual reality forms, you must tear up unseen alternate outcomes at the game's command: "This is not a part of your story." It's brutal, devastating, rewarding – and brilliant. You can tell the designer's having an enormous amount of fun playing in the box of (possessed) toys, delighting in messing with the already deliberately messy formula – and the players along the way. While Daviau's storytelling is clearly unrestrained, he makes fine-tunes and smart additions to Betrayal's gameplay – most notably a flexible keyword system to let players attack, ed, invoke, research and more in the same turn – that make this the definitive Betrayal experience. That's especially exciting given the ability to keep playing infinitely in your custom version of the house once the campaign ends. In some ways, Betrayal was a forerunner to the legacy game. Every playthrough was different, with evolving gameplay built on top of an efficient core ruleset. Perhaps that, the sheer number of legacy games with Daviau's name on the box or the need to preserve the game to ensure its replayability post-finale is why the twists and turns in Betrayal Legacy feel gentler than the shocks and surprises of Pandemic Legacy and SeaFall, for example. While stickers, card destruction and new rules all make an appearance, there are only a few major things to crack open, and none had us in the same state of excited frenzy as those games. Instead, you get the sense that Daviau's boundless creativity was largely funneled into the game's writing, which still excels at making the game feel personal to you and your group. Items can be designated as heirlooms by players, a custom name and sticker giving them personality and gameplay benefits for that player's family in future chapters. The branching story, plotted along the best set of haunts in any Betrayal game, provides even more individuality, as a deck of "purgatory" cards feeds into the events and items that can pop up – and other decisions permanently alter exactly what they might mean for those on the receiving end. For all its improvements, Betrayal Legacy still suffers some of the problems of the original Betrayal. Those dastardly start-tracking clips continue to cling on to the character boards, so tightly that scuffs and tears are inevitable. The game's everything-and-the-blood-filled-kitchen-sink approach to offering up a smorgasbord of wildly different horror scenarios means that the deliberately loose rules sometimes have gaps the players will need to fill to keep things moving forward. If you didn't enjoy Betrayal before, this won't be the game to turn you around. For those of us that fell in love with the original's wacky charm and brazen ambition, though, Betrayal Legacy turns deals already set to 11 up another notch. It overdelivers on the promise of giving players the chance to write their own spooky story, mixing story and spectacle in a glorious gaming success. The spirit of Betrayal has never been more alive. MATT JARVIS Content continues after advertisementSWE SAY The House on the Hill turns out to be the perfect home for legacy storytelling. The haunts thrill, the enhanced narrative makes this an overall better experience than the original game and the ability to put your own touch on the house's history and inhabitants – and then explore your personal creation forever – makes for an unforgettable time. Buy your copy here. Designer: Rob Daviau Artist: Scott Okumura, Ben Oliver Time: 75 minutes Players: 3-5 Age: 12+ Price: £70 This review originally appeared in the December 2018 issue of Tabletop Gaming. Pick up the latest issue of the UK's fastest-growing gaming magazine in print or digital here or subscribe to make sure you never miss another issue. Sometimes we may include links to online retailers, from which we might receive a commission if you make a purchase. Affiliate links do not influence editorial coverage and will only be used when covering relevant products. Betrayal Legacy is a gaming experience I will never forget. Playing the same board game with the same group of players over a dozen times doesn't sound like the best way to spend multiple nights, but the way Betrayal Legacy shifts and changes after each playthrough made every game feel fresh and unique. Betrayal Legacy is the best board gaming experience I've had Betrayal Legacy is the best board gaming experience I've had Avalon Hill Betrayal Legacy is a legacy game, based on Betrayal at House on the Hill. Legacy games are designed to be played multiple times as each game can alter the experience for the next one. While those familiar with Betrayal at House on the Hill can open the box and start playing right away, even the most seasoned Betrayal vets should have no idea what to expect. To preserve anyone's experience, this review will be spoiler-free.Right away, Betrayal Legacy shows how it stands apart from the original Betrayal at House on the Hill. The first mission does a perfect job of setting the tone for the rest of Betrayal Legacy, and serves as a good reminder to keep yourselves guessing about what's to come. Betrayal Legacy is also smart for what it does and does not take from the original Betrayal.In the original game, players always start out working together to explore a house up until the haunt is revealed. The more focused approach to haunts in Betrayal Legacy, as opposed to Betrayal at House on the Hill's randomized approach, allows for more creative storytelling and game manipulation. One mission immediately starts with a haunt, for example. Another starts with certain tiles of the board already discovered. This ensures players will have the tiles needed to finish each mission, and helps tell each mission's story and add to the worldbuilding. A look inside the box of Betrayal Legacy A look inside the box of Betrayal Legacy Avalon Hill What happens in between games is the most interesting part of Betrayal Legacy. Certain cards are destroyed or temporarily taken out of the game. Parts of the house are expanded and destroyed, or otherwise permanently altered based on the outcomes of certain missions. There's an overarching narrative throughout the entire campaign, and many of the pieces added to the story are discovered based on how games end.Simultaneously, there's the second overarching story of the family legacy of the players, who alter the house and its contents along the way. Every time you sit down to play Betrayal Legacy, you must create a new person in your family tree. Each mission is set around 20 years after the previous one, meaning you could be playing the child, niece or cousin of your character from a previous game. It's even possible to keep your character from a previous game, assuming they made it out of the mission alive.There are many new mechanics and twists I would love to talk about, but doing so would dampen the excitement for players who haven't discovered them yet. Just know there are so many smart ways Betrayal Legacy plays with expectations of those familiar with vanilla Betrayal. Be sure to record everything that happens, such as if you are that mission's traitor or if your character died and where they died. These seemingly minor details can have major implications by the end of the campaign.While it's tough to talk about Betrayal Legacy without spoiling anything, I can say how my friends and I reacted while playing. We would quickly go from friends to enemies once a traitor was revealed. We gasped in disbelief when decisions had to be made or some new mechanic was revealed. The insanely climactic finale wouldn't be believable had it been scripted. After the final dice rolls we all stood and applauded, capable only of muttering "holy shit" to ourselves. It really was that much fun.Of course, if you did not find Betrayal at House on the Hill to be fun, you might not love Betrayal Legacy. The core gameplay features are all the same, and while some changes to rules do iron out issues found in Betrayal, each game is largely a similar experience. We did encounter a few rules snags while playing, but if you just go with the story and as a group decide on what sounds the most fun and fair way to figure out the problem, you'll be fine.Many legacy games are designed for one playthrough of the campaign, and that holds true for Betrayal Legacy: if you want to play through the story again, you'll need to buy an entirely new copy. That said, once you complete the campaign, your copy of Betrayal Legacy can be played infinitely in "Free Play" mode. Essentially, a completed copy of Betrayal Legacy is a completely unique version of Betrayal at House on the Hill, shaped by the decisions you made during the campaign.Betrayal Legacy is now available wherever board games are sold.So what do you think? Are you interested in playing Betrayal Legacy with your group? Have you already started your journey through the campaign? Let us know your thoughts in the comments section below, but please keep them spoiler-free for everyone else. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Betrayal at House on the Hill has always been one of my favourite board games for a group. It brings together co-operative mechanics, while still having a bit of backstabbing to keep things interesting. Recently Avalon Hill and Wizards of the Coast decided to give the game the legacy treatment, and what resulted was one of the most exciting versions of Betrayal at House on the Hill to date. Instead of a disjointed series of haunts in an old mansion, Betrayal Legacy takes the "legacy" moniker seriously. Setting each game in the same house, slowly working through the history of the estate and the families that owned it. Each game carries through the survivors or the families as they all get drawn back to the blood-soaked halls, searching for something they've never quite grasped. If you have ever played a previous version of Betrayal at House on the Hill, unpacking the box and going back to the first edition in 2004, you start with your selected family, a set of crest stickers, and a small set of house tiles for you and your party to explore. At a select moment in the game all hell breaks loose: one of your party members becomes a monster and it is up to the remaining members to try and stop them. After each chapter you carry with you anything that is now an heirloom. The survivors revisit the house as an older version of themselves, with anyone that died now taking on a new relative, looking for answers. While the overarching story maybe preset this does not change the twists and turns you and your board game group will experience. With most choices carrying through from game to game: each item, kill, or even move on the board end up having far more weight. The ability to create heirlooms and name items in the game was a genius touch on the designers. Once an item has a crest (the family sticker you add to the card) they gain new abilities, often becoming very powerful to the game. Sadly, with you only being able to make a choice once per chapter, it becomes critical you choose wisely and plan for future needs. If I had to lay my criticisms at Betrayal Legacy, it would be the "legacy" nature to the game. With the concepts on display being so exciting, it is sad to see you and your group only being able to run through the game once, and that once you finish the set of chapters, there is little to go back for. Avalon Hill, could release new missions, or even episodes to keep the fun going, but as it sits now, it is a one and done sort of game. With hours of gameplay, and a riveting story that will keep you coming back to the very end, Avalon Hill and Wizards of the Coast have knocked it out of the park with Betrayal Legacy. It takes the core concepts from the original game and twists them enough to make a new, exciting experience. If you have a dedicated group of players looking for a fun new challenge and are not turned off by the finite nature of a legacy game, look no further than Betrayal Legacy. Brendan FryeBrendan Frye has over a decade of experience in the gaming and media industry. As the Editor-in-Chief of CGMagazine, he also serves as a judge for gaming contests, contributes to TV and radio shows, and, in his free time, he enjoys playing Souls games and watching horror films. Betrayal at House on the Hill (BHH) has been a cult favourite of my friends and I going back to the first edition in 2004. This was the first horror themed board game most of us ever played. We also loved and often railed on print errors of that first addition like the Underground or Lake as an Upper Floor title. In 2010, BHH Second Edition was released and it was essentially was an errata edition of the first. Finally, in 2016 the much needed BHH Widow's Walk Expansion was released and it added more titles, haunts, and content which like many got this game back to gaming table. This brings us to today's review Betrayal Legacy from Avalon Hill. It's essentially the same game mechanics of the classic BHH with some tweaks, but then add changing rules and content of a legacy game. Will Betrayal Legacy match our love of the classic horror? Read on! Betrayal Legacy is a cooperative, exploration game for 3-5 players which plays in about 90-120 minutes and is best with 4-5 players. Gameplay Overview: I'm going to make this review as spoiler free as possible since I don't want to ruin anyone's Betrayal Legacy experience. If you're familiar with BHH then you have an excellent basis and if not, the rules are easy to pick up. If you've never played a Betrayal game before, check out our review of Betrayal at Baldur's Gate for an overview of the gameplay. I'm mainly going to focus what's new and different for Betrayal Legacy and only give an overview of the rules when you first open the box. Similar to the classic BHH – Betrayal Legacy has a tomes for the Traitors and Heroes alike. The first big change is players will be choosing a family instead of a character to play. You have a unique family seal and, like BHH player cards, you have 4 traits and unique starting values. Betrayal Legacy will have you play 14 different time periods of chapters throughout the campaign. Depending on their character's age and conditions at the end of the chapters, players can reuse that character and just age them, or create a new family descendant. The game begins in the year 1666 and there are a total of 14 chapters that end in 2004. Here are other changes that stand apart from Betrayal at House on the Hill: All chapters are guided by the Legacy Deck. Each chapter will have cards in the Legacy Deck instructing players to pause, stop, draw, etc. before and after each chapter. The Deck to the House chronicles history for each chapter. The last piece that was a big hit were the Heirloom Items. My group loved trying to find these and the adding their family crest. I don't want to give away too much but if a player found an Heirloom Item with their family crest, they typically granted some sort of bonus. Again, this was a cool way to keep the game fun and continue the thematic family element through out the many chapters. As I said above when my group and I completed the first 3 chapters we thought this was the best legacy game to date. Well we changed our minds. We still liked and enjoyed Betrayal Legacy but it suffers from the same two issues that plagued the original Betrayal at House on the Hill. The first is that some of the Haunts are just lackluster and not much fun. Our first three were rather epic and maybe we were caught up in the newness or nostalgia we all had for BHH, but we came down rather quick after the next few Haunts. Overall there were more good ones then bad but the bad ones stuck out. The Legacy Deck directs the players what to do before and after each chapter is completed. The second issue is like the classic BHH there's too much left to care. It can range from bad dice rolls and to the same tile and card repeatedly drawn. Luck can be significant to Betrayal Legacy just as much as BHH. This can affect game play and not let the Haunt live up to its potential. Being that this is a legacy game, you only have one shot at each chapter and you'd like them all to be great but they all were not. Final Thoughts: My group and I honestly did enjoy Betrayal Legacy overall but our first three chapters were the high point of this legacy game for us. We loved the Legacy Deck how it setup each chapter and narrative text. The Bleak Journal and Heirloom items were both great thematic additions as well as excellent sources for the legacy experience. Unfortunately, Betrayal Legacy also suffers from the same issues as the classic Betrayal at House on the Hill: lackluster Haunts and too much is left to chance. The latter seeming to effect the former more but then again, no amount of good dice rolls or draws helps a poorly conceived Haunt. Final Score: 4.0 Stars – A highly thematic horror game that's fun and fast to the table. Hits: • Legacy Deck • Bleak Journal • Heirloom Items • Great theme support Misses: • Some Haunts are lackluster • Luck can be significant March 31, 2020 March 31, 2020 Steven Gullick/Decade after decade your families have experienced terrors and dealt with otherworldly horrors. Each family has its black marks, members who turned against the rest of the team and is now working against the rest of the group. Both the survivors and the traitor have their own scenario books to look up and read the rules of the scenario. Each team gets unique information, abilities, and potentially minions and only get to know what the book tells them about what the other team is doing. These scenarios can range from the "traitor" being possessed by an evil spirit and trying to possess the rest of the survivors to the survivors are a bunch of detectives trying to catch the murderer (traitor) before he escapes. (Note: I just made these up and they sound like haunts that would happen in this game. I didn't want to spoil anything). The game continues until one side completes the win objectives of their scenario. Now some of the immediate differences between traditional Betrayal at House on the Hill and Betrayal Legacy (I am just looking at the things different from the prologue and first game). First, a new area was added to the game, the outdoors where you can search around the front of the mansion. The way the haunt roll occurs is also different. In the traditional game, you would always roll 6 dice and the haunt would start if you rolled the number of omen cards drawn so far or lower. In Betrayal Legacy you now will roll a number of dice equal to how many omen cards have been drawn and it will start the haunt if you roll a 5 or higher. This is not always the case, as with the prologue mission you do not roll for the haunt at all and the game just tells you when to start. In Betrayal Legacy you can also add a sticker that represents your family once a game to some specific items cards to make it a family heirloom. Your heirlooms, when you have them, give specific effects and amplify the usefulness of that item. These stay from game to game and when you heirloom an item you also get to name it, which is fun. Alright so before I get started I would like to clarify two things:I enjoy Betrayal at House on the Hill but do think the game has its flaws.We played Betrayal Legacy at the end of the day is a great way to play Betrayal but it does not do much to fix any of the core issues Betrayal has. Adding the outdoors is a fun thing, I don't think anyone is going to complain about more stuff, and it is nice as it changes the aesthetic around a bit. The change to how the haunt roll works helps to prevent the haunt from happening obscenely early, however, the haunt happening too early or too late is still definitely a problem as depending on the scenario it can really throw things off balance and make it really difficult for some people to win. As the game is played there are some new mechanics that come in that really do add some cool things, but even once they get added it seems like more often than not they just go unused and nothing really shakes up the game that much. Betrayal Legacy tells a fairly interesting story but it feels like there is a lot of filler. Each game feels like its own self-contained story (much like the original game) with some loose ties to past and future games. There are a few that really play into the overarching story much, but there are definitely some interesting plot points and twists. Through who is the traitor, who lives or dies, and what items you make heirlooms you will create your own narrative for your families as you play which is fun but it would have been nice if there were more mechanical things that would affect your family in different ways. We were really hoping there would be some sort of special ability, buff, or even debuff for choices made that would persist through games but it just did not really ever happen.The biggest problem in Betrayal has always been the rules, especially when dealing with the haunts, and this is no different. Almost every game you end up needing to relearn things when the haunt happens and sometimes that can just really suck. Mistakes will get made and when dealing with results that could have an effect on things in later games that can make people pretty salty afterward. Since almost every game there are hidden rules, agendas, and mechanics you are not sure what someone is doing or if they are doing it correctly. This is needed thematically for this game to function how it does, but it does not make it any less frustrating. Betrayal Legacy also has a decent amount that is not just in your control. If the Haunt happens at the wrong time, depending on where people are, who as what items, or who is the traitor it can be nigh impossible to win which just is not fun for everybody. Betrayal Legacy is a legacy game that Betrayal at House on the Hill fans, which is exactly what it should be. It does not fix any of the large issues Betrayal at House on the Hill has mechanically, but these same issues have not stopped people from loving that game either. We played it through and we had a great time, but we also were very frustrated at different times. Getting halfway through the game and seeing that you have virtually no chance to win but needing to play it out anyway is just not very fun. Some games feel very satisfying to win, but there were multiple games of this that ended and I felt like I had little to no control over how it would have changed. Some of the things added are pretty cool, like heirloom items, but like a lot of this game, it can be just luck on whether or not it ends up mattering. You need to be able to not really care about how you feel in this game and just enjoy the story each game plays, but if you cannot do that then you are just going to have a rough time.Pros:Each game plays very differently and tells an interesting spooky story.Changes up enough about the game for veteran Betrayal fans to have a good time while keeping it easy enough for newer players.Adds the ability to add your own little personality to the game making every copy of this a unique experience.Cons:Rules can be confusing which can be frustrating, especially since sometimes you cannot ask anyone questions about it or have them take a look.Can be very luck-based, some games feel just out of your control.Some of the mechanics added throughout play do not come up a lot. You might like Betrayal Legacy if you are a fan of Betrayal at House on the Hill, like horror stories and are looking for something pretty thematic, or looking for a nice progressive story to play with your friends over several games. You might not like Betrayal Legacy if you are an overly competitive person, if you do not like arguing with people overrule clarifications, or don't have a consistent group of people you can play this with. March 31, 2020 Steven Gullick/ Let me start by saying I've never played Betrayal at House on the Hill. Despite that, when Betrayal Legacy was released, I jumped on it. Horror themed legacy game designed by Rob Daviau? YES PLEASE. As soon as we got the game, we rounded up a team of friends to play through the 13 game campaign with us. Two of them had played Betrayal at House on the Hill before and the other three of us had not. Having at least one player familiar with the standard game is helpful, as they can help explain the nuances of the gameplay, but don't take that as some sort of requirement to play or enjoy Betrayal Legacy. This is a narrative driven game. Each time you sit down to play with your team, the story picks up with a return to the same setting (the haunted house) and you might be reprising the same character you played in the last game, or one of their descendants. The story is tracked in the back pages of the Traitor's Tome booklet - you'll need a volunteer to journal the events. Excerpt from our current narrative:Thirty-three years later, Genevieve and the others returned to the house or saw their descendants return. At the start, the Cubbins fellow coerced the whole lot of us into the basement. Left to ruminate in the mided room, Genevieve connected on the spiritual plane with her ancestor Madeline who, in her fury, brought forth Suzanne to hasten the collapse of the house ...[snipped to prevent spoilers]. The hijinks take place on a grid of tiles representing the inside and outside of the haunted house; the game begins and various events, items, and omens are revealed on the tiles as they are uncovered and explored. These are detailed on cards that are drawn from their respective decks when instructed on a tile. Players spend the first part of each game exploring and accumulating resources along the way. Each time an omen card is drawn, the team moves a piece closer to being fractured. Eventually, most sessions devolve into a cat and mouse game between a different evil haunting the house who has begun to make their presence known and is working in league with one of the players, and the rest of the players who must band together to fight the evil. At that point, the player in cahoots with the great evil picks up the Traitor's Tome and silently reads the entry corresponding with the haunt revealed by the campaign deck. The rest of the players need to read the haunt entry in the Secrets of Survival book and discuss their strategy. To aid in the secrecy of everyone's planning operations, the evil aligned player will physically retreat to a separate room for 5 to 7 minutes. Once the player is welcomed back to the game table, the two sides battle it out on the grounds of the house until one is victorious. One thing I really like about the game is that the narrative accommodates characters coming in and out of the story, so if you want to add or drop a team member between plays you can do so without any dire consequences. The components are a mix of cardboard tiles and tokens, plastic coated cards, dice, four paper booklets, and plastic player tokens (which come pre-painted - hurrah!). There isn't an abundant amount of detailed artwork showcased on the game components but when illustrations are used, they fit the theme. The rulebook is written pretty well; we only had a few questions that we felt it didn't answer adequately and needed to look up on boardgamegeek.com. And of course because this is a legacy game, the rulebook sees additions each session of the campaign as secret compartments are opened and the gameplay changes. We didn't see a ton of analysis paralysis during our games. Most of the time the next action for a player is limited and obvious, although before the haunt begins there is a free freedom to wander about the house and grounds aimlessly. Rob has designed Betrayal Legacy with replayability in mind. Once the campaign ends, players can replay the game as many times as they'd like in stand alone sessions using the instructions provided in the back of the rulebook. There are 49 haunts available in the game and we know only 13 of them are used in the campaign, so that leaves a great deal of adventures yet to be played once players are in free play mode after the campaign is over. We had so much fun with this game. One of our players was worried going into the campaign because he had some problems with Betrayal at House on the Hill. Specifically, he noted that sometimes the haunt would begin and the traitor would already have what they needed to win (so the game would instantly end in a lockdown) or even worse, the traitor would have no possibility of winning. Fortunately, neither of these problems cropped up in Betrayal Legacy, so if you're new to the Betrayal franchise, I'd recommend skipping over Betrayal at House on the Hill and going straight for Betrayal Legacy which perfectly pairs an unfolding narrative with semi-cooperative play. This is a game that definitely deserves a spot in your game library, especially if you are a fan of horror. For a special treat, I recommend a delightful evening with friends gathered to play a game of Betrayal Legacy followed by a screening of a classic paranormal horror movie.----- Publisher: Avalon HillPlayers: 3-5Actual Playing Time (vs the guideline on the box): 1 to 2 hours per session; 13 sessions in the legacy campaign Game type: cooperative, traitor, grid movement, dice rolling, tile placement, narrative driven