

🏠 Game Setup

Joining a Game

The main menu will show a big 'JOIN' button. Simply press that, search for the name of the lobby, and enter the password. Your game might need a minute to download all of the game assets.

Picking a Color

After joining, you should see the game table with your name in the list on the top right. Click your name and select 'Change Color'. This is essentially the character selection.

Characters in Betrayal at House on the Hill

Each of the colored character sheets has two sides. Hover over the sheet and press 'F' to flip it and see the other side. Choose one side and then make sure the little rings on each of your four stat trackers are placed on the green starting number.

Recommended Camera Setup

I recommend setting up a camera state for your character sheet and dice, as well as a second state for the game board. Check out the 'Creating Camera States' controls on how to do that.

Ending/Passing a turn

When you are done with your turn, click the button with your name at the top-middle of the screen. If you need to pass the turn to a specific player, select their name in the top right and click 'Pass Turn'.

⚙️ Player Actions Overview

Move - You can move a number of tiles equal to your speed stat throughout your entire turn. Once you have drawn a card, you can no longer move.

Discover New Room - You do this by moving through a doorway with no room on the other side. More often than not, this will make you draw a card and thus end your movement for that turn.

Use Item or Omen - You'll find items and omen cards throughout the game. You can use these according to their individual instructions.

Attempt a Dice Roll - There is no limit to how many times per turn you can roll dice, as long as you don't attempt the same roll twice in one turn.

Attack - Only possible after the haunt starts and can only be done once per turn unless specified otherwise.

🎮 Movement and Camera

Hold RMB	Rotate Camera
Scroll MMB	Zoom In & Zoom Out
Click MMB or Z	Quick Zoom
Spacebar	Reset Camera
WASD	Pan Camera

Creating Camera States

Once you have selected a color, move your camera to the desired position. Then, right click anywhere that is not above an object to bring up a context menu. Select 'Save Camera' and choose the number you wish to save this state to.

Loading Camera States

Press **Shift + number row key**. You can also do this by bringing up the same context menu as before and selecting 'Load Camera'.

🎮 Game Controls

Click & Hold LMB	Pick up object
Long Click & Hold LMB	Pick up stack of objects
Click, Hold & Drag LMB	Select multiple objects
Ctrl + Click LMB	Alternate way to select multiple objects
Q or E	Rotate object
Hold Alt	Zoom mode (<i>you'll need this a ton!</i>)
Hold Alt + Scroll MMB	Alter zoom level
Hold Alt + Q or E	Rotate the zoomed object
Number Row Keys	Draw a number of cards from pile
R	Shuffle / Roll dice
Tab	Ping a location on the board
Click RMB	Bring up the object's context menu

🚨 VERY IMPORTANT RULE

