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SCAN
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BETRAYAL

DECK OF LOST SOULS

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consumer_affairs@hasbro.co.uk



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The House on the Hill has long sat abandoned, its origins unknown. Many have entered to explore its secrets, but few have escaped to tell the tale. Now something ancient beckons from a dark corner of the attic: a deck of cards with ties to centuries of malice. Stored away for too long, this **Deck of Lost Souls** yearns to twist fate.

Once the fortune-telling tool of an ambitious oracle, the cards have become harbingers of misfortune. Feeding off the souls of the living, the deck now threatens to consume you with its curse . . .

As you enter the House, drawn in by an unquenchable curiosity, the deck presents you and your companions with new guises to adopt. Perhaps you'll be identified as the Alchemist, a devotee to ingenuity and experimentation, or the Merchant with a penchant for striking a bargain. Your role will define your ability to defeat Omens and identify and defeat the **Deck of Lost Soul's** true Curse.

Beware, explorer, for there may be a Traitor among you! One who would unleash the horror of the true Curse rather than defeat it . . .



OBJECT OF THE GAME

In *Deck of Lost Souls*, at the start of the game, you'll draw a secret Journey card that will define you as one of several explorers—or as the Traitor. Each role has a different objective. Note there won't always be a Traitor in the game, and by the time you find out, it may be too late.

EXPLORERS

- ◇ There are six Curse cards in the game. As you play, you must work together to identify which of these is the true Curse. You'll do so by placing Hint cards next to each of the Curse cards throughout the game. At the end of the game, the Curse with the most Hints is the true Curse. If you have the Items needed to defeat it, all explorers win.
- ◇ If any explorer has no Item cards left in their hand or revealed in front of them at the end of a turn when a Major Omen has been played, all explorers lose.
- ◇ If there is no Traitor, to win at the end of the game you must have the Items needed to defeat four of the six Curses.

TRAITOR

- ◇ Your goal is to stop the explorers from being able to defeat the true Curse. When it is revealed at the end of the game, if the explorers do not have all the required Item cards to defeat it, you win.
- ◇ If any explorer has no Item cards left in their hand or revealed in front of them at the end of a turn when a Major Omen has been played, you win.

A GUIDE TO THE DECK

There are 8 types of cards in the game.
See below for a description of each.



Character Cards
Each player will take on the role of a specific character. Depending on which character you are, you may have an affinity for certain Item cards and may be one of two characters who can use them.



Journey Cards
The Journey cards determine whether you will play as an explorer or the Traitor.



Curse Cards
There are six Curses. As you play, you will begin to identify which of these is the true Curse. You will not know its identity until the end of the game.

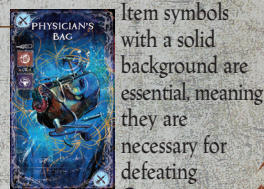
Item and Special Item Cards
You'll need these useful objects to defeat Omens and Curses.



For some Items, you must be a specific character to use them. During each of your turns, you will have the opportunity to give away Items you can't use. See your Character card or that Item card for details.



Green Item symbols are Special Items that can be found at the bottom of the Item deck at the start of the game.

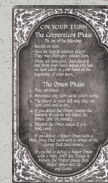


Item symbols with a solid background are essential, meaning they are necessary for defeating Curses.

Minor Omen and Major Omen Cards



Omens are terrifying manifestations of what is to come if the true Curse is revealed and undefeated. Some are merely unnerving—while others will send you to your grave.



Reference Cards
Reference cards remind you what to do on your turn and give you more information about each of the six Curses.

HINTS

Some Items and Omens say "HINT" which means they may act as Hints that will help you identify the true Curse! Remember, at the end of the game, the Curse card with the most Hints is the true Curse!

Card Symbols

The cards in the *Deck of Lost Souls* are inscribed with ancient symbols that identify their type and show how they might interact with other cards. For example, each Item card has a unique symbol. If that Item is needed to defeat a given Curse or Omen, you'll find that Item's symbol on that Curse card or Omen card. See below for a list of the types of symbols you'll find.

Reward for defeating an Omen

Penalty for failing to defeat an Omen

Items used to defeat Omens only



Essential Items needed to defeat Omens and Curses



Characters who have an affinity for a given Item

This Item must be discarded after use

This Item has a unique ability

NEW TO THE DECK OF LOST SOULS?

For an easier game the first time you play, play as described below, but without

Journey cards. All players will play as explorers, and there will be no Traitor, Items and Special Items. You won't need to use Hints or identify the true Curse.

SET UP

For a four-player game, do the following. For all

other games, see **Other Ways to Play** on page 13.

- Place the Curse cards faceup in numerical order as shown.
- Remove the six *Charon's Obol* Item cards from the Item deck. Set them aside. You'll only need them for variant games.
- Shuffle the remaining Item cards, and deal 4 to each player. Keep yours secret. Keep the rest of the Item cards as a draw pile.
- Shuffle the Special Item cards, and place them facedown at the bottom of the Item deck.
- Remove the Inquisitor from the Character cards, and place it out of play. Shuffle the remaining cards and deal 1 to each player. Keep yours faceup in front of you.

- Remove 1 explorer card from the Journey deck. Then shuffle the remaining cards and deal 1 to each player. Keep yours secret! Place the remaining card facedown next to Curse 6. *For an easier game, place all Journey cards aside.*
- Shuffle the Major Omen cards and deal 2 to each player. Place the remaining cards as a Major Omen draw pile.
- Each player takes a Reference card.
- Leave room for facedown discard piles as shown.

PLAYER 1



PLAYER 4



PLAYER 2



DISCARD PILES



DRAW PILES



PLAYER 3



HOW TO PLAY

The Occultist goes first and play moves to the left.

ON YOUR TURN

You'll complete two phases: first, the Cooperation Phase, and second, the Omen Phase.

The Cooperation Phase

Do one of the following:

Reveal an Item by choosing an Item card from your hand and placing it faceup in front of you. Remember, if the card has a Character symbol, you must be that Character to reveal it.

Give an Item to another player by passing it to them face**down**. That player adds the card to their hand. They may then give you an Item card in the same way.

Draw an Item card, then discard an Item card from your hand. Keep the discard pile face**down**. If you had no Item cards in your hand at the beginning of your turn, you do not need to discard one.

The Omen Phase

1. Play an Omen card from your hand by placing it faceup on the table and reading it aloud. **You must play any Minor Omen cards you have before you play any Major Omen cards.**
2. If you have any Items that are needed to defeat the Omen, announce you are using them by placing them faceup in front of you, or by announcing that you already have them in front of you. Note, if you accidentally reveal an Item card that you cannot use, you must discard it.
3. The player to your left may now play an Item card in the same way, and so on.
4. Any Items that are played stay where they are unless the card says to do otherwise.
5. **If you have the Items needed and defeat the Omen**, you receive any reward listed on the card. **If you do not defeat the Omen**, you must take the penalty listed on the card.
6. Discard the Omen card unless it is a Hint card.

If you defeat a Minor Omen

1. **If you defeat a Minor Omen with a Hint** on your turn, you may choose either of the two Curses that card names and place that Minor Omen card face**down** next to that Curse.

If players fail to defeat a **Major Omen with a Hint**, AND the Traitor has been revealed, the Traitor may place that Major Omen face**down** next to any Curse. If the Traitor has not been revealed, discard the Major Omen.


Items needed to defeat the Omen


Omen Name



Be secretive!

You may not give other players advice for how to play their cards except when a player must discard cards or when using Items in front of them.


Your reward if you defeat the Omen


Your penalty if you do not defeat the Omen

Special Items

Remember, there are four Special Item cards at the bottom of the Item deck.

If you have both sections of the *Cameo Pendant*, you may look through the Special Item cards and take one. Then, shuffle the remaining Special Item cards, and place them back under the Item card deck.

NOTE: the *Lost Prophet's Coffin* Special Item allows you to search through all the discarded Item cards and take one of them. Shuffle the discards before you do so. Then place the *Lost Prophet's Coffin* card faceup at the bottom of the deck.

Once all Item cards have been drawn, any player who needs to draw one may look through and take any card from the Item discard pile.



Here's an example of an Omen phase in a four-player game.

1. The Alchemist plays *Weeping Angel*, a Minor Omen. Defeating it requires a *Ceramic Hand Grenade* or a *Scarab Brooch*. The Alchemist has a *Ceramic Hand Grenade* in their hand, so they place it faceup on the table.
2. The Soldier has the *Scarab Brooch* in their hand. They play it by placing it faceup on the table.
3. The Occultist has a *Ceramic Hand Grenade* in their hand, so they place it faceup on the table.
4. The Merchant has none of the cards required.
5. Now players decide which Items to use to defeat the Omen.
6. The Alchemist could use the *Ceramic Hand Grenade*, but they would have to discard it after doing so because it has the discard symbol. The same is true for the Occultist who also has a *Ceramic Hand Grenade*.
7. The players decide to use the Soldier's *Scarab Brooch* to defeat the Omen because it does not have to be discarded after use. The *Scarab Brooch* stays in front of the Soldier.
8. Because the players defeated the Omen, the Alchemist gets the reward listed on the *Weeping Angel* card.

Now the player to your left takes their turn. Continue taking turns until the last Major Omen card is played OR an explorer has no Item cards left in their hand or revealed in front of them at the end of a turn when a Major Omen has been played. Then the game ends!

See THE END OF THE GAME.

PLAYING AS THE TRAITOR

If you are dealt the *Traitor Journey* card, your goal is to ensure the true Curse is unleashed!

- ◇ Keep your identity a secret at the start of the game and pretend to be an explorer. Try to persuade other players to give you cards you think they'll need to defeat the true Curse.
- ◇ You do not have to reveal the Items in your hand to defeat Minor Omens. However, you must use any Items you have already revealed.

You can win in one of two ways:

- ◇ Make sure the explorers do not have the Items required to defeat the true Curse when it is revealed at the end of the game.
OR
- ◇ When another player has no more Item cards in front of them or in their hand at the end of any turn when a Major Omen has been played.

Announcing Yourself as the Traitor

If you announce that you are the Traitor, for the remainder of the game, you will no longer take a regular turn, but you will play Omen cards during every other player's Omen phase.

If you are the Traitor, you may announce it:

- ◇ At the end of a turn where you played a Major Omen card.
OR
- ◇ After another player reveals a Major Omen card, you may refuse to use any of your revealed Items that would help defeat the Omen.
OR
- ◇ At the end of a turn when another player has placed a Major Omen card and you have no Item cards.

After you announce yourself as the Traitor:

1. You must discard all your Item cards (those you revealed and those in your hand).
2. All other players must give you their Major Omen cards.
3. Place your *Journey* card facedown next to any of the six Curses you would like to unleash as the true Curse. The card will act as a Hint.

Accusing Other Players of Being the Traitor

At the start of a turn where a player will play a Major Omen card, **any player** may accuse any other player of being the Traitor.

Another player must second the accusation for anything to happen. If they do, the accused player must reveal their Journey card.

If the accused is an explorer, the accused, the accuser, and the player who seconded the accusation must each discard an Item card (revealed or from their hand).

If the accused is the Traitor:

1. The Traitor shuffles all their Item cards (revealed and in their hand) and deals them facedown to the other players starting with the player to their left.
2. All players give their Major Omen cards to the Traitor. The Traitor will no longer take a regular turn but will play an Omen card during every other player's Omen phase.

NOTE: *there won't always be a Traitor in the game!*

THE END OF THE GAME

The game ends when

- ◊ An explorer has no Item cards left in their hand or revealed in front of them at the end of a turn when a Major Omen has been played. The explorers then immediately lose, and the Traitor wins.
- ◊ The last Major Omen card has been played. Then, all players reveal their Journey cards.
 - **If there is a Traitor**, the true Curse is whichever of the six Curses has the most Hints. Remember, the Traitor's Journey card counts as a Hint. If Curse cards are tied for the most Hints (including the Traitor's card), the Traitor may choose the true Curse.
To win, the explorers must have the Item cards needed to defeat the true Curse. Items that need to be used by a certain character must be with that character. If the explorers do not have the Items needed, the Traitor wins.
 - **If there is no Traitor**, to win, explorers must have the Items needed to defeat any four of the six Curses, **no matter how many Hints they have.**

OTHER WAYS TO PLAY

A Five-Player Game

Play as described in the core game, with these changes:

1. Add the Inquisitor to the Character cards before dealing them.
2. Use all six Journey cards.
3. Each player starts the game with:
 - ◊ 3 Item cards instead of 4
 - ◊ 2 Minor Omen cards instead of 3
4. The Inquisitor starts the game with 1 extra Item card.

A Three-Player Game

Play as described in the core game, except, during setup:

1. Shuffle the Soldier, Merchant, and Alchemist Character cards together. Randomly draw 1. That character will be the NPC hand for this game; place it in the center of the table.
2. Shuffle the Occultist in with two remaining Character cards and deal 1 to each player.
3. Deal 4 Journey cards as normal to the three players and the NPC. Note, it is possible for the NPC to be the Traitor!
4. Each player starts the game with 5 Items, 4 Minor Omens, and 2 Major Omens.
 - ◊ Throughout the game, you may give the NPC Item cards by placing them faceup on the table. You must automatically use those Items to defeat any Omen or Curse.
 - ◊ Once each player has played 2 Major Omen cards, flip the NPC's Journey card faceup. If the NPC is the Traitor, discard all of the NPC's Items and place the Traitor card out of play.

A Challenging Game

At the start of the game, add 3 *Charon's Obol* Item cards to the Item deck.

A Very Challenging Game

At the start of the game, add all 6 *Charon's Obol* Item cards to the Item deck.

An Advanced Game

Play as described in the core game, except:

- ◊ Players keep their Character cards hidden.
- ◊ Players decide who will take the first turn.
- ◊ Players may use Item cards that specific characters have an affinity for only if they are one of those two characters, but they do not announce their character identity.
- ◊ Players must deduce each player's character identity by observing which Item cards they have been using throughout the game.

You may combine some or all of these challenging variants!

THE CHARACTERS

The *Deck of Lost Souls* calls you from the darkness. Which role have you been summoned to play?



THE ALCHEMIST

You do everything in pursuit of knowledge. You see the world through the lens of science and possibility, approaching every endeavor with the spirits of ingenuity and experimentation. If this card chooses you, your discoveries may lead you down a dark path of quandaries from which you may not return unscathed.

The Alchemist has an affinity for the following Items:



Grimoire of Shadows



Physician's Bag



Codex of Tongues



Crescent Moon Sickle



Crucible



Mooring Line



THE MERCHANT

A great merchant is a shrewd entrepreneur who knows the value of things. With the tools of trade, you are savvy enough to know when to barter and when to walk away. If this card chooses you, your skills and determination will come in handy when a bargain with an otherworldly entity becomes impossible to ignore.

The Merchant has an affinity for the following Items:



Grimoire of Shadows



Speaking Trumpet



Codex of Tongues



Discus of Momentum



Skeleton Key



Shepherd's Sling



THE OCCULTIST

You operate with clandestine knowledge. Whether through mystic powers or extra-sensory perception, you see what others cannot and can divine things yet to come. If this card chooses you, something otherworldly has crossed the veil between planes and you are being called upon to prevail with it—or against it.

The Occultist has an affinity for the following Items:



Amulet of the Silver Dusk



Scarab Brooch



Physician's Bag



Crucible



Skeleton Key



Shepherd's Sling



THE SOLDIER

The soldier represents the height of physical prowess and tactical insight. You are a fighter whose courage and fortitude allow you to withstand the toughest challenges. If this card chooses you, you are sure to be tested in a battle the likes of which you have never seen. In this war waged by true evil, only one side will survive.

The Soldier has an affinity for the following Items:



Amulet of the Silver Dusk



Speaking Trumpet



Scarab Brooch



Discus of Momentum



Crescent Moon Sickle



Mooring Line



THE INQUISITOR

An inquisitor excels at uncovering secrets and unraveling mysteries. Though your investigative methods may be unorthodox, you are well-equipped to expose hidden secrets. If this card chooses you, your powers of deduction have been called upon to shed light on a dark path from which there may be no coming back.

The Inquisitor does not have an affinity for any specific Items.