

HORROR
IN THE
LIBRARY

RULE BOOK

BETA 1.2



ABOUT THE PROTOTYPE GAME

Horror in the Library is a 19th Century Victorian themed tile-based competitive card collecting game for 4 to 6 players.

It uses a medium level of strategy and luck for finding required cards and moving tiles. A balanced token bag determines penalties and rewards while a simple attack and defence system with Non-Player Characters adds to player interaction and strategy.

Horror in the Library is as competitive and as fast as players wish it to be through the setup of the game and can be either a light game for two players through to a highly competitive and entertaining evening for up to 6.

We designed this game to be an introduction to contemporary board games to new and casual board game players. *Horror in the Library* offers a range of different game mechanics that provide variety, strategy, confrontation, risk and luck.

This promotional Rule Book is designed to present the current set of rules. The rules are a work in progress so please be aware that they may change. We have tried to reach a balance of simplicity with depth to make this a game with longevity. We have currently removed some of aspects of the game that some younger players may find harder.

However, they may follow as small expansions and could appear as rewards as part of our Kickstarter campaign. The game is ideal for players aged 14+.

KICKSTARTER

We hope you find *Horror in The Library* of interest and after reading the rules,

a game that you and your family and friends would like to play. If you are interested, we have a secure sign-up form to use so that you can be notified of the Kickstarter Campaign launch. To sign-up please visit bdgame.uk

Don't have any nightmares!

Marcus Pullen

Managing Director Blue Donut Studios Ltd.,
creator of *Horror in the Library*

SETTING THE SCENE

Sunday 18th August 1895...

You have been invited to dine at the fabled mansion of the Mad Professor. After a delightful dinner, the Professor announces to his guests that he has invented a contraption that has opened a doorway to allow hideous nightmares to be released upon the world - ghosts and creatures of nightmare.

With indignation you stand up and scold the fool for such ungentlemanly behaviour.

Relaxing in his chair, the Professor smokes his cigar, laughing at your protestations. "Don't be so hasty" he replies. "The one who can survive the Horrors in my library will be the sole inheritor of my fortune and all my secrets that are held within the library. There can only be one winner." A big cloud of smoke follows another laugh. The others around the table look at each other and then to you. "You may then decide to unleash hell or not. Being so rich – you may not care either way."

The Professor stirs his brandy and looks deeply at the contents, smiling.

Feeling faint, you slump back down into your chair, the last thing you remember is your empty wine glass dropping from





your hand.

Now... You are awake, the numbness leaves your body. You realise that you are standing within the Professor's extensive labyrinthine library. In your hand you hold a device that seems to measure something called Fortitude and a letter.

You hastily open the letter:

“Find the instructions hidden in my books to build a device that will enable you to close my portal and confront the horror that is waiting for you! Don't forget to become acquainted with it. Truly yours, the Professor. To the victor—their spoils and damnation!”

A card slips out of the envelope. Picking it up you turn it over. Your eyes widen in disbelief. The confrontation that awaits you makes your blood run cold. Then distant screams make your soul turn colder. Knowing the books hold the key to survival you begin his game of madness!

AIM OF THE GAME

Players compete to collect all the items they need to confront the Horror they have been challenged with by the Mad Professor. Once all components are collected it is a race to the Portal to win the game!

BOX CONTENTS

- ◇ 1 Library Bookcase screen
- ◇ 6 Fortitude & Search meters
- ◇ 24 Library room tiles
- ◇ 1 Green Portal tile
- ◇ 1 Bag
- ◇ 10 Blessings cards
- ◇ 10 Curses cards
- ◇ 6 Character cards
- ◇ 10 Horror cards

- ◇ 60 Component cards
- ◇ 10 red Devices
- ◇ 10 yellow Elements
- ◇ 10 green Herbs
- ◇ 10 black Lore
- ◇ 10 blue Crystals
- ◇ 10 white Objects
- ◇ 8 Ghost tokens
- ◇ 4 Level 1 Ghosts
- ◇ 4 Level 2 Ghosts
- ◇ 6 Blessings tokens
- ◇ 6 Curses tokens
- ◇ 6 Player tokens
- ◇ 36 Search markers
- ◇ 6 red
- ◇ 6 green
- ◇ 6 yellow
- ◇ 6 blue
- ◇ 6 black
- ◇ 6 orange
- ◇ 14 Token stands
- ◇ 6 coloured
- ◇ 8 white
- ◇ 24 Silver handles (for the 24 Library tiles)
- ◇ 12 Black cubes
- ◇ 2 Dice

SETTING UP THE GAME

Deciding how long you want to play Horror in The Library can last as long or as short as you wish. You can control the duration by deciding how many items players need to collect to complete their chosen Horror card. A complete set is 6 Component cards. For a guide we suggest the following:

- ◇ 2 Players – 3 items to complete a Horror card is about a 40 minute game
- ◇ 2 Players – 6 items to complete a Horror card is about a 1 Hour 10



minute game

- ◇4 Players – 3 items to complete a Horror card is about a 90 minute game
- ◇4 Players – 6 items to complete a Horror card is about a 2 hour game
- ◇6 Players – 3 items to complete a Horror card is about a 2 hours and 30 minutes game
- ◇6 Players – 6 items to complete a Horror card is about a 3 hours game

SETTING OUT THE LIBRARY

- ◇Mix up the Library Room tiles randomly, then take the green Portal tile (it has no handle) and place it at the centre.
- ◇For a 2-3 player game, place 8 randomly selected tiles around the Portal tile into a 3x3 grid.
- ◇For a 4-6 player game, place 24 randomly selected tiles around the Portal tile into a 5x5 grid.

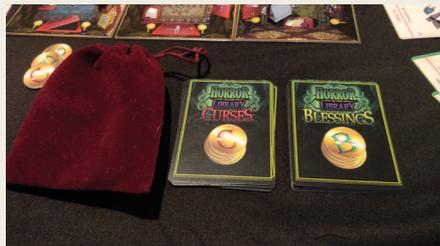
THE LIBRARY BOOKCASE

Place the folded Bookcase screen at the end of the table where everyone can see it. This will be used when players wish to search the bookcases in the Library room tiles.



COMPONENT DECKS

Sort out the Component cards into red, yellow, green, blue, white and black



decks and give them a good shuffle. Then place each deck face down along one side of the Library.

BLESSINGS AND CURSES DECKS

Sort the Blessings and Curses cards into two separate decks. Give them both a good shuffle. Then place each deck face down on the opposite side of the Component card decks.





BAG OF BLESSINGS AND CURSES

Put the Blessings and Curses tokens into the bag and give them a good stir with your hand in the bag. Place the bag near to the Blessings and Curses decks.

HORROR CARDS

Shuffle the cards and place them face down.

CHARACTER CARDS

Shuffle and place them face down.



CHARACTER TOKENS

Group these together.

SEARCH MARKERS

Order these into their respective colours. They are numbered one to six.

CHARACTER TOKEN STANDS

Put the coloured stands by the Character tokens.

GHOST TOKENS

Put the white Ghost token stands onto the Ghost tokens and group these

together.

FORTITUDE AND SEARCH METERS

Hand out one Fortitude and Search meter to each player along with two black cubes which act as markers.

HOW TO PLAY GETTING PLAYERS READY

There are a few things to do before play commences:

FORTITUDE AND SEARCH METER

Place one cube on the Fortitude meter at +5. Place the second cube on the Search meter on the black bulb of the Search thermometer.

CHOOSING A CHARACTER

Players pick a Character card from the Character deck and then turn it over to see who they are playing. They then take the corresponding Character token.



CHARACTER TOKEN STANDS

Now players have their chosen character they can choose a coloured stand for their token and put it on.

SEARCH MARKERS

Players collect the Search markers that are the same colour as their chosen





player character token stand (6 markers for 4-6 players, 8 markers for 2-3 players).

CHOOSING A HORROR CARD

Next, players choose a Horror card from the deck and turn it over. This tells them the Horror they must face to win the game. Each Horror card has six pictures on it below the main picture of the creature they must defeat. These small images show the player what Components they need to recover from the Bookshelves to be able to enter the Portal and win the game.



FIRST PLAYER

Roll one die to see who goes first. Highest roll starts.

CHARACTER TOKEN PLACEMENT

Players place their Character token on a Library room tile of their choice to start. They can place the character on any tile except for the green Portal tile in the centre of the grid. More than one player can occupy a room both at the start and during play.

STARTING THE GAME

The first player can now begin play. A player can play up to three actions and play them in any order:

- ◇ Move – move between rooms or rotate rooms.
- ◇ Search – search drawers or bookcases
- ◇ Look – look at mirrors or pictures

A player may choose to play three of one action type or any combination of the three.

As the game progresses, players can also:

- ◇ Exchange – exchange Component cards for a card needed by a player, in place of a Search action
- ◇ Play bonus actions - in addition to their three actions:
 - ◇ Use a Blessing or Curse
 - ◇ Attack a Ghost

MOVING

A player can move around the room they are in without it counting as a Move action. Actions start when they wish to:

- ◇ Move to another room through a door – Players use an open door to safely pass through to another room. To move through a closed door, players can simply pass through the door. However, this causes your Fortitude to be drained by -1.
- ◇ Rotate the room – Players can rotate a room 90 degrees per action in any direction by using the silver handle in the centre of the tile.
- ◇ Rotate the adjacent room – Players can also rotate an adjacent room 90 degrees in any direction whether it is occupied or not.



SEARCHING

If a player wants to look through a





bookcase or a drawer, they first need to place a coloured Search marker onto the bookcase or drawer that they wish to search. Players must use the Search markers in numerical order and record each search on the Search meter. A player can only search if their Fortitude is 0 or above.

KEEPING TRACK OF SEARCHES

When a player has used a Search marker, they record the placement on the Search



meter on their meter board using a black cube. When all their Search markers have been placed on the room tiles, the player resets their meter to the beginning and re-uses marker number 1 and so on.

SEARCHING DRAWERS

To search a drawer, a player places a Search marker and then picks a token from the Blesses and Curses bag. This token is removed from the bag and not replaced until the bag is empty and then all the tokens are put back into the bag. Now that the player knows whether they have found a blessing or a curse, they can draw a card from the relevant Blessings or Curses card deck. Please refer to 'Blessings and Curses' to see what types of cards are available and how to play them.

SEARCHING BOOKCASES

Search bookcases to find Component cards. To search a bookcase in a room, players place their Search marker and then throw the two dice. These are used in conjunction with the Library Bookcase screen.

The yellow die represents the numbers going along the top and bottom (x axis) of the coloured grid of books on the screen and the white die represents the numbers that go up and down on the left and right (y axis) side of the screen. Players roll the dice to find out what



colour Component card they have found in the bookcase. They then draw a Component card from the top of the deck of cards matching that colour. If a player gets a Component card they need, they place that card on top of the picture of their Horror on their Horror card.

LOOKING MIRRORS

When a player looks at a mirror, they are transported to any other room with a mirror in. This





action reduces their Fortitude by -2.

PICTURES

When a player looks at a picture, their Fortitude is increased. The player throws one die and adjusts their Fortitude according to the number thrown:

- ◇ 1-2 increases Fortitude by +1
 - ◇ 3-4 increases Fortitude by +2
 - ◇ 5-6 increases Fortitude by +3
- Looking in a mirror or picture does not require a Search marker to be placed but does count as an action!



EXCHANGING COMPONENT CARDS AT A BOOKCASE

Players also use the bookcases in the rooms to exchange unwanted Component cards they have collected for another card they need. A player can only exchange one set of cards at each bookcase. A set of cards consists of either two Component cards of the same colour or three different coloured Component

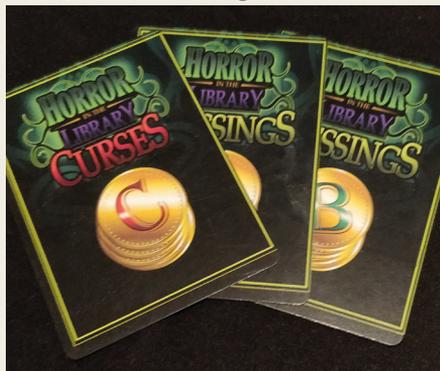


cards.



BLESSINGS & CURSES

Blessing cards can either be used immediately or saved face down in front of the player to be used at a later point in the game. Some Curses cards must be played as soon as the player draws them (i.e. Pointless, Locked in a Room and Visitation). The other Curses cards can be played immediately or saved face down, as with Blessings.



Whenever a Blessings or Curses card is played it does not use one of the player's actions. Once played, the card is returned to the bottom of the appropriate deck.

THE BLESSINGS

- ◇ Free Travel – move through mirrors without any impact to Fortitude
- ◇ Lock Picks – unlock doors and pass without reducing Fortitude points
- ◇ Protection against stabbing
- ◇ Protection against shooting
- ◇ Protection against poisoning
- ◇ Restore Fortitude

THE CURSES

- ◇ Visitation - Fortitude drain
- ◇ Locked in a room by a spirit – miss a turn
- ◇ Knife – stab a player, they lose -1





Fortitude and attacker gains +1 Fortitude and may take an unneeded component, blessing or curse card from the victim

- ◇ Revolver – shoot a player, they lose -3 Fortitude and attacker gains +3 Fortitude and may take an unneeded component, blessing or curse card from the victim
- ◇ Poison – poison a player, they lose -4 Fortitude and attacker gains +4 Fortitude and may take an unneeded component, blessing or curse card from the victim
- ◇ Pointless – reduce Fortitude to 0

MANAGING FORTITUDE

Fortitude is a measure of how well players can endure their adversities. The meter measures from -5 to 0 and then to +5. Players cannot die in the Library. As their score lowers to 0 they become less able to carry on with courage. Players



below 0 have become overwhelmed by events and can only stagger through doors, summon the ability to move rooms and look at the mirrors and paintings.

The following events can impact players scores:

- ◇ A blessing will add + positive points
- ◇ A Curse will deduct - negative points on victims and a + positive score to the attackers
- ◇ A Ghost appearance will deduct - negative points on any players in a room when it appears and at the start of each round thereafter players

occupy the same room as a ghost.

◇

HAUNTINGS

BECOMING HAUNTED!

When there are a designated number of Search markers in a room, they cause the appearance of a Ghost!

GHOSTS

Ghosts are summoned based on the number of players in the game and the number of Search markers in a room:

- ◇ 2- 3 Players - 3 markers in the room
- ◇ 4 - 6 Players - 4 markers in the room



The level of Ghost summoned starts at level 1. When all level 1 Ghosts are in play, the level 2 Ghosts are then used. Ghosts cannot be removed from the board, but they can be moved.

DAMAGE TO FORTITUDE

When a Ghost appears, damage to Fortitude is applied to the player that summoned the Ghost:

- ◇ Level 1 Ghosts inflict -1 Fortitude
 - ◇ Level 2 Ghosts inflict -2 Fortitude
- However, damage is also applied to a player's Fortitude if they are in a room with a Ghost at the start of their turn.





If there is more than one Ghost in a room, each Ghost causes damage.

ENTERING ROOMS OCCUPIED BY GHOSTS

A room can be entered even if a Ghost is present, but it will inflict -1 or -2 points of Fortitude on the player. Even if a player passes through a room with a Ghost as part of their turn, they must apply the damage to Fortitude.

WILL MORE GHOSTS APPEAR IN THE ROOM?

If there are already 4 tokens in a room, a ghost will have already appeared. Adding more search tokens to the 4 existing tokens will not summon a new Ghost. However, if a player removes a token from the room and reduces the search marker count to 3, and another player adds a new search marker, taking the count back to 4, a new Ghost *will* appear. The maximum number of Ghosts that can occupy a room at one time is 4.

ATTACKING GHOSTS

An attack is a bonus action and does not use one of the player's actions. To attack a Ghost a player must enter a room containing a Ghost. If a player is already in a room when a Ghost appears, they must leave the room and re-enter on their next turn.

The attack starts by the player rolling both dice. If the player rolls a combined score of 6 or higher, they can move the Ghost to any tile in the Library, including the Portal (the maximum number of Ghosts a room can contain at one time is 4). The player also increases

their Fortitude by +1 or +2 depending on the level of the Ghost.

If the player loses, they must deduct -1 Fortitude for level 1 Ghosts and -2 Fortitude for level 2 Ghosts.

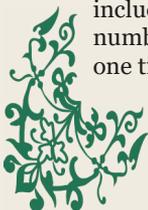
If there are multiple Ghosts in the room, a player can attempt a 'chain attack'. If the player attacks and defeats the first Ghost, they can then attack the second Ghost and so on until either the room is cleared of Ghosts or the player loses.

GHOSTS IN THE PORTAL

Any number of available Ghosts can occupy the portal making it harder for the challenger to win the game. They must attack each Ghost in turn. A player must roll one die to see if they win against each Ghost in turn. If at any time the player loses the attack, they must leave the portal after deducting the negative score from their Fortitude points. If their Fortitude is 0 or a negative number, they will need to find the nearest painting to replenish their points. If all the ghosts are defeated the player wins the game.

WINNING THE GAME

When a player has all the Component cards needed for the Horror Challenge, they may make their way to the green Portal room. However, before they enter, they must make sure they have enough Fortitude points to pass through any closed doors that lead to the Portal room. If a player has only 0 Fortitude and the door leading to the Portal is closed, they cannot enter. This is because passing through closed doors costs -1 Fortitude. Players cannot enter the Portal room through open doors whilst having a negative Fortitude score.





If a player has enough Fortitude points and all the component cards to complete their Horror Challenge they can step into the portal, defeat any lurking ghosts and become the winner. The champion inherits the Mad Professor's Library and all his fortune!





CREDITS

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NOTES





