



HORROR

IN THE

LIBRARY

RULE BOOK

LIMITED PRE-LAUNCH EDITION



ABOUT THE GAME

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

We designed this game to be an introduction to contemporary board games to both 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.

The game is ideal for players aged 12+.

Marcus Pullen

Managing Director Blue Donut Games 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 a little game of chance for you all to

play. His mad genius has summoned a doorway into another realm. This doorway allows hideous nightmares to be released upon you, his guests. With indignation you all 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. The Professor stirs his brandy and looks deeply at the contents, laughing.

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 resembling a large pocket watch which seems to measure something called Fortitude and a letter.

You hastily open the letter:

"The key to your escape lies within the pages I have asked you to find that are hidden in my books. The items you need, when combined, will enable you to leave this nightmare by unlocking the door to my study. Without those pages you will roam my library for all eternity! Beware,



you may seek the help of other guests but treachery will soon abound when necessity calls for drastic actions!

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 enter the Mad Professor's study and escape. Once all the player's items are collected it is a race to the Green Portal in the Mad Professor's study to win the game!

BOX CONTENTS

- ◊ 1 Library Bookcase screen
- ◊ 4 Player Boards (*Fortitude, Search meter, Item rack and Page card area*).
- ◊ 15 Library room tiles with handles
- ◊ 1 Green Portal tile (*no handle*)
- ◊ 1 Red velvet bag
- ◊ 10 Blessings cards
- ◊ 10 Curses cards
- ◊ 60 Page cards
- ◊ 60 Item tiles
- ◊ 4 Character tokens
- ◊ 8 Monster tokens
- ◊ 10 Blessings coins
- ◊ 10 Curses coins
- ◊ 4 Player tokens
- ◊ 24 Search markers
- ◊ 12 Character & Monster stands
- ◊ 1 Red cube for the Search meter
- ◊ 1 Gold counter for the Fortitude meter
- ◊ 2 Dice (*yellow and white*)

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 (Page cards matching Item Tiles) players need to collect to win. Maximum is 6 items. For a guide we suggest the following:

- ◊ 2 Players – 3 items to complete is about a 40 minute game
- ◊ 2 Players – 6 items to complete is about a 1 Hour 10 minute game
- ◊ 4 Players – 3 items to complete is about a 90 minute game
- ◊ 4 Players – 6 items to complete is about a 2 hour game

SETTING OUT THE LIBRARY

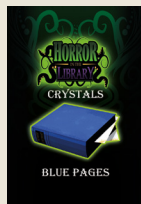
- ◊ Mix up the Library room tiles randomly, then take the green Portal tile (it has no handle) and place it either at the centre or randomly.
- ◊ For a 2-3 player game, place 8 randomly selected tiles around the Portal tile into a 3x3 grid.
- ◊ For a 4-6 player game, place 15 randomly selected tiles around the Portal tile into a 4x4 grid. The Green portal tile will be offset from the centre.

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.

PAGE CARDS

Sort out the Page cards into red, yellow, green, blue, white and black decks and give them a good shuffle. Then place each deck face down in front of the Bookcase.



SEARCH MARKERS

Order these into their respective colours. They are numbered one to six. Each colour also contains an additional hand symbol marker. These are for players to remember their chosen colour.



BLESSINGS AND CURSES CARDS

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 Page card decks.



CHARACTER TOKEN STANDS

Put the clear plastic stands onto the Character tokens.

MONSTER TOKENS

Put the clear plastic Monster token stands onto the Monster tokens and group these together.

BAG OF

BLESSINGS AND CURSES

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

CHARACTER TOKENS

Group these together.



PLAYER BOARDS

Each player now chooses a character and takes a character Player board and corresponding character token.



ITEM TILES

These 60 square tiles placed on the player board indicate what Page cards players need to win the game.

HOW TO PLAY

GETTING PLAYERS READY

There are a few things to do before play commences:

PLAYER BOARD - FORTITUDE AND SEARCH METER

Place one gold token on the Fortitude meter at 0, where the white needle sits. Place the red cube on the Search meter on the black bulb of the Search thermometer. Choose your search markers (the coloured triangle, square, pentagon or hexagon markers numbered 1-6) and place them on the numbers to the left of the search meter. Put the hand marker on your board.

ITEM TILES

Set the Item tiles marked R, G, Y, B, W and K face down and group them by their letter. Give them a good shuffle.



As a group agree the number of tiles needed to win the game. Each player should take a tile of each letter up to the number of agreed tiles. When players have chosen their character the tiles can then be placed face up onto the item squares on their chosen character Player Board. These are the six squares named 'Items' on the player board. Once players have chosen their tiles put the remaining tiles back into the game box.

These tiles show the player what Pages they will 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 Page cards for a card needed by a player, instead of a Search action but still uses search marker.
- ♦ **Play bonus actions** - in addition to players three actions:
 - ♦ Use a Blessing or Curse
 - ♦ Summon Monsters
 - ♦ Attack Monsters



MOVING

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

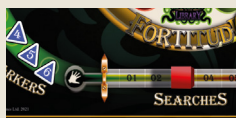
- ♦ Move to another room through a door
 - Players use an open door to safely pass through to another room. To move through a closed door, players

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 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 their Search meter. A player can only search if their Fortitude is 0 or above.

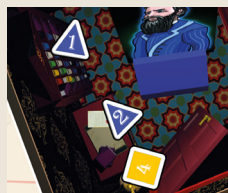


KEEPING TRACK OF SEARCHES

When a player has used a Search marker, they record the placement on the Search meter on their meter board using a red 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.

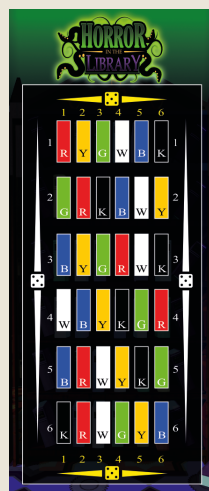
SEARCHING BOOKCASES

Search bookcases to find Page cards. To search a bookcase in a room, players place their Search marker on the bookcase 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 Page card they have found in the bookcase.

They then draw a Page card from the top of the deck of cards matching that colour.

If a player gets a Page card they need, they place that card on their Player Board in the picture frame marked PAGES. They can then turn over the corresponding ITEM tile. This card cannot be stolen. If it is not what they want, the player keeps the card to one



side and can then either trade it with another player or exchange the Page card. This card can be stolen by another player.

RETURNING TO DRAWERS AND BOOKCASES

Players can only search bookcases and drawers that they have not used a search marker on. Once the player has used a marker elsewhere they can then return to that drawer or bookcase.

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

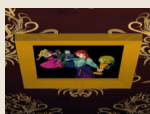
When a player looks at a picture, their Fortitude is increased. The player throws one die and adjusts their Fortitude according to the number thrown:

◇ 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

PAGE CARDS AT A BOOKCASE

Players also use the bookcases in the rooms to exchange unwanted Page 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 Page cards of the same colour or three different coloured Page cards. Players can also negotiate with each other a trade at any time. Players who exchange cards at a bookcase will need to use a search marker and can then choose any one card they need from the coloured Page decks.

BLESSINGS & CURSES


Blessing cards must either be used immediately or saved face down in front of the player to be used later. Some Curses cards must be played immediately (i.e. Pointless, Locked in a Room and Visitation). Other cards can be 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 between mirrors with no impact to Fortitude
- ◇ Lock Picks – unlock doors and pass without reducing Fortitude points
- ◇ Protection against stabbing
- ◇ Protection against shooting
- ◇ Protection against poisoning
- ◇ Restore Fortitude
- ◇ Modify Dice Roll

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 may take a Page, Blessing or Curse card from the victim

- ♦ Revolver – shoot a player, they lose -3 Fortitude and attacker may take a Page, Blessing or Curse card from the victim
- ♦ Poison – poison a player, they lose -4 Fortitude and attacker may take a Page, Blessing or Curse card from the victim
- ♦ Pointless – set 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. Bookcases and drawers cannot be searched by players with negative Fortitude.

The following events can impact players scores:

- ♦ Moving through a locked door will deduct -1 point
- ♦ Moving between mirrors will deduct -2 points
- ♦ A Blessing will add + positive points
- ♦ Looking at a Picture will add + points
- ♦ A Curse will deduct – negative points on victims
- ♦ A Monster appearance will deduct – negative points on any players in a room when it appears, and at the start of each round thereafter when players occupy the same room as a Monster
- ♦ Beating a Monster adds + points

SUMMONING CREATURES FROM THE OTHER REALM!

When there are a designated number of Search markers placed in a room, i.e. 3 or 4, they immediately cause the appearance of a Monster on the player's turn! All players in the room must deduct the negative points incurred by the Monster before the player who triggered their appearance finishes their turn. Players can control Monsters!

MONSTERS

Monsters 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+ Players – 4 markers in the room

The level of Monster summoned starts at level 1. When all level 1 Monsters are in play, the level 2 Monsters are then used. Monsters cannot be removed from the rooms, but they can be moved. If all of the monsters in the game are used and a player causes another Monster to appear, they must place a level 2 Monster from another room into the room where the player is located.

DAMAGE TO FORTITUDE

When a Monster appears (placed on the player's room tile), damage to Fortitude is immediately applied to the player that summoned the Monster:

- ♦ Level 1 Monster inflict -1 Fortitude

- ♦ Level 2 Monster inflict -2 Fortitude

However, damage is also applied to a player's Fortitude if they are in a room with a Monster at the start of their turn.

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

ENTERING ROOMS OCCUPIED BY MONSTERS

A room can be entered even if a Monster 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 Monster as part of their turn, they must apply the damage to Fortitude.

WILL MORE MONSTERS APPEAR IN THE ROOM?

If there are already 4 tokens in a room, a Monster will have already appeared. Adding more search tokens to the 4 existing tokens will not summon a new Monster. 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 Monster *will* appear. The maximum number of Monster that can occupy a room at one time is 4 this includes the portal.



ATTACKING MONSTERS

An attack is a bonus action and does not use any of the player's actions. To attack a Monster a player must enter the room it is in. If a player is already in a room when a Monster appears, they must leave the room and re-enter if they have available actions to do so. The attack starts by the player rolling both dice. If the player rolls a combined score of 6 or higher, they can move the Monster to any tile in the Library, including the Portal (the maximum number of Monsters a room can contain at one time is 4). The damage the Monster causes

is inflicted immediately on any players in the room that it has been moved to. The winning player also increases their Fortitude by +1 or +2 depending on the level of the Monster. If there are multiple Monsters in the room, a player can attempt a 'chain attack'. If the player attacks and defeats the first Monster, they can then attack the second Monster and so on until either the room is cleared of Monsters or the player loses.

LOOSING A MONSTER ATTACK

If the player loses an attack, they must deduct -1 Fortitude for level 1 Monsters and -2 Fortitude for level 2 Monsters. If the player has used all of their actions they must remain in the room with the Monster. At the start of their next turn, they must deduct the damage to their Fortitude caused by any Monsters in the room.

MONSTERS IN THE PORTAL

A maximum of 4 Monsters can occupy the portal making it harder for the challenger to win the game. However, Monsters do not inflict damage when the player enters the portal. The player must attack each Monster in turn. A player must attack all the Monsters in the Portal. They can decide which ones to tackle first if there are more than one. 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 Monsters are defeated the player wins the game.

WINNING THE GAME

When a player has all the Page cards needed, they may make their way to



the green Portal in the Mad Professor's study. 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 Page cards they can step into the portal, defeat any lurking monsters and become the winner. The champion escapes the horrors of the Mad Professor's library and inherits all its secrets!

PLAY SUMMARY

Room Tiles - set out a 3x3 or 4x4 Library.

Items - Item tiles dictate length. Select 1 tile per letter R,G,B,Y,W and K.

Search Markers - choose colour and add to player board.

Start - Choose item tiles then choose where players start.

Actions - Any three actions in any order: Move, Search and Look. Attacking and using Blessings or Curses are bonus actions.

Moving through Doors - Open door cost 0 Fortitude. Closed door costs -1 Fortitude.

Turning Rooms - 1 move = 90 degrees. Players can turn adjacent rooms.

Searches - players must have a 0 or greater Fortitude to be able to search. Players must place search markers down before searching. Searches are recorded with the red cube on the search meter to track when they have cycled through 1 to 6 and can then reuse their search markers.

Bookcases - Use the 2 dice for searching bookcases and look at the big Bookcase stand. Read yellow then white dice.

Finding the right Pages - if the Page card matches a tile put it in the picture frame and then turn over the corresponding item tile.

Exchanging unneeded Page cards
Use the bookcase or trade with each other. Exchange a set of Page cards. Is an action and uses search marker. 0+ Fortitude to use.

Drawers - Use the red velvet bag when searching the drawers for Blessings and Curses. Leave coins out until bag is empty and then put them all back in. Choose the card the coin represents. 0+ Fortitude to use.

Blessings & Curses must be either used immediately when drawn, or later unless they are the following cards which have to be used immediately: Pointless, Locked in a Room and Visitation.





Look - Mirrors deduct -2 when travelling through one mirror to another.

the dice enough to help find that specific page that could mean you win the game!

Look - Pictures - Restoring

Fortitude - Roll 1 die. 1-2 increases Fortitude by +1. 3-4 increases Fortitude by +2. 5-6 increases Fortitude by +3

Monsters Appearing - appear if 4 search markers are added to a room on a player's turn. Deduct damage to Fortitude on player's turn and all players in the room. Leave the room and return to attack a Monster. Maximum 4 monsters in a room. Monster causes damage even when players are passing through a room it occupies. Monsters can be controlled by players.

Attacking Monsters - Roll 2 dice. 6+ will defeat monster. The player can then use a monster against another player. If player loses they either leave or stay in the room. Players must leave the room to attack again.

Winning - collect all the items, *make sure Fortitude will be 0 or more* **after** entering the green portal. Defeat any Monsters.

A FINAL WORD ABOUT THE LIBRARY BOOKCASE SCREEN

Horror in the Library could be played without using the large bookcase screen. Players could simply roll a single dice to choose a card from the six page decks. However, we designed the bookcase not only to provide an extra element of 'theatre' but also to give players a chance of dice rolling skill. Two dice gives players a sense of control. There are also dice modifiers in the Blessings deck. These can be used tactically to nudge





CREDITS

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ADDITIONAL PLAY TESTERS

Special thanks to those who played Horror in the Library at our Board Game Café in Waterlooville UK, UK Games Expo Birmingham 2019 and Spiel Essen Germany 2019.

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NOTES





