



HORROR
IN THE
LIBRARY

RULE BOOK



ABOUT THE GAME

Horror in the Library is a 19th Century Victorian themed tile-based competitive card collecting game for up to 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 through to a highly competitive and entertaining evening.

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+ This is our 4th edition of the game.

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 pages you need, when combined, will enable you to leave this nightmare by unlocking the door to the green portal in 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 pages they need to enter the Mad Professor's study and escape.



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 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
- ◇ 24 Search markers
- ◇ 12 Character & Monster stands
- ◇ 4 Gold/Red* Cubes for the Search meter
- ◇ 4 Gold/Yellow* counters for the Fortitude meter
- ◇ 2 Dice (*yellow and white*)

* Colours may vary



Cubes for Search Meters

Page Cards

Character Tokens

Character Token Stands

Bookcase Screen

Blessings & Curses Cards

Red Bag

Blessings & Curses Coins

Dice

Room Tiles

Room Tiles

Markers



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 pages need to be collected and the size and arrangement of the Library tiles. For example, a 2 player game with 2 pages to collect and a 3x3 grid of room tiles will be a much shorter game than a 4 player game with 6 pages and a 4 x 4 grid.

SETTING OUT THE LIBRARY ROOM TILES

GRID ARRANGEMENT

◇ Arrange the Library room tiles randomly around the green Portal tile to create a 3x3 grid for a 2-3 player game, or a 4x4 grid for a 4 player game.

CUSTOM ARRANGEMENT

◇ Library room tiles and the Portal tile can be arranged into a custom configuration so long as the tiles are all connected to each other.

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 screen.

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.

BAG OF BLESSINGS AND CURSES

Put the Blessings and Curses coins into the red bag and give them a good mix. Place the bag near to the Blessings and Curses decks.

SEARCH MARKERS & CUBES

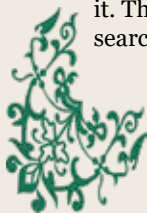
Order the Search markers into their respective colours and shapes. They are numbered 1 to 6. Place a coloured cube with each set.

CHARACTER TOKENS

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.





PLAYER BOARDS

Each player now chooses a Player board and corresponding Character token.

ITEM TILES

Set the Item tiles marked R, G, Y, B, W and K letter side up and group them by their letter.

HOW TO PLAY

GETTING PLAYERS READY

There are a few things to do before play commences:

PLAYER BOARD

Place one gold token on the Fortitude meter at 0, where the white needle sits. Choose a set of Search markers and place them on the numbers to the left of the search meter labelled SEARCHES. Place the matching coloured cube on the black bulb of the Search meter.

ITEM TILES

As a group agree the number of pages needed to win the game. Each player should take one Item tile of each letter up to the number of agreed pages (i.e. for a two page game select two different lettered Item tiles). The tiles should then be placed picture face up on the numbered squares named ITEMS on the player's Player board.

These Item tiles show the player what Page cards they will need to recover from the bookcases in the Library 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. More than one player can occupy a room both at the start and during play.

See Picture on pages 8 and 9 for layout.

STARTING THE GAME

The first player can now begin play. A player can play up to three actions per turn 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.
- ◇ **Play bonus actions** - in addition to a player's three actions, they may:
 - ◇ Use a Blessings or Curses card
 - ◇ Attack Monsters

There is no limit to the number of bonus actions a player can make during their turn.



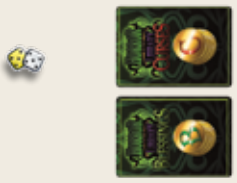
Monster Tokens

Book Case Screen

Player Board



Page Cards



Blessings and Curses cards



Item Tiles here



Player's Blessings and Curses Cards



Player Board

SUGGESTED LAYOUT





Player Board



Room Tiles

Matched
Pages cards here



Unmatched
Pages cards here



Player Board



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 – Room tiles must have aligned doors to enable a player to move to an adjacent room. Players can use an open or closed door to move between rooms. Only the door of the room you are in determines whether you lose Fortitude or not when moving to another room. Moving through an open door uses no Fortitude. Moving through a closed door decreases Fortitude 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 (not diagonal) 90 degrees in any direction whether it is occupied or not.


Players may not enter the Portal unless they have all their Page cards.

SEARCHING

Players search drawers to find Blessings and Curses cards and bookcases to find Page cards.

A player can only search if their Fortitude is 0 or above. 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 on their Player board using their coloured cube.

Each player can have one Search marker on a drawer or bookcase at any one time.

When all their Search markers have been placed on the room tiles and the player wishes to continue searching, they re-use marker number 1 and move the cube back to 1 on the Search meter. They would then use marker number 2 again and so on.

SEARCHING DRAWERS

To search a drawer, a player places a Search marker and then picks a coin from the Blesses and Curses bag. This coin is removed from the bag and not replaced until the bag is empty and then all the coins 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

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 to find out what colour Page card they have found.

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 then draw a Page card from the top of the deck of cards matching the colour on the Bookcase screen.

If the Page card matches an Item tile on their Player board, they place that card on their board in the picture frame marked PAGES. They can then turn over the corresponding ITEM tile. This card cannot be stolen. If the Page card does not match their Items, the player keeps the card to one side face up and can then exchange it later. This card can be stolen by another player.

EXCHANGING PAGE CARDS

Players can use the bookcases in rooms to exchange unwanted Page cards. 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 choose one card they need from any of the coloured Page decks. Exchanging cards at a bookcase uses a Search maker and counts as an action.

Players can also negotiate with each other and exchange Page cards at any time during the game. This does not count as an action.

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!

BLESSINGS & CURSES

Some Blessings and Curses cards must be played immediately, i.e Canker Spider, Nihilism, Rotting Waif, Devil's Fingertrap and Unresolved Business. The other cards can be saved face down in front of the player to be used later.

Playing a Blessings or Curses card is a bonus action and does not use any of the player's actions. Once played, the card is returned to the bottom of the appropriate deck.

THE CURSES


- ◇ Canker Spider - lose -2 Fortitude
- ◇ Nihilism - Set your Fortitude to 0
- ◇ Ritual Dagger - reduce your Fortitude to -5. Then you can only use your actions to be near a player and stab them to reduce their Fortitude by -2. You can then choose a card you need from one of the 6 Page decks.
- ◇ Ice Pick - inflict -2 Fortitude on a player and steal an available card from

them.

- ◇ Revolver- shoot a player and inflict -3 Fortitude on the player and steal one card.
- ◇ Blunderbuss - whilst in the same room as another player, you may roll 1d6 to attack. See card for details.
- ◇ Aqua Tofana - whilst in the same room as another player you may poison them and inflict -4 Fortitude and steal a card of your choice.
- ◇ Rotting Waif - lose -2 Fortitude.
- ◇ Devil's Fingertrap - you can't do anything until you get free, spend an Action to roll 1d6. Roll 5+ to break free. This is active until you break the curse.
- ◇ Unresolved Business - stay in the room for the rest of this turn and all of the next. Any other action is allowed except to move from the room.

THE BLESSINGS

- ◇ Restorative Tincture- restores +3 Fortitude.
- ◇ Mysterious Mirror - travel to any mirror of your choosing without using an action or losing Fortitude.
- ◇ Blessed Book - provides protection from shooting or can be used to modify a dice roll +/- 2.
- ◇ Blessed Locket - provides protection against any form of attack, including monsters.
- ◇ Third Eye - protection against stabbing or shooting.
- ◇ Sturdy Corset - protection against stabbing.

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- ◇ Antidote - protection against poisoning.
 - ◇ Lockpicks - pass through any closed door without losing Fortitude. Cannot be used if Fortitude is -5.
 - ◇ Suspicious Dice - can be used to modify any dice roll by +/- 1 even out of your turn.

Note: These cards are available in the third edition of the game.

MANAGING FORTITUDE

Fortitude is a measure of how well players can endure their adversities.

The Fortitude meter measures from a minimum of -5 to a maximum of +5. Players with a Fortitude below 0 have become overwhelmed by events and can only move through doors, rotate rooms and look at the mirrors and pictures. Even if the meter reaches -5, players can continue to perform these actions. Players cannot die in the Library!

Bookcases and drawers cannot be searched by players with negative Fortitude.

SUMMONING MONSTERS FROM THE OTHER REALM!

Monsters are summoned to a room based on the number of players in the game and the number of Search markers in the 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.

Once all the Monsters are in play, if a player causes another Monster to appear, they must take a level 2 Monster from another room and place it into the room where the player is located. Monsters cannot be removed from the Library, but they can be moved. The maximum number of Monsters that can occupy a room at one time is 4. This includes the Portal.

DAMAGE TO FORTITUDE

When a Monster is placed on a room tile, damage to Fortitude is immediately applied to all the players in that room including the player that summoned the Monster:

- ◇ Level 1 Monster inflict -1 Fortitude
- ◇ Level 2 Monster inflict -2 Fortitude

Damage is subsequently applied to any players' 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 reduce the player's Fortitude by the number on the Monster token. 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 Search markers in a room (or 3 markers in a 2-3 player game), a Monster will have already appeared. Adding more Search markers to the existing ones will not summon a new Monster. However, if a player removes a marker from the room and reduces the Search marker count to 3 (or 2 for a 2-3 player game), and another player adds a new marker, taking the count back to 4 (or 3 for a 2-3 player game), a new Monster *will* appear.

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 in order to attack.

The attack starts by the player rolling both dice. If the player rolls a combined score of 6 or higher, they increase their Fortitude by the number on the Monster token. They can then move the Monster to another room in the Library, including the Portal (to a maximum of 4 Monsters per room). The Monster immediately inflicts damage to Fortitude on any players in the room that it has been moved to.

If there are multiple Monsters in a 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.

LOSING A MONSTER ATTACK

If the player loses an attack, they must deduct a further -1 or -2 Fortitude depending on the level of the Monster. Even if a player has lost, they can choose to stay in the room and use any outstanding actions.

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.

Players must leave the room in order to attack again.

WINNING THE GAME

When a player has all the Page cards needed, they make their way to the green Portal in the Mad Professor's Library.

If a player has enough Fortitude points they can step into the Portal, defeat any lurking Monsters and become the winner. The champion escapes the *Horror in the Library* and inherits all its secrets!

A player's Fortitude must be 0 or more **after** entering the green Portal. For example, if a player has 0 Fortitude and the door to the Portal is closed, they cannot enter the Portal as their Fortitude would be -1 once they had passed through the locked door. If there are no Monsters in the Portal the player has won.

MONSTERS IN THE PORTAL

Any Monsters in the Portal do not inflict damage when the player enters. However, the player must attack each

Monster in turn and defeat them to win the game. The player can decide which Monster to attack first if there is more than one. If at any time the player loses their attack, they must reduce their Fortitude by the number on the Monster token and leave the Portal returning to a room with a connected door. They cannot re-enter the Portal until they have enough Fortitude and it is their next turn. When all the Monsters are defeated the player wins the game.

CREDITS

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www.bdgame.uk

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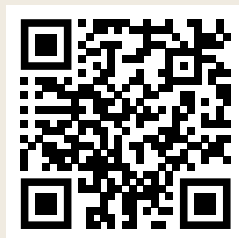
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ADDITIONAL PLAY TESTERS

Special thanks to those who played
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