



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. 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 with Fortitude, Search meter, Item rack and Page Card area.
- ◊ 15 Library room tiles
- ◊ 1 Green Portal tile
- ◊ 1 Bag
- ◊ 10 Blessings cards
- ◊ 10 Curses cards
- ◊ 4 Character cards
- ◊ 60 Page cards
- ◊ 8 Monster tokens
- ◊ 10 Blessings tokens
- ◊ 10 Curses tokens
- ◊ 4 Player tokens
- ◊ 24 Search markers
- ◊ 12 Token stands
- ◊ 15 brass handles (for the 15 Library tiles)
- ◊ 1 Red cube for the Search meter
- ◊ 1 Gold counter for the Fortitude meter
- ◊ 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 win. A complete set is 6 item 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 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.
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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.

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 along one side of the Library.

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 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.

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 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 character and takes a character Player board and corresponding character token.



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.

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. When players have chosen the 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 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 Monster or Monster

MOVING

A play 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 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 tile. 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.

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

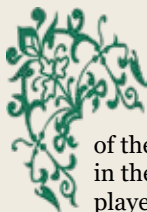
PAGE CARDS AT A BOOKCASE

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.

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

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 Monster 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 Monster.

APPARITIONS

SUMMONING CREATURES

FROM THE OTHER REALM!

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

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 – 6 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 board, but they can be moved.



DAMAGE TO FORTITUDE

When a Monster appears, damage to Fortitude is 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.

ATTACKING MONSTERS

An attack is a bonus action and does not use one of the player's actions. To attack a Monster a player must enter a room containing a Monster. If a player is already in a room when a Monster 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 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 player also increases their Fortitude by +1 or +2 depending on the level of the Monster. If the player loses, they must deduct -1 Fortitude for level 1 Monsters and -2 Fortitude for level 2 Monsters.

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.

MONSTERS IN THE PORTAL

Any number of available Monsters can occupy the portal making it harder for the challenger to win the game. They must attack each Monster in turn. A player must roll one die to see if they win against each Monster 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 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 inherits the Mad Professor's Library and all his fortune!





CREDITS

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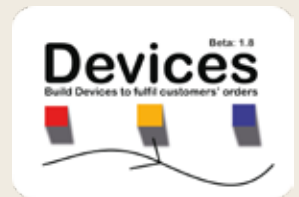


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NOTES

