



Blue Donut Games News- letter Issue 1 Spiel Special



We're Back at Spiel with Horror in the Library

It's been five years since we were last at Spiel, so we're very excited to be back in Hall 5, Booth E600. We have a new German-speaking team member, Nils, who will be demonstrating *Horror in the Library*. We'll be able to answer questions about the game and our other titles, as well as what we're currently working on.

We have two demo tables and display copies, plus a healthy stock supplied by our partner Meeples BV in the Netherlands. If you're a European retailer, we're VAT-registered in the EU and offer trade ordering via Faire.com.

About Horror in the Library

For those new to the game, it's all about escaping an interdimensional library created by a mad professor who has lured and trapped you there. You must uncover secrets hidden within the books and gain as many advantages as possible to be the first to enter his study and escape to freedom. But beware—the library constantly shifts, monsters may appear to torment you, and other players are also out to win. We first showcased **Horror in the Library** at Spiel. Since that early

version, a lot has changed.

The rules have been improved and clarified, and the pieces and box are now of much higher quality, thanks to LongPack, who also produce our expansion.

The main game now includes both the classic mode and an advanced game mode that introduces asymmetric player abilities, allowing players to decide how they wish to play.

The Expansion adds a range of enhancements, including special abilities, more rooms, extra players, and even a cooperative mode!



Available at the show.

We now sell internationally and can ship worldwide. If you can't attend the show or prefer to order later, visit bluedonut-games.com or ask your local retailer to order trade stock from us.

Horror in the Library Rules Available in German

We're creating a new German-language rulebook that includes translations of all cards and full rules. It's being translated by our resident German speaker, a veteran gamer and *Horror in the Library* supporter, ensuring a first-class translation for board gamers. The rules will be available to download for free from our website. Printed copies are also being considered and will be available for a modest price.

Buying Horror in the Library

Exclusive Spiel Discounts:

- Main Game (4th Edition):
60,00€ → **50,00€**
- Collectors' Expansion:
25,00€~ → **20,00€**
- **Spiel Bundle** (Main Game + Expansion): **60,00€**
- Gift Box Set (Game, Expansion, China Dice Cup & Devil's Finger Trap):
110,00€~ → **90,00€**



Retailers: Contact Meeples B.V. or sign up via Faire.com.

We sell our games at [bdgame.uk] and we support local shops through Faire.com and **do not sell on Amazon** due

to their unethical practices, which have negatively affected us and our friends.

Games in Development

Here's an update on what's coming next.

Horror in the Garden

A large expansion for Horror in the Library, this quasi-standalone game uses the main game's components.

You may have escaped the library, but now you're trapped in the mad professor's garden maze—infested with mon-



sters and strange realities.

This time, you must find and press flowers to escape!

We plan to launch a Kickstarter campaign and need your support to make it happen.

To back the project, sign up to our newsletter and more use the QR CODE.

Horror in the Library VR Escape Game

Developed with our sister company Blue Donut Studios, this project brings *Horror in the Library* to virtual reality.

Two playable demos are available for Meta Quest users via our website.

We're thrilled to have the legendary **Wes Johnson voicing the Mad Professor**,



bringing the Victorian madness to life. You can find our Kickstarter preview page by searching “Horror in the Library VR Game.”

Zaim Update

Zaim is a hex-tile tower-building game for up to four players. You lead one of four tribes, exploring, trading, and build-



ing your empire. Obey the Pillars of Wisdom—they challenge you, and you must bend to their will. Other players can influence them, so beware! Build your network of towers and dominate the

land. We’ll launch a Tabletopia version early next year for online playtesting—join via Discord or Instagram.

Further Beyond RPG

This ambitious RPG is well underway. Christian has completed the core rules and is refining classes and mechanics.

We still have pre-view magazines available—contact us on Discord if you’d like one.

Christian also runs online playtesting sessions. The game features stunning 1970s retro sci-fi artwork by Peter Elson.



Colonize Pangea Update

Colonise Pangea began as a collaboration with Portsmouth University’s SIGHT project, exploring real-world environmental challenges. The game spans generations, combining research, technology, and environmental management. We’re reworking gameplay to improve pacing and are considering a fresh look

and theme. Expect a Tabletopia playtest at the end of next year.

Horror in the...?

Following **Horror in the Library** and **Horror in the Garden**, a new instalment is in development, set in another time and place.

Players will face new foes, traps, and higher stakes. Not for the faint-hearted!

We'll begin online playtests in 2026—join our mailing list to apply.



Blue Donut Games Buyers Club

We've long wanted to build a marketplace for independent game creators. After two years of tackling tax and logistics challenges, we're now planning a new platform to connect board game fans and creators. The concept: a sustainable, community-driven club that helps fund and bring great games to life—no gimmicks, just collaboration.

We want to hear your thoughts on joining a group that supports new games through shared purchasing power.

Line: The Skateboard Card Game

We've sold out of our popular skateboard card game, **Line**.

We're considering a third reprint and plan to crowdfund in January for a modest run. Your support will make it happen!

Devices

New copies of **Devices** will be available to buy at the UK Games Expo.

This cult-favourite card game lets you build contraptions to fulfil customers' orders, powered by little wooden cubes. Made in Italy and finished by hand, it's one of our most distinctive titles.



About Us

We're a small, independent UK board and card game maker based in Portsmouth.

Established in 2021, our sister company Blue Donut Studios creates technology solutions for entertainment, education, and healthcare.

Contact Us:

Website: bdgame.uk

Discord: <https://discord.gg/nuf95A2>

Instagram: [@bluedonutgames](https://instagram.com/bluedonutgames)

Use the QR Code to visit our website

