

HEMLOCH: DARK PROMENADE

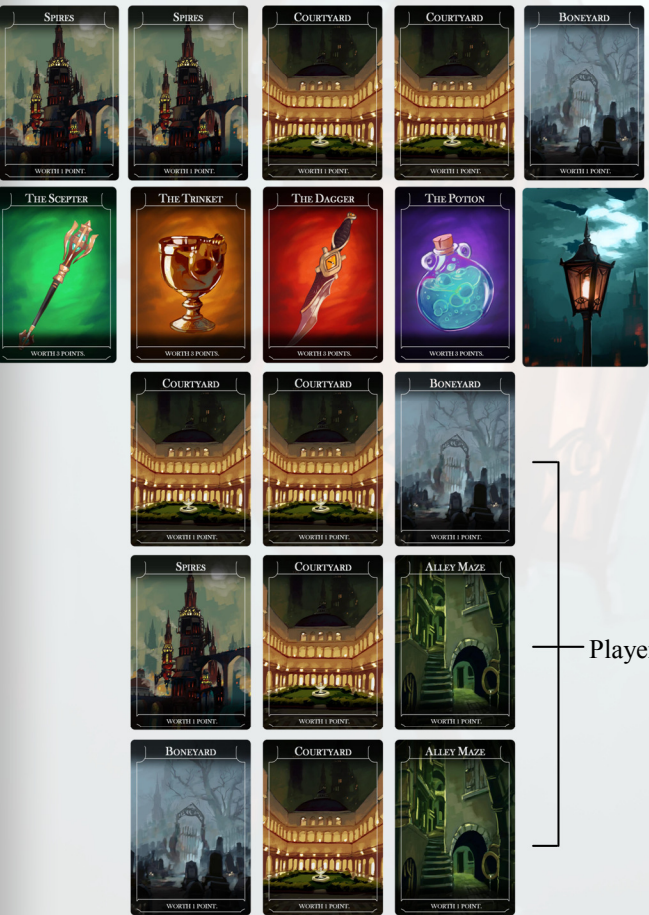
Hemloch: Dark Promenade is a game for two players. Each player is the head of an ancient house in the city of Hemloch. With nights that last for years and cults that await the coming sunrise, Hemloch is a peculiar city, inhabited by even more peculiar denizens. Players will use these Minions to assert their influence across the city, gaining control of different Districts.

SET UP

Shuffle together the 33 District cards, and deal them into 9 face down decks, consisting of 3 cards each. Place these 9 decks in a 3x3 grid, and flip them face up. This forms the Avenues. Place the remaining District cards to the side of the play area, forming the Outskirts. Place the 4 Item cards to the side of the play area.

Shuffle together the 23 Minion cards and place them in a face down deck to the side of the play area.

In Hemloch: Dark Promenade, players are encouraged to sit next to each other, as opposed to across from each other. The oldest player is the Start Player for the first Week.



Player 1's Avenues.

THE CARDS

There are 3 types of cards in Hemloch: Dark Promenade:



MINION CARDS

Minion cards represent the odd inhabitants of Hemloch that each player will use to assert their influence. Each Minion has a name and an Influence Value, as well as an Influence Bonus and two abilities. Most Minion's abilities and bonuses are situational based on the Districts in the Avenue to which they are played.

Minion cards in a player's hand are kept secret from the other player until they are played. There is no maximum hand size in Hemloch: Dark Promenade.

In the event that there are no cards remaining in the deck during a Week, immediately shuffle the discard pile to form a new deck.

DISTRICT CARDS

These represent the Districts in the city of Hemloch. There are 5 different District types: *Spires*, *Boneyard*, *Courtyard*, *Alley Maze*, and *Garden*. Districts begin the game in 2 different places: in the Avenues or in the Outskirts. Throughout the game, players will gain, and lose, control of these District cards. Each District card a player has at the end of the game is worth points.



ITEM CARDS

These Items are powerful relics. Through clever card play, players will gain, lose, and even steal these cards throughout the game. While they are worth 3 Points each at the end of the game, they also unlock abilities for certain Minions.

There are 4 different Item cards: *The Potion*, *The Scepter*, *The Trinket*, and *The Dagger*.

PLAYING HEMLOCH: DARK PROMENADE

Hemloch: Dark Promenade is played over a series of 3 Weeks (or rounds). Each Week, the players will take turns playing Minion cards from their hands to their Avenues to gain Influence, take Districts, and thwart the other player's plans. At the end of 3 Weeks, the game ends and the player with the most points wins.

WEEKS

At the beginning of each Week, all Minion cards are shuffled together and each player is dealt a hand of 7 Minion cards. After drawing their hands, each player may discard up to 2 cards from their hand and draw 2 additional cards. In Weeks 2 and 3, the player with the least number of Items and Districts is the Start player for the week. If there is a tie, the Start Player remains the same.

Then, beginning with the Start Player, players alternate playing 1 Minion card from their hand to 1 of their Avenues.

There are 6 different Avenues (rows and columns), and each player has 3 Avenues that they may play Minion cards to. One player plays cards to the bottom 3 Avenues (columns), while the other player plays Minions to the 3 Avenues on the Right (rows).

Each Avenue always contains 3 different, face up District decks.

PLAYING MINIONS

To play a Minion, the player chooses 1 Minion card from their hand and places it face up next to 1 of their Avenues. A player may not play a Minion card to an Avenue which already has 2 Minions in it. However, some Minion Abilities break this rule.

When a Minion is played to an Avenue, the player takes into account all 3 District cards in that Avenue, as they may affect what happens when the Minion is played.

Each Minion has three Abilities. The first Ability, Influence Bonus, is applied at the end of the Week, during Influence Checks. However, the other two Abilities happen immediately, and in the order they appear on the card, if their requirements are met.

The last two Abilities only happen if the Minion card was played from a player's hand!



Liz plays The Acolyte to this Avenue. During the Influence Check, The Acolyte will gain +2 Influence at the Boneyard. She then takes 1 Boneyard from the Outskirts. Because there is an Alley Maze District in this Avenue, the other player gives her one card at random from their hand.

The second Ability occurs whenever the Minion is played. The final Ability is conditional, being based either on what Districts are in the Avenue to which it is played, or on another condition.

Note that The Charlatan and The Deceiver do not have Influence Bonus Abilities.

If a card instructs a player to “Gain Control of an Item,” unless otherwise stated, the player may take it either from the side of the play area or from the other player, if they have that Item. Item cards are played face up in the player’s play area, along with any Districts they have gained. Items and Districts that a player has are open information.

If a card instructs a player to “Lose an Item,” it is sent to the side of the play area. If a card instructs a player to “Lose a District,” that District card is sent to the Outskirts. Players alternate playing Minion cards from their hands to their Avenues until, at the end of the non-starting player’s turn, either player has either nowhere left to play a Minion card and/or they have no cards remaining in hand, whichever occurs first. When this happens, an **Influence Check** occurs.

INFLUENCE CHECK

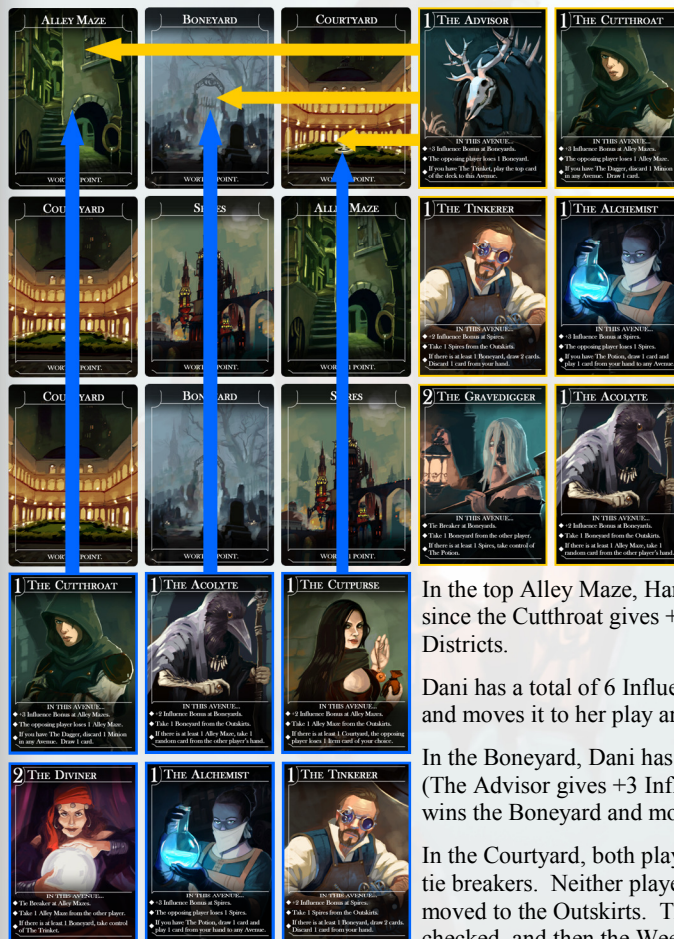
Beginning with the top left District, players compare Influence in each District, taking into account the Influence and Influence Bonuses their Minions in that District provide. The player with the most Influence takes that District and adds it to their play area.

In the event of a tie that cannot be broken, the contested District is moved to the Outskirts.

Once each District has gone through an Influence Check, each player discards all Minion cards from their Avenues and hands, and the Week ends. If this was not the end of the third Week, a new Week begins.

If it was the end of the third Week, the game ends and scoring takes place.

INFLUENCE CHECK EXAMPLE



Dani plays Minions to the bottom Avenues.

Hank plays Minions to the right side Avenues.

In the top Alley Maze, Hank has Total of 5 Influence since the Cutthroat gives +3 Influence at Alley Maze Districts.

Dani has a total of 6 Influence. So she wins that District and moves it to her play area.

In the Boneyard, Dani has 4 Influence and Hank has 5 (The Advisor gives +3 Influence at Boneyards). Hank wins the Boneyard and moves it to his play area.

In the Courtyard, both players have 2 Influence, and no tie breakers. Neither player wins that District and it is moved to the Outskirts. The remaining 6 Districts are checked, and then the Week ends.

ENDING THE GAME AND SCORING

At the end of the third Week, the game ends. Each player adds together the points they have from their Item Cards and District Cards. The player with the most points wins, and gains control of the city of Hemloch. In the event of a tie, the player with the most cards overall wins. If a tie still exists, play again!