Hemloch: Dark Promenade is an area control card game for two players. Each player is the head of an ancient house in the city of Hemloch, and uses Minions to gain control of Districts and powerful Items. Played over a series of 3 Weeks (rounds), each Week, players alternate taking turns playing Minion cards from their hands to their 3 Avenues (rows and columns of a 3x3 grid) to add Influence and trigger Abilities. At the end of 3 Weeks, the game ends, and players score points for their Districts and Items.

For a how to play video, please visit smallboxgames.com/hemloch



INITIAL SET UP

Players are encouraged to sit next to each other.

Place the **32 District cards** in a face down **District deck** in the middle of the play area. Place the **18 Minion cards** in a face down **Minion deck** next to the District deck. Place the **4 Item cards** near the Minion and District decks.

A Start Player for the first Week is chosen. The game begins.

WEEK SET UP

At the beginning of each Week, the District deck is shuffled and the top 9 cards are placed in a face down 3x3 grid in the middle of the play area, forming the **Avenues**. Then, if there are any cards remaining in the District deck, the top 4 cards are placed face up to the side of the play area, forming **The Outskirts** (*if there are fewer than 4 cards remaining, The Outskirts will have fewer cards that Week*). The remaining District deck is placed to the side of the play area.

Shuffle the Minion deck and place it face down and in easy reach of each player. Each player draws 3 Minion cards, forming their hands (a player's hand is kept secret from the other player).

If it is not the first Week, the player with the most Districts and Items takes the first turn for the Week.

<u>Avenues</u>

There are 6 different **Avenues** (rows and columns), and each player has 3 Avenues that they play Minion cards to. One player plays cards to the bottom 3 Avenues (columns). The other player to the 3 Avenues on the Right (rows). Each Avenue ***always*** contains 3 face up District cards.

There is no discard pile. If a Minion card is discarded, it is placed facedown on the bottom of the Minion deck.



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 2 Abilities. Bonuses and some Abilities are situational and based on the text of the individual card.

Opposing Minions are Minions in play at the opposing player's Avenues.



District Cards represent the different Districts in the city of Hemloch. There are 5 different District types: ***Spires***, ***Boneyard***, ***Courtyard***, ***Alley Maze***, and ***Garden***. Throughout the game, players will gain (and lose) control of these District cards. Each District a player has at the end of the game is worth points.

Additionally, each District has a District Bonus. A player gains, and may use, the District Bonus of each District type they control.



Item Cards represent powerful relics. Players will gain, lose, and steal these cards during the game.

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

They are worth 3 points each, and unlock abilities for some Minions.

WEEKS & PLAYER TURNS

Hemloch: Dark Promenade is played over a series of **3 Weeks** (rounds). After **Week Set Up**, beginning with the Start Player for the Week, players alternate taking turns, consisting of playing 1 Minion card from their hand to 1 of their Avenues and then drawing 1 Minion card.

Playing Minions

To play a Minion, the player chooses a Minion card from their hand and places it face up to one of their Avenues. ***A player may not play a Minion to an Avenue at which they already have 2 Minions.***



A Minion played to an Avenue cares about all 3 Districts in that Avenue for Influence & Abilities.

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

Each Minion has an **Influence Bonus** and 2 **Abilities**. The Influence Bonus is passive and is applied at the end of the Week, during Influence Checks. However, the other two Abilities happen immediately, in the order they appear on the card, if their requirements are met.

The 2 Abilities only happen if the Minion card was played. Swapping does not count. "Swapping" means to exchange the current placement of the cards indicated in an Ability's text.

If an Ability instructs a player to "gain control of an Item," unless otherwise stated, the player may take that Item from the side of the play area ***or*** from the other player. Players ***control*** the gained Item and District cards in their play area. If an Ability instructs a player to "Lose an Item," or "Lose a District" that card is sent to The Outskirts. If a player would lose an unspecified card, they chose which of their cards are lost.

Each District type has a unique **District Bonus**. If a player controls a District, they gain access to that District's Bonus, which grants them an additional Ability. These Abilities each state when and how they can be used. ***The District Bonus of each unique District Type may only be used once per turn.***

Players alternate taking turns playing 1 Minion and drawing 1 Minion until, at the end of a player's turn, both players have 2 Minion cards in each of their Avenues. When this happens, an **Influence Check** occurs.

INFLUENCE CHECK, ENDING THE GAME, AND SCORING

Beginning with the top left District (and continuing to the right, then repeating this order for each row), players compare Influence in each of the 9 Districts, 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, the tied District is moved to the Outskirts.*

Once each District has gone through an Influence Check, all Minion cards are discarded, and the Week ends. If it was not the third Week, a new Week begins (*refer to the **Week Set Up** section*). If it was the third Week, the game ends.

When 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. In the event of a tie, the player with the most District and Item cards wins.

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Mark plays Minions to the right side Avenues.

Anne plays Minions to the bottom Avenues.

At the top Spires, **Mark** has 7 Influence (the Alchemist gives +3 Influence at Spires and the Automaton gives +3 Influence: 1 for each3 different District types in this Avenue). **Anne** has 5 Influence at that Spires. **Mark** wins the Spires and moves it to his play area.

Next, at the Courtyard, **Mark** has 3 Influence (his Automaton is only worth 2; there are 2 different District types). **Anne** has 3 Influence here (The Lady gives +1 Influence at Courtyards). It is a tie, so the Courtyard is sent to The Outskirts.

At the Gardens, **Mark** has 2 Influence (his Automaton is only worth 1; there is only a Single District). **Anne** has 3 Influence (The Charlatan gives +3 Influence at Gardens). **Anne** wins the Gardens and moves it to her play area.

The remaining 6 Districts are resolved.