

## **HEMLOCH: DARK PROMENADE**

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**Hemloch: Dark Promenade** is a card game for two players. Each player is the head of an ancient house in the city of Hemloch, using Minions to gain control of Districts.

### **SET UP**

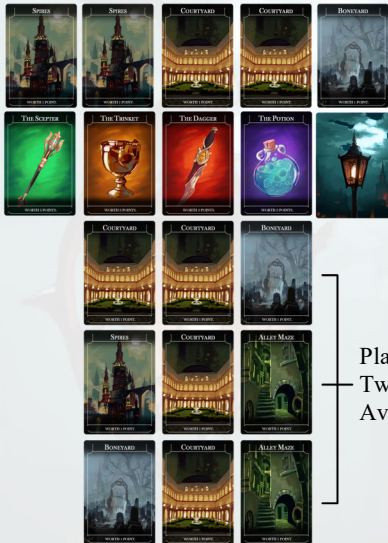
Shuffle together the 33 District cards, and deal them into 9 face down decks, consisting of 3 cards each. Place these 9 decks in a 3x3 grid, and flip them face up. This forms the Avenues. Place the remaining District cards to the side of the play area, forming the Outskirts. Place the 4 Item cards to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

# SET UP DIAGRAM

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Player  
Two's  
Avenues

Player One's Avenues

# 1 THE LADY



IN THIS AVENUE...

- ◆ +2 Influence Bonus at Courtyards.
- ◆ Take 1 Courtyard from the Outskirts.
- ◆ If there is at least 1 Spires, exchange 2 different District decks.

## 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 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.

## SPIRES



## DISTRICT CARDS

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District cards represent the different Districts in the city of Hemloch.

There are five different District types: *Spires*, *Boneyard*, *Courtyard*, *Alley Maze*, and *Garden*.

Districts begin the game in two 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.

**THE POTION**

WORTH 3 POINTS.

**ITEM CARDS**

These Items are powerful relics. Players will gain, lose, and even steal these cards throughout the game.

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

While they are worth 3 Points each at the end of the game, they also unlock abilities for certain Minions.

**PLAYING HEMLOCH:****DARK PROMENADE**

The game is played over a series of three 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 three 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. In Weeks two and three, 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 one Minion card from their hand to one of their Avenues.

## AVENUES

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

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

## PLAYING MINIONS

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

When a Minion is played to an Avenue, the player takes into account all three 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!*

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.

*Please note that **The Charlatan** and **The Deceiver** do not have Influence Bonus Abilities.*



*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.*



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. 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.

After a player plays a Minion, the player may place one card from their hand beneath the deck and draw one card.

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 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.

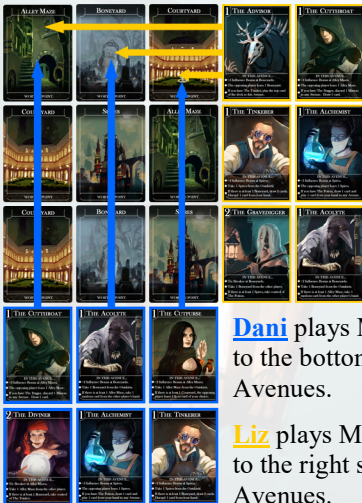
If it was the end of the third Week, the game ends and scoring takes place.

## **ENDING THE GAME & SCORING**

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!

# INFLUENCE CHECK EXAMPLE

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**Dani** plays Minions to the bottom Avenues.

**Liz** plays Minions to the right side Avenues.

## **INFLUENCE CHECK EXAMPLE**

In the top Alley Maze, Liz 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 Liz has 5 (The Advisor gives +3 Influence at Boneyards). Liz wins the Boneyard and moves it to her 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.