



2 TO 5
PLAYERS



AGE: 12+



45-60
MINUTES

Henchmania®

These are times of great unrest for the quiet medieval burg of Montfleury. The King must soon choose his new Bailiff and whoever is appointed will control the region in His name. As is tradition, the contending Lords must compete ruthlessly over the course of four days to secure the coveted position, stopping at no ruse or deceit to gain power.


It is a merciless war of the wits and, like all wars, it has casualties: the Lords think nothing of sacrificing their loyal servants, the Henchmen, known throughout the land as much for their limited intellects as for their legendary devotion to their masters...




Box contents

130 cards - 40 pawns - 5 site mini boards - 5 score meters - 1 Badge of Honor pawn - 3 dice - 1 manual - 5 Help cards
1 day meter - 5 «Full» pawns

Goal of the game

The players represent the Lords from the city's 5 prestigious families. With the help from their faithful Henchmen, they have to earn as many **POINTS**  as possible on their respective Coat of arms to become the next Bailiff of Montfleury.

Setup

Each player picks a Coat of arms and retrieves the appropriate number of Henchmen pawns. Each player starts the game with **5 POINTS**  on their Coat of arms.



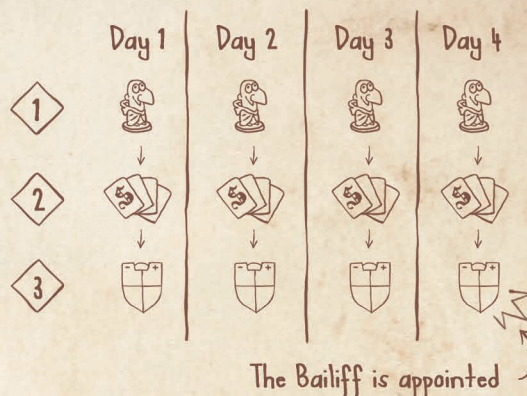
The player with the dirtiest fingernails starts playing. If it's a draw, the youngest player starts. The first player sets the **Badge of Honor** in front of him and becomes the first player for this round.

Playing the game

The game is played over 4 days, and each day is itself divided into **3 phases**:

- 1 Set the Henchmen pawns
- 2 Play the cards
- 3 End of the day

Every day, repeat the 3 phases



1 Set the Henchmen pawns

The Lord in possession of the **Badge of Honor** is the first to play. He may set a Henchman on one of the 5 sites and immediately picks a card from that site.

Rotating clockwise, the following players do the same. Repeat this setup until all players have placed all of their 8 Henchmen pawns, as to establish their 8 cards starting hand for that day.

When a pile is empty, immediately mix the cards from the corresponding discard pile as to form a new pile.

On each site, the number of available spots for the Henchmen pawns is limited:

2 players : 4 spots

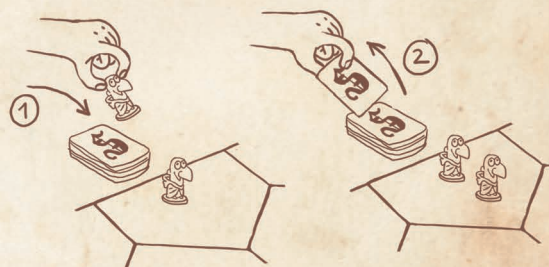
3 players : 5 spots

4 players : 7 spots

5 players : 8 spots

When all the Henchmen pawns have been set, the player with the majority of Henchmen pawns on a site dominates it. There, he may draw an additional card. In case of a draw, no Lord dominates that site.

The players can then advance to the second phase of the day.



Set a Henchman pawn and immediately pick a card

The Whites are the majority on this site, the player earns one additional card

The Greys are the majority on this site, the player earns one additional card



2

Play your cards

The Lord with the **Badge of Honor** starts playing. At their turn, the players play clockwise one card at a time.

There are three types of cards:

◆ The Action cards

When an Action card is played, it is placed in the Discard pile of its original site and its effect is immediate.



Immediate effect

◆ The Reserve cards

When a Reserve card is played, it is placed face up in front of the player and kept in the Reserve throughout the game -except if the text on the card specifies that it must be discarded to be effective. The effect of a Reserve card cannot be used from the player's hand but from his Reserve. A player can have up to 8 cards in his Reserve. If he wants to play a new card, he must discard one already used.



The maximum number of the same card in the Reserve is shown on the card.

Caution: Any action for which this maximum amount would be surpassed is not allowed.



The cards showing this icon must be rotated horizontally to indicate that their effect has been used. If a rotated card was to move to another player, it is vertically rotated and can be used again.

Caution: if the text starts by "At your turn", this means that the effect is used instead of playing a card from your hand.

◆ The Trump cards

Each site has only one Trump card. A Trump card is an advantage for each player. It does not count in the Reserve and is immune to the effects on the Reserve cards.

A player can only have one Trump card. If he wishes to use a new one, he must discard the old one.



The cards showing this icon must be rotated horizontally to indicate that their effect has been used.

If a player cannot play or decides to stop playing, he forfeits his right to play more cards for that day -except for a Guard card or an Armory card during a duel, see page 8 for the list of cards.

When all players have played their turn, they must discard all the remaining cards in their hand before moving on to the third phase of the day. They will start the next day with no cards, except for the ones in their Reserve.



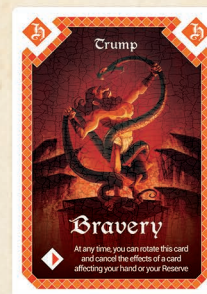
Icon for Action cards

The Action cards have an immediate effect



Icon for Reserve cards

The Reserve cards are set in front of you, face up



The Trump cards are set next to the Coat of Arms



Reserve example during a game:



In this example, the player has 4 cards in their Reserve and 1 Trump card which effect has been used

How to fight a duel?

At their turn, a player can challenge an opponent to a duel by playing the Glove card, making him an Attacker. The opponent may not refuse the duel and becomes a Defender.

Step 1: What can you use to fight?

The Attacker must declare his weapon of choice for the duel:


- either by playing a single Armory card
- or fight bare-handed, if the Attacker did not to pick an Armory card nor does not wish to play one for this duel.

The Defender must declare his weapon of choice for the duel:


- either by playing a single Armory card
- or fight bare-handed, if the Defender did not to pick an Armory card nor does not wish to play one for this duel.

Step 2: The dice roll


The Attacker rolls 3 dice, corresponding to 3 hits. Only the results equal or superior to the Attack value shown on their card are parried.

With bare hands, the value is 


The Defender rolls as many dice as successful hits by the Attacker. Only the results equal or superior to the Defense value shown on their card are parried.


With bare hands, the value is 

Step 3: The outcome


If at least one hit is not parried, the Attacker wins the duel. If all hits are missed or parried, the Defender wins the duel. Immediately report the **POINTS**  on each Coat of Arms as indicated below.


In case of victory for the Attacker:

+5 POINTS  for the Attacker

-1 POINT  by non parried hit for the Defender

In case of victory for the Defender:

+2 POINTS  for the Defender

-1 POINT  for the Attacker

After each duel, the played cards must be returned in the Discard pile of their original site, in the order of their choice.




You challenge your opponent to a duel



You can use the Axe!




But he can defend himself

...
You roll 3 dice and have to score  or more





Your opponent tries to parry the 2 successful attacks

He has to score  or more

You are successful twice!



He only parries one

You win 5 
He loses 1 

3

End of the day

Starting with the Lord with the **Badge of Honor** and then in turn, the players report the **POINTS** from their Reserve cards.

The Performance cards earn:

- 1 POINT** if you only have one
- 3 POINTS** if you have two different ones
- 5 POINTS** if you have three different ones

Once all the **POINTS** have been reported to the respective Coat of arms, the players rotate their cards vertically and gather their Henchmen pawns. If a player's score is over **30 POINTS** it's the 4th day, go to the End of the Game section. If not, the **Badge of Honor** is moved clockwise to the next player and the next day begins.

End of the Game

If a player reaches **30 POINTS** at the end of the third phase of any day, the game is over and the player with the most **POINTS** on their Coat of arms wins.

At the end of the fourth day, the player with the most **POINTS** wins the game and becomes the new Bailiff of Montfleury.

If a player goes over **30 POINTS**, the 1 should be calculated as 31, the 2 as 32, the 11 as 41, and so on...

In case of a draw

In case of a draw between only two players, they have to fight a duel. At their turn, they become Attacker and Defender. The one who inflicts the most wounds after the two fights wins. They can use the Reserve cards in front of them. In case of another draw, they have to fight another duel...

In case of a draw between more than two players, the game continues for another day.

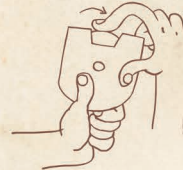
Custom mode

You may decide to change the rules of the game: 3 days for a quick game or 5 days for a long game. Or you may also want to lower the immediate win to **25 POINTS**.

Sent to the Castle, your Henchmen prove the worthiness of your arguments.



Adding 3 different Demonstrations scores 5 points at the end of the day!



Score the points from your Reserve cards



Straighten the rotated cards for that day



Pick up your Henchmen



Move the Badge of Honor

Only the most prestigious will be elected Bailiff, make sure you are the one!

Notes about the rules

The Reserve cards are kept throughout the game, except if the text on the card specifies that it must be discarded to be effective.

At any time, the players can look at the discarded cards or at the back of their opponents' cards.

Some cards allow you to pick into an opponent's hand, like Drunkard or Trick for example. You may look at the cards' back before making your choice.

The cards with a benefit can only be played to your advantage. They cannot be played to help another player (e.g., Guard, Prayer, Holy Water). The Courtesan card is the only one allowing you to intervene in a duel in which you are not involved.

If you can move Henchmen on the board, do it to your advantage (e.g., Traitor). This way, you can dominate a site or make an opponent lose their domination.

The Reserve cards starting with "At your turn" are played instead of playing a card from your hand.

You cannot put down a Reserve card whose maximum amount has been reached (e.g., Belladonna Root).

You cannot discard a card from your hand to win a round.

If a player goes over **30 POINTS**, the 1 should be calculated as 31, the 2 as 32, the 11 as 41, and so on...

Notes about the cards

Apothecary Card: When you play the Apothecary card, you cancel a wound during the duel. Therefore, you can win the duel if you cancel the last wound of the Attacker.

Trump Cards: The Trump Cards are not counted towards the maximum number of cards in your Reserve. Therefore, you can have up to 9 cards down in front of you.

Porter Card: The effect of the Porter Card is played during the "Set the Henchmen" phase. You can place a Henchman pawn on a site, even if the maximum amount of spots has been reached or another Porter is already present.

Traitor Card: Whenever you play a Traitor Card, you immediately take the pawn. The next day, you will put down the Henchman pawn on the site of your choice and draw the card but the pawn will count for your opponent when majorities are calculated.

Nosy Parker Card: At the end of the second phase of the day, the players must discard all their cards in hand. But if you have the Nosy Parker in your Reserve, you can keep one card for the next day.

The Guard card must be played right after the Gauntlet card. If, in a hurry, the Attacker has already put down his Army card, it can be taken back.

Penitent Card: This card protects you from the effects of the Brawl but does not cancel its effects for the other players.

Old Lady Card: On top of your own Trump card, you can benefit from the effect of a Trump card which is in an opponent's Reserve, even if it is rotated.

The additional cards

The 6 animal cards below are added to the piles for each site, for a total of 27.



Pick among the 5 Glove cards below to be added to the game. Then, remove the basic Glove cards to keep a total of 12.



Pick among the 8 Henchmen cards below to be added to the game. Then, remove the corresponding cards to keep the same amount as indicated on page 8.



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WARNING !
Not suitable for children under 36 months. Contains small parts that could be swallowed. Risk of choking.

The Tavern : Catch your opponents with tricks and ruses.



The Castle : Use your Henchmen to entertain the Royal Court with their performances to gain favor.



The Main Square : Assert your superiority in duels.



The Church : Your devotion is rewarded by Divine providence, improving your performance score.



The Armory : Gear up with accessories your Henchmen procure for you to get the upper hand in duels.

