

## HENCHMANIA by JOCUS EDITIONS

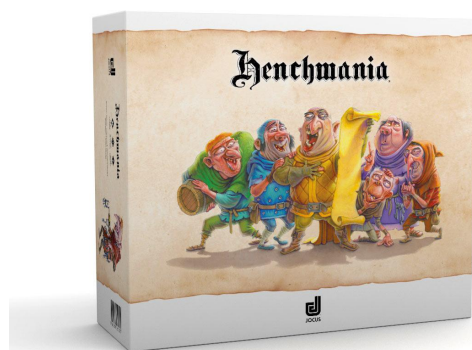
**THE NEW EDITION COMING SOON ON KICKSTARTER :  
MORE HENCHMEN, AND MORE MIDDLE AGE!**

*Kickstarter campaign: November 2022*



In Montfleury, as the King is about to name his new Bailiff, the little people are getting restless. Each lord claiming the throne can only rely on their henchmen to rule the region! Particularly loyal but not very clever, they will be your most faithful servants to make your family coat of arms shine and bring it all the prestige you deserve.

**Immerse yourself in a medieval atmosphere - a bit dirty and kind of crazy - where duels and low blows are part of daily life, with the New Edition of *Henchmania*, by Jocus.**



### Henchmania - Seconde Edition

Kickstarter campaign:  
November 2022

2-5 players / 12+ / 45-60 min

Designers:  
Vincent Jouanneau & Jean-Pierre Nicolas  
Artist:  
Laurent Nicolas

\*Art non définitif / \*Art not final

[Download the media kit](#) / [2 minutes to understand the rules](#)

### #A smart, accessible and medieval game

Welcome to Montfleury, a small medieval town, usually quiet, which is facing troubled times: the King must soon choose his new Bailiff to administer the region.

During 4 days, the pretending Lords (you!) will confront each other, competing with audacity and tricks to reach the coveted office.

Over the course of the days, which represent the 4 rounds of the game, **you will discover a game that is both clever and accessible, with rules that can be learned in just 5 minutes!** Your objective is simple: to get as many prestige points as possible to score on your family Coat of arms. To do this, your henchmen will be your most precious allies: they will allow you to entertain the court and face the other lords in duels, but also to make your life easier... or to complicate the one of your opponents!

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### #Exclusive information on the new edition of Henchmen

**[CONFIDENTIAL INFORMATION / NOT TO DISCLOSE BEFORE SEPT. 12]**

#### → New henchmen: the children

Each site in Montfleury now has two extra cards: each one now hosts a child, or sometimes a handful of kids. But don't be fooled by their young age: they too are at your service, for better or for worse! And let's not forget about the Cherubs you can find in each site: their angelic faces will often be useful!



\*Art non définitif / \*Art not final

### → 40 meeples with a *unique design*

The Henchmen wooden meeples, which are used in the placement phase, feature an all-new design, with many surprises.



\*Art non définitif / \*Art not final

### FOCUS : The artists behind the Henchmen

As for the first edition, Laurent Nicolas is back for the character design: winner of an Emmy Award in 2021 for his characters in the Netflix series Love, Death + Robots (season 2, episode 1 - "Automated Customer Service") and creator of the Lascars series.

On the painting and coloring side, Landroid, real name Landry Muñoz, came back with his brushes. Landroid is a multidisciplinary artist who mixes craftsmanship with technology, creates on urban supports as well as in painting or in modeling and sculpture by hand.

[www.facebook.com/landry.munoz/](https://www.facebook.com/landry.munoz/) - [www.instagram.com/landry\\_munoz/](https://www.instagram.com/landry_munoz/)

### → A new design for the board

Even if it keeps its ever-recognizable shape, the board will offer a new graphic design. The town of Montfleury has been redesigned by Laurent, to offer an even more immersive setting, in the style of an old map (with typically medieval perspective errors!). However, **the board still reflects the artist's touch** to continue to be part of the Henchmen universe.

The game also comes with **a new day counter**, which is installed between 2 sites of Montfleury, just like an extension.



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### → A new expansion to extend Montfleury: the Throne Room

The Throne Room is a new site, which gives access to new powers. However, even more than in the other places of the city, the places are very limited...

### → Another new expansion to spice up the game : the King's Whims

At the beginning of each day, a card is drawn: it represents the King's mood and describes what the King expects from his subjects for this turn. The King's mood temporarily modifies the rules, creating new mini objectives each turn!

### → The Return of the Sanctuary

Send your henchmen outside the city to that ancient pagan place of worship called Sanctuary, a complementary site that renews the game by offering additional actions. Will you meet the Crazy Lady to lose points of prestige to your opponents? Will you use the Bourrel to discard cards to your opponents? Most importantly, will you sacrifice your henchmen to recycle your unused cards?



### → A new extension to expand Montfleury: the "Throne Room"

The Throne Room is a new place that gives access to new powers. However, even more than in the other places of the city, the places are very limited...

### → Another new expansion to spice up the game : The "King's whims"

At the beginning of each day, randomly draw a special card that describes the King's mood. This one explains what the King expects from his subjects for that turn, and temporarily changes the rules, creating mini objectives for the day to earn more prestige!

### → Little surprises

Thanks to the many ideas from the gaming community, the game is likely to be even more torturous...

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### #Henchmania, the campaign

After a first campaign in France on Ulule in March 2016 supported by nearly 2,000 backers, an international campaign on Kickstarter in August 2016, which gathered more than 2,600 backers, and nearly 15,000 retail copies sold in stores, Henchmania returns on Kickstarter for this new edition, in November 2022.

This campaign will offer **a new "all-inclusive" edition** for all players who wish to embark on this medieval adventure with Jocus Editions.

**For all those who supported the game during the first campaign**, a pledge will be made specially for them, so that everyone can upgrade and **access the new gameplay content, for a complete gaming experience!**

#### About Jocus Editions



**Jocus is a board game publisher based in Bordeaux (France), founded in 2015.** As creators and enthusiasts, we develop our games with **a focus on originality and balance.** Our design method focused on players' expectations allows us to meet the expectations of beginners as well as the most experienced players.

We take time to create a game, each step being followed by many playtests. Our games reflect **the values we care for: quality, aesthetics and above all FUN!**

Keep up  
with the Henchmen  
on social media!



- On [Facebook](#)
- On [Instagram](#)
- On [Board Game Geek](#)
- And soon [on our website](#)

## Attention reviewers: We can work together!

After reading this presentation, if you want to discover or rediscover the Henchmen, contact us:

- ✓ for a presentation video, a preview/review video, a "how to play".
- ✓ to set up a visibility partnership: contests, special communication operations on social media...
- ✓ we are also at your disposal to create a tailor-made partnership!

Do not hesitate to contact us!

