



*Passions flamed and power waned.*

*King Henry VIII had six wives. The first was Catherine of Aragon. She had the most time to establish loyal supporters and powerful allies. In contrast, Anne of Cleves was Queen for less than a year. She was far from home with few people to advise her.*

**The Six of VIII** is a trick-taking game played on a timeline. Each Queen has her own suit which is trump during her reign.

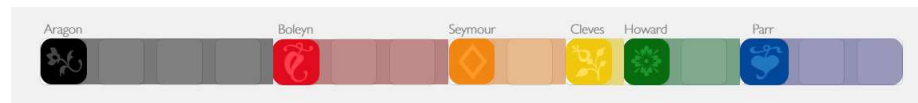
Players must capture tricks containing crucial courtiers and score the most points.

**Players:** 3-4, in teams

**Time:** 15-60 minutes

**Components:**

- **Queen board**
- **Timeline token**
- **Church of England token**
- **63 cards** (13 black, 13 red, 9 orange, 6 yellow, 9 green, 12 blue, and a King)



*The Queen board shows which suit is currently trump, and when it will change. At the beginning of the game, Catherine of Aragon is Queen, and black is trump. The token moves along the timeline after each trick.*



*The six suits for the six Queens, and the King card.*

## Set up for four players:

Players should be seated across the table from their partner, so that teams will alternate turns.

Decide whether to play a short game (one hand) or a full game (one hand per player).

Place the Queen board within sight of all players. Place the token at the first square on the far left of the timeline.

Determine a starting player.

Remove the King, the two zero cards for the standard game, as well as the Church of England token. (See the Advanced Variant at the end of the rules for how to include these components.)

Shuffle the cards. Deal 15 cards to each player.

Each player selects two cards to pass to their partner, face down. Their partner adds them to their own hand.

## Game Play:

The first player plays a card from their hand, and the other players follow around the table in clockwise order.

If a player has a card in the suit lead, they must follow suit. If they do not, they may choose any card.

## Resolving a trick:

The highest trump played to a trick will win the trick.

If no trump was played, the highest card of the suit led will win the trick.

The player who wins the trick collects the cards played.

- It is helpful to stack the tricks taken at right angles so that it is easy to see how many tricks were won at the end of the game.

The timeline token is advanced on the round track one space.

- If the timeline token is on the last space and cannot move any further, proceed to scoring.

The person who won the trick will lead to the next trick.

## Scoring:

Each team earns one point for each trick that they won.

Add the number of stars on the cards collected in those tricks.

- If you are playing the **short game**, declare the winning team.

- If you are playing the **full game**, the lead will move clockwise around the table until everyone has had a turn. Points for each hand will be added to the team's previous total.

Re-deal and start the next hand.

## Winning team:

The team with the most points wins. If there is a tie, the team who won the last trick wins.

## Advanced variant:

The advanced variant adds three new cards: The King, the 0 black, and the 0 red. It also introduces the Church of England token.

**The King card** is the color of the current reign. It is highest trump card in the game and will always win the trick in which it is played.

It may be played any time a player can play the current trump color:

- It is the lead card for the trick, or
- trump was led, or
- a player is out of the led suit.

The King card cannot be pulled from hand to follow suit.

*King Henry pursued Anne Boleyn for almost seven years before they were married.*

*Those loyal to Catherine of Aragon did not accept Anne Boleyn, and considered King Henry's first wife the rightful Queen.*

*Those loyal to Anne Boleyn saw her as the future, the young wife who would surely give the King a son.*

**The zero cards** are spies, working to undermine the rival side.

The black 0:

- is part of the black suit. It must be followed with black cards if led. It must be used to follow if a black card is led and it is the only black card in hand.
- can win as trump during Catherine of Aragon's reign.
- may be played to follow a red lead, but cannot be pulled from a hand to follow red. It will beat all red cards in a red trick.
- can win as trump on orange, yellow, green, or blue, when played as a red 13 during Anne Boleyn's reign. If it follows black, it is black.

Put another way, the only times a 13 can be played is when the 13 color is led, or the player does not have the led suit. You are not obligated to play a 13 if its suit is led.

The red 0 is the same, but flipped.

*King Henry created the Church of England when he wanted to annul his marriage to Catherine of Aragon and be free to marry Anne Boleyn.*

**The Church of England** may be used to annul a trick after all cards have been played.

- Neither team will get the points on the cards or the point for the trick. The cards are put on the discard pile with the undealt cards.
- The timeline token is still advanced.
- The player who would have won leads to the next trick.
- The Church of England token cannot be used on a trick that includes the King.

The team with fewer points after each scoring will control its use in the following hand. Thus, the second, third, and fourth hands of a full game. If there is a tie, neither team has the power of the Church of England.

It comes into play once the token reaches Anne Boleyn's reign on the timeline, as that is the year it was formed.

## Set up changes for the advanced variant:

Shuffle all of the cards. Deal 15 cards to each player. 3 cards will remain face down out of the game.

## Tiebreaker:

If there is a tie, the team that does not have the King card wins.

## Changes for three players:

In a three-player game, two players will be on a team and the other player will control a face-up dummy hand.

Deal 15 cards to each player and 15 cards to a pile across from the first player.

The two players on a team will exchange two cards face down as usual.

The other player will sort the dummy hand. If the King card is present, it should go on the left, followed by black cards, high to low, red cards, high to low, and so on. After the other players have exchanged cards, the player controlling the dummy hand will lay it face up on the table across from their seat.

The first player will lead from their active hand. After the second player has played to the trick, the first player will play a card from the open dummy hand, and then the third player will play.

When the hand is completed, only the first player counts and records their score.

The first player position rotates so that each player has the chance to control the dummy hand. Highest score wins.

For a longer game, play until a player has won two games.

**Designed by:** Carol LaGrow © 2023.