

Divorced, Beheaded, Died, Divorced, Beheaded, Survived.



A “History Repeats Itself” game for the piecepack
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2-4 players, **30 minutes for standard game, longer for listed variants.**

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Out of all of the kings and queens in the Tudor dynasty, King Henry the VIII (1509-1547) is perhaps the most well known. After his marriage to Catherine of Aragon, Henry wanted to divorce from her, against Roman Catholic mandates. Not agreeing with the Pope, Henry starts the English reformation, branching off into the Anglican Church. Henry then marries 5 more times during his reign, the historical order of his wife’s goals which is best remembered in the mnemonic device “Divorced, Beheaded, Died, Divorced, Beheaded, Survived.”

Now you can live the live of King Henry the VIII and give your six wives the same fates.

Materials Needed:

1 Piecepack; the dice are not needed.
Pencil and Paper per player may help, but is not required for the standard game.
See the section “Score Card” if pencil and paper are used.
The variant “Fruit Cocktail” has its own advanced scorecard, which is required for play.

Object:

To meet 4 different goals; “divorce” two of your own queens, “behead” two of your queens, have one of your queens “die”, and to have one of your queens “survive”. Each of these goals requires a different interaction of pieces and or positions to be met. Refer to the “Goals” section.

Definitions:

Pawns are called “kings” in this game, and are represented in all pictures as a colored circle with a square inside it.

Coins are called “queens” in this game, and are represented in all pictures as colored circles. Colored circles indicate a face-down coin. All queens remain face down for the entire game, with the exception of variant games.

A Space is a $1/4^{\text{th}}$ square on a tile.

Tiles are of no significant importance in this game, they just form the game board on which the pieces move. In all pictures, the tiles are simulated as black crosses; the center of each tile is represented by a black dot. See Setup below.

Set Up:

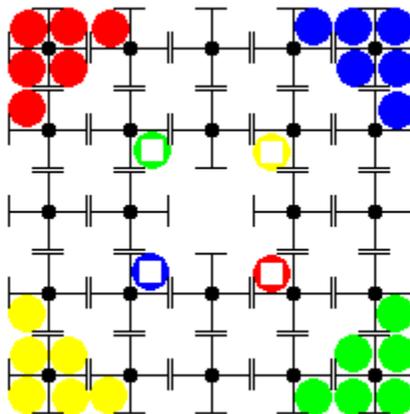
A diagram for the setup can be found on the top of the next page.

Place all tiles face down on the table. Arrange the tiles in a 5 by 5 square, leaving a one tile hole in the middle. This hole has a special term; “The Graveyard” and also has special rules. Refer to the section “The Graveyard” discussed later in this ruleset.

Turn all the queens face down and group by color/suit. Each player chooses a color, and a corner on the board. Each player puts four of his coins on the corner tile closest to him in a random order. Place the fifth queen on the space directly above this corner tile, and the sixth coin on the space directly to right of this tile in such a way that each corner of the game board has a triangle of coins, three coins long on the side, with a coin in the corner formed by these sides.

Place kings on the most distant tile in the center of the board from the queens, in the same corner of that tile as the queens are in relation to the board as a whole.

If two players are playing, each player takes a corner opposite each other.



Turns:

Choose a player to start the game. He moves any one of his pieces or he may choose to make a jump/capture move instead. **A player may not move and capture in the same turn.** His turn is then over. Refer to “movement” below.

Movement:

Kings: the kings move **one space up, down, left or right as long as the space the king is moving to is open. Kings when not satisfying a goal may only jump over opposing kings. Kings jumped by another king retain its space on the board and are not penalized in any way.** Capture possibilities depend on what goals the player has left to satisfy. Refer to the “Goal” section for more information.

Queens: The queens move just like a king; **one space up, down, left or right as long as the space the queen is moving to is open. A queen may only jump over another queen. Queens jumped by a queen retain its space on the board, and are not penalized in any way.**

Refer to the section “The Graveyard” for special rules governing that section of the board.

Goals:

In order to win the game, you must satisfy 4 Goals, in the standard game, you can achieve these Goals in any order;

Divorce:

Your king must capture one of your queens by push-capture. A push-capture is achieved by pushing the queen off the board in a straight (The push CAN NOT turn a corner), unobstructed line by sliding your king to the queen’s space (The push can not involve more than 2 pieces total). You can only divorce a queen when it is on the edge of the board and your king is next to the queen you want to divorce. It might help to think that Henry is pushing a queen out of his territory. You CAN NOT divorce a queen by pushing her into The Graveyard. You must meet this goal two times.

Beheading:

Your king must jump over one of your queens and remove it from the board. A Jump can only be made if the space immediately after the queen you are jumping is empty. (This move is just like a jump in Checkers, yet you may make the move in any straight non diagonal line.) You may not “double-behead” or make two beheading moves in the same turn.

The symbolism in this move isn’t as clear, but it symbolizes Henry taking the life of a queen via beheading. You must meet this goal two times.

Died:

You must move one of your queens to the graveyard. Once this is done, the queen is said to have “died”. See the section “The Graveyard” for more information. Most of us are buried in a graveyard when we die, so this symbolism is perhaps the clearest. You only need to meet this goal once.

Survived:

The easiest goal; **simply get one of your queens to the corner tile (any space on the corner tile) on the board, (the opposite corner from where you started) and remove it from the game on the next turn.** The symbolism here is that you survived living with your king, and you live on after he dies yet you must leave the territory. You only need to meet this goal once.

Score card:

It is optional for each player to make a score card as shown, when a goal is completed, check it off.

Goal	Completed
Divorced	
Beheaded	
Died	
Divorced	
Beheaded	
Survived	

The Graveyard:

The hole in the exact middle of the board is called the graveyard. It might help to imagine an extra tile here, as the graveyard should be sectioned off like a regular tile. Kings can not enter this ‘tile’. The only time a queen can enter this space is when you are meeting the goal “Died”. To enter the tile, simply move the queen ‘off’ the board into the graveyard as your move. The space where the queen enters should be treated as if it was a regular space with the following exceptions;

Once a queen enters the graveyard, she is “frozen” in this space; you can not move this queen for the rest of the game. **One queen per space in the graveyard.**

A queen can not jump over another queen that is already in the graveyard.

You CAN NOT Divorce a queen by pushing her into The Graveyard.

Winning The Game:

On the turn a player satisfies all of his Goals, he wins the game.

Variants:

Note: Just because one player chooses to play one of the following variants in a game, does not necessarily mean the other players have to play it also. It is possible to play one game, with each player playing any variant they chose. This is an ideal situation for handicapping weaker players.

For all variants:

Nulls count as Zeros, Aces count as Ones.

The order of numbers is; 0 1 2 3 4 5

An Ace-Queen or a Two-Queen etc, is the queen of your color with that number.

Setup is still the same, except some queens may now be face up.

When your queens are face up, orient them pip facing you at all times, to prevent confusion of ownership.

Variant#1- Place the queens as discussed in setup, after setup is complete, turn all the Queens over. Meet your first goal of your choice with your Null-queen, the second goal of you choice with your Ace-queen, and so on.

Variant #2-Your Goals must be met in historical order; Divorce, Behead, Died, Divorce Behead, Survive.

Variant #3-A combination of Variant 1 and 2; Not only complete the game in historical order, but complete the game also in numerical order; Place the queens as discussed in setup, after setup is complete, turn all the Queens over. Your 'null' queen must be removed by divorce, your 'ace' queen must be removed by beheading, your 'two' coin must be removed by dying, and so on in number and historical order. Orient your queens facing you at all times, to prevent confusion of ownership.

Fruit Cocktail (A Mixture of Variants 2, 3, and 4)

Note; this variant takes about 5 minutes to set up.

The advanced score card for this variant is at the bottom of the page.

Set up the board as normal, but turn all the queens for players playing fruit cocktail face down on the table next to the board.

1. Each Player playing Fruit Cocktail picks up two queens of their color, and flips them over, put down the goal that corresponds to number of the queen written in the historical order. (Nulls are zero, and therefore you need to count nulls as one, which then offsets each other number)

This assigns what goal these queens have to meet, but in any order not assigned to your other queens. For example, if you draw your Two-queen during this step, it must meet the goal “died”, but can do this as any number goal not already assigned

2. Each Player playing Fruit Cocktail picks up two more queens of their color, and flip them over. Put these two numbers in place in the Order section on the score sheet. You must meet the *n*th goal with the *n*th queen for these two queens. (If you draw a 3 and a 5, for example, your 3rd goal must be made with your three-queen, and 5th goal with your five-queen) You can meet these goals with any method not assigned to your other queens. (If divorce or beheading is only assigned once in step one, you may choose to divorce or beheading for either of these queens if you wish)

3. Queens not assigned an order or goal can meet any remaining goal in any order not assigned, since these goals or orders are never declared, a player can change them as he sees fit during game play, with out any declaration to other players. This being said, each player must Divorce exactly two times, Behead exactly two times, have exactly one queen die, and exactly one queen survive.

4. Place all the queens of your color face-up on your corner of the board (Just like the standard game, except all of the queens are now face up) and place your king in the same place as the regular game.

5. Play the game as usual, but remember to maintain the assigned limits.

Historical Order	Queen Number	Goal Order	Goal Required	Completed
1.Divorced	0 / Null			
2.Beheaded	1 / Ace			
3.Died	2 / Two			
4.Divorced	3 / Three			
5.Beheaded	4 / Four			
6.Died	5 / Five			