



# SUCCESSION

## THE COURT OF HENRY VIII

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## REIGN OF HENRY VIII:

At the age of 17 when he became king, Henry VIII seemed to be the perfect young king. But, for all his talents, this young man would squander his potential by treating his six wives cruelly, breaking with the Catholic Church, killing or imprisoning his closest advisors and putting on so much weight that he eventually had to be lifted onto his horse with a hoist.

He started his married life by wedding his late brother's widow, Catherine of Aragon (Spain). By the time he reached his mid-thirties, Henry's wife Catherine, a devout Catholic, had had five children but only one, Mary, had survived. Henry became anxious for a son and, when he fell in love with one of the pretty ladies at court, Anne Boleyn, he became convinced she would be the one to give him a son.

## OVERVIEW:

The game of "Succession" is about the maneuvering, scheming and pandering to gain a position of influence on the King. "Influence" is the core value in the game. It is the victory points. It is the currency used to obtain assets. It is the means with which players interact. There are three Factions involved in the game. There are the Catholics, the Reformists and the Stewarts. Each Faction is played by one player. A player's goal is to accrue the most Influence by the time King Henry VIII dies; in order to have his Faction's heir to be crown the Successor of Henry.

This is a deck building game for 2 or 3 players. The Stewarts Faction is not played in a 2 player game.

## COMPONENTS:

### 3 Faction Decks

#### Catholic



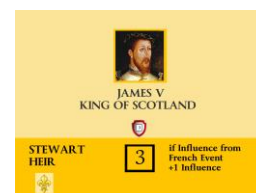
#### Rounds Deck

#### Reformist

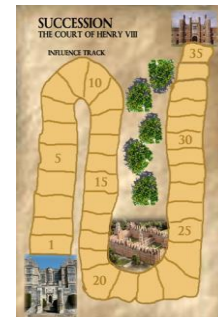
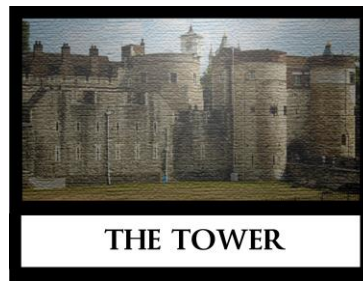


#### 4 Tower Cards

#### Stewart



#### Total Influence Track



## Common Cards



## Office Cards



## SET UP:

Each player is given a Faction Deck

(Catholic, Reformist & Stewart)

The following Faction cards start the game in play:

**Catholics:** Princess Mary & Cardinal Wolsey with the Office of the Chancellor of England

**Reformists:** Princess Elizabeth & Charles Brandon with the Office of the President of the Privy Council

**Stewarts:** James V & James Hamilton with the Office of High Lord Steward

Shuffle the remaining cards placing them face down in front of the player

Each Faction starts game with 10 Common cards of 0 costs: (2) Witness, (2) Bribe, (2) Populace Support, (2) Church Support & (2) Evidence. The cards are shuffled and placed face down in front of the player. This becomes their source deck.

Set Up the Rounds Deck: place the Rounds 1 through 7 in order face down. Shuffle the "Death of Henry VIII" Round card with the remaining 3 non-

numbered Round cards and place face down under the Rounds Deck. Turn the top card face up displaying Round 1.

Set the Common Deck cards up in stacks by type face up and in Cost order with the exception of the Ambassadors/Emissary cards which are shuffled together and placed face down displaying only the top card.

Start the game with the Catholic Faction first in turn order for Round 1 followed by the Reformist and lastly the Stewart. The first in turn order rotates to next Faction in the listed order each Round.

When the “Death of Henry VIII” Round card comes up this triggers the End of the game.

## **WINNING:**

The heir of the Factions which has the highest total of Influence is crown the new monarch and wins the game. If there is a tie and one Faction’s active heir is the Primary heir and the other is the Secondary heir, the Faction with the Primary heir wins. If still tied, the Faction with the most Bonus Influence wins. If still tied, use the Queensberry Rules.

To facilitate in game strategy and easy determination of winning conditions each player places his color cube on slot 7 on the Total Influence Track for the purpose of displaying a running total of Influence points.

## **GAME PLAY:**

### **ROUND**

#### **Actions**

- (1) Draw and/or Influence
- (2) Buy
- (3) Faction and/or Rearrange
- (4) Attack and/or Pardon

#### **Rebuild Hand**

### **COMMON CARDS**

All Common cards may be played in one of two ways and some in three ways.

Action – printed in blue at top left corner of card and explained below

**Influence** – its value indicated in the black box on edge of card and played in conjunction with an Influence Action explained below

**Event** – printed just beneath the card icon and can be in a combination of blue, black, green and red text. Events are the means of interaction with other players and explained below.

Some cards provide for special skills or bonuses as indicated on the cards.

### **Actions**

**Draw** – select top card from player's face down source deck and put into his hand as a playable card

**Influence** – may assign a Common card from player's hand as Influence to an active Faction member card – a limit of 3 Influence cards per Faction member – all Common cards have an Influence value which may be assigned to a Faction member by placing it beneath the member card – 1 Influence card may be assigned per Influence action – after all Influence has been assigned for the Round, the player adjust his running total of Influence

**Buy** - The player obtains Common cards by playing BUY action cards from their hand – he may buy 1 Common card for each Buy action card he plays – his total purchasing power is determined by the Influence value of his Buy cards, any Influence cards played from his hand and any Influence values of cards played but not returned to the discard – for an example a player plays 2 Buy cards with 1 Influence value each, 1 card from his hand with 1 Influence and had played a Draw & Influence action cards with 1 Influence each for a total of 5 Influence – he could buy a Common card which cost 2 and another Common card which cost 3 OR 1 Common card which cost 0 and another Common card which cost 5 – once the Buys transactions are completed all the cards played are placed in the player's discard stack including the new cards which were bought.

**Faction** – may be used in one of two ways – may add the top Faction deck card to his Faction members already in play (at Court) if less than 5 Faction member cards at Court

OR

top card may be placed face up as Available to replace an at Court Faction member card in a *Rearrange* action (explained below) or a lost Faction member card.

*Rearrange* – may be used in one of two ways – a player may replace an at Court Faction member card or a lost member card with a member card face up which is Available. Any Influence cards assigned to the Faction member being replaced remain as assigned to the new Faction member.

OR

a player may rearrange the order of Influence cards assigned to 1 Faction member

*Attack* – this allows a player to aggressively interact with an opposing player -- the blue or black text under the word Attack indicates the type of attack – Influence modifiers are in green text and the results of a successful attack is in red text – for an attack to be successful the attacker must play a total value of Influence from his hand, including the value on the Attack card and bonuses obtained by modifiers, which exceeds the Faction member's influence and its assigned Influence cards with bonuses – if the Attack card has a Shield icon, the targeted player may then in defense play a King's Pardon card from his hand and/or Influence cards from the Influence cards assigned to the targeted Faction Member to bring his total Influence either to equal or exceed the attacker's Influence – an heir has an additional Influence value indicated on a Shield icon for defense -- whether the attack is successful or not any Attack cards or King's Pardon cards used are returned to the Common card stacks – all other Influence cards used are returned to the player's discard stack

*Pardon from Tower* – the King's Pardon card may be used to retrieve a Faction member from the Tower – to successfully have the Faction member pardoned, Influence must be played from his hand which is double the value of the member's printed Influence value – the King's Pardon card is returned to the Common card stacks and any Influence cards to the player's discard -- the King's Pardon Defense Influence value of 3 is applied if used to either retrieve a Faction member from the Tower or in defense in an attacking action

## Rebuild Playing Hand

At the end of the Round all players place unused cards in their hands in their discard and then rebuild their hands from their source decks – if a player's source deck becomes exhausted before he has rebuilt his hand up to his limit, he shuffles his discard stack which becomes his new source deck.

## Special Skills

### Office

*The Chancellor of England* – his hand limit is increased to 6

*The President of the Privy Council* – for his 5<sup>th</sup> card he may select a card from the source deck's top 2 cards and return 1 to top of deck.

*Lord High Steward* – after rebuilding his hand he may switch 1 card with a card selected from the discard or the top card from the source deck

If a Faction loses an Office, it immediately goes up for an Influence bidding auction from Influence cards assigned to Faction members at Court – bidding continues until there are no more bids – all Influence cards used in a winning bid are returned to their discard stack and losing bids return their highest bid card. Bidding starts with the Attacker and continues in Turn Order.

## MISCELLANEOUS:

When a Faction member is sent to the Tower the Influence cards assigned to him go with him to the Tower and the member is no longer aligned to the Faction – to indicate he is no longer aligned but still in play, place a Tower card under the member. If the member is pardoned later, he becomes Available but is not aligned to the Faction until a *Rearrange* card is played – turn the Tower card to a vertical orientation.

