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Heaven & Earth

A game by Sander in ’t Veld

# Introduction

‘Heaven and Earth’ is a strategy board game for two players, depicting a conflict between the Empires of the South and the North.

# Components

A game board, consisting of 89 hexagons; 6 red hexagons on either end, 1 hexagon with a red circle on either end, 7 highlighted hexagons in the center of the map, and 68 other hexagons.

The 28 playing disks; each player has 7 body disks (Dragon, Elephant, Panda, Tiger, Monkey, Nightingale and Lotus) and 7 character disks (Emperor, Empress, General, Strategist, Hunter, Alchemist, Farmer) in their respective colour: red for the Southern Empire, green for the Northern Empire.

A reference sheet for each player.

# Terminology

The hexagons on the board are called **spaces**. The six red spaces on a player’s side of the board are their **City**. The space with the red circle in it is their **Gate**. The highlighted spaces in the center of the board form the **Garden**.

A **piece** consists of two parts: a **character disk** and a **body disk**. The body disk is put on top of the character disk, hiding the character from sight. When a player **reveals** a character, the body disk is lifted from the piece, allowing the opponent to verify the character of the piece. All body disks have a **rank**. Furthermore, some pieces are considered **gentle**.

Pieces can either **move** to an empty space on the board, or **capture** an opposing piece, removing it from the game and taking its place. Pieces owned by the same player are called **friendly**; pieces owned by different players are **opposing**.

# Objective

A player can win in either of two ways:

1. The player places the Emperor in the opponent’s City, and reveals it in a subsequent turn.
2. The player captures all but one of the pieces owned by the opponent.

Note that the Gate is not considered part of the City; revealing an Emperor placed on the opponent’s Gate space does not win the game.

# Setup

To determine which player controls which Empire, a player takes both a red piece and a green piece and shuffles them behind their back. The other player picks one and will play as the corresponding Empire: red for the Southern Empire and green for the Northern Empire.

Each player gathers their disks and, in secret, determines their pieces by placing the body disks on top of the character disks.

When both players have formed their pieces, the Southern Empire places all their pieces on the seven City and Gate spaces on their side of the board. Then, the Northern Empire places their pieces.

The Southern Empire moves first.

# Gameplay

On their turn, a player can and must use one of their pieces. A piece can either *move* to an empty space on the board, *capture* an opposing piece, or *reveal* itself and do a character specific action.

Both moving and capturing are bound to certain rules. However, both the body and character of a piece have specific traits that alter the rules for this piece. The rules that are specific to a body or character supersede the ‘default’ rules listed directly below.

Note that in order to use a character’s traits, this character must first be revealed to the opponent.

## Moving

By default, a piece can move to an unoccupied space that is between one and its maximum amount of spaces away in a straight line. A piece can move over friendly pieces, as long as it stops on an unoccupied space. A piece cannot move over opposing pieces.

Only *gentle* pieces can move to a Garden space. All pieces can move through the Garden to a space on the other side.

## Capturing

When a piece captures an opposing piece, it removes the captured piece from the game and takes its place.

By default, a piece can capture an opposing piece it can *reach* – i.e. it would be able to move to that space if it were unoccupied – as long as *rank* of the target piece is equal or lower.

Note that the captured piece does not reveal itself.

# The Bodies

Each of the bodies has a *rank* associated with it, and some of the bodies are considered *gentle*. Futhermore, each of the bodies specifies a maximum amount of spaces that the piece can move.

## Dragon

Rank 5. The Dragon can move up to 3 spaces.

Despite having higher rank than the Nightingale, the Dragon cannot capture the Nightingale and can be captured by the Nightingale.

## Elephant

Rank 4. The Elephant can move up to 2 spaces.

Despite this, the Elephant can capture a piece that is up to 4 spaces away (as long as there are no opposing piece standing in the way).

## Panda

Rank 4. Gentle. The Panda can move 1 space.

## Tiger

Rank 3. The Tiger can move up to 4 spaces.

## Monkey

Rank 3. The Monkey can move up to 2 spaces.

Besides moving in straight lines, the Monkey can also move in an arc.

## Nightingale

Rank 2. Gentle. The Nightingale can move up to 4 spaces.

The Nightingale can move over opposing pieces.

Despite having lower rank than the Dragon, the Nightingale can capture the Dragon and cannot be captured by the Dragon.

## Lotus

Rank 1. Gentle. The Lotus can move up to 3 spaces.

# The Characters

The characters alter the way a piece moves and captures. These traits are only effective after the piece reveals itself.

## Emperor

If the Emperor is in the opponent’s City, it can reveal itself and win the game for the revealing player.

This is done instead of moving or capturing, and therefore cannot be done directly after moving or capturing.

Note that the Gate is not considered part of the City.

## Empress

After revealing, the Empress is considered gentle and can move or capture in the Garden.

## General

After revealing, the General can capture any piece it can reach, regardless of rank.

Even as a Dragon, the General can capture a Nightingale.

## Strategist

After revealing, the Strategist can reveal any opposing piece that it can reach, meaning it forces the owner of that piece to reveal the piece’s character.

This is done instead of moving or capturing.

Even as a non gentle piece, the Strategist can reveal a piece in the Garden. As an Elephant, the Strategist cannot reveal pieces more than two spaces away.

## Hunter

After revealing, the Hunter can capture any Elephant or Panda it can reach, regardless of rank.

## Alchemist

After revealing, the Alchemist can capture any adjacent piece, but must remove itself from the board afterwards.

This is done instead of moving.

This action neglects rank. Even as a non gentle piece, the Alchemist can remove pieces from the Garden.

This action is considered a capture; in the unusual case that both players own exactly two pieces and a player uses the Alchemist to capture an opposing piece, that players wins the game, despite only having one piece left.

### Farmer

The Farmer has no specific traits.

End of rulebook.