Version 14, Hecticware, 2011 – 2013

Heaven & Earth

A game by Sander in ’t Veld

# Introduction

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

# Components

A game board consisting of 89 hexagons, of which 6 red on either end, 1 with a red circle on either end, and 7 dark in the center of the map.

The playing disks for each player: 7 body disks (Dragon, Elephant, Panda, Tiger, Monkey, Nightingale and Lotus) and 7 character disks (Emperor, Empress, General, Strategist, Hunter, Alchemist, Farmer). In total, 28 disks: 14 red disks for the Southern Empire, 14 green disks 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 dark 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 a piece of either colour (red and green) and shuffles them behind his back. The other player takes a blind pick.

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

First, the Southern Empire places all their pieces on the seven red City and Gate spaces on his side of the board. Then, the Northern Empire places their pieces.

The Southern Empire moves first.

# Gameplay

Each turn, a player can and must use one of his 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 merits which alter the rules for this piece. The rules that are specific to a body or character supersede the ‘default’ rules listed below. In order to use a character’s merits, this character must first be revealed to the opponent.

## Moving

By default, a piece can move to any free space in a straight line from where it is standing, but no more than its maximum amount of spaces away. A piece can move over a friendly piece, but cannot move over an opposing piece.

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

## Capturing

If a piece captures another piece, it removes the captures piece from the game and takes its place.

By default, a piece can capture any opposing piece it can *reach* – i.e. the piece would be able to move to that space if it were free – as long as the target piece’s *rank* 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.

## Panda

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

## Tiger

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

## Monkey

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

Alongside 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 the revealing player wins the game.

This is done instead of 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, neglecting rank all together.

As a Dragon, the General can also capture a Nightingale after revealing itself.

## 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.

The Strategist can reveal a piece in the Garden, despite not being gentle. As an Elephant, the Strategist cannot reveal pieces more than two spaces away.

## Hunter

After revealing, the Hunter can capture any Elephant or Panda, 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. The Alchemist can remove pieces from the Garden, despite not being gentle.

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

### Farmer

The Farmer has no specific merits.

End of rulebook.