*The game of*

Heaven and earth

*or*

天地棋

War and peace, emperors and farmers, dragons and lotusses

English

v14

Sander in ‘t veld

hecticware, 2011 - 2013

# game setup

## players

One player plays as the Southern Empire, the other as the Northern Empire. Pieces owned by different players are called ‘opposing’. Pieces of the same player are ‘friendly’.

The Southern Empire moves first.

## board

The hexagonfilled board is a map. The seven darker tiles in the center of the board mark the Garden. The first and last row of red tiles, form the two Cities, surround by a City Wall. The red tile in center-front of the wall is the Gatekeeper tiles. The other tiles have no special value or function. The board does not provide either player with an unjust advantage.

## objective

A player can win in three ways:

* By placing his Emperor in the opponent’s City, and showing it in a later turn.
* By capturing all but one of the pieces owned by his opponent.

# pieces

Each player starts with seven pieces. Each piece has a Body and a Character. The body disk is laid on top of the character disk, making the character stone illegible.

At the start of the game, the player distributes the characters among the bodies as he pleases, and he places his pieces on the seven red tiles on his side of the board. Which pieces he places inside the City, and which as Gatekeeper, is entirely up to him.

A piece of a higher rank than another piece, is considered ‘stronger’; in which case the other piece is of course ‘weaker’. Pieces with the same rank are ‘equally strong’.

* The Nightingale is stronger than the Dragon.

## moving pieces

Each turn, a player can (and must) move a piece no more than its maximal amount of spaces and only in a straight line.

A piece cannot land on a friendly piece or on an opposing piece it cannot capture.

A piece cannot move over an opposing piece, but it can move over friendly pieces.

* The Monkey can also move in an arc.
* The Nightingale can fly over opposing pieces.
* The Elephant may, when attacking a piece, move up to four spaces instead of up to two.

## capturing pieces

A piece can only capture another piece if it is at least as strong as the other piece.

* The General can capture any opposing piece.
* The Hunter can capture any opposing Elephant or Panda.

The piece that is captured, is removed from the board, but does not have to show its character.

## garden

The seven darker tiles in the center of the board mark the Garden.

The Panda, the Nightingale and the Lotus can always move into the Garden.

The Dragon, the Elephant, the Tiger and the Monkey cannot move into the Garden, unless they are the Empress. They can, however, always move through the Garden to land on the other side.

# bodies

### dragon

Rank 5. Is weaker than the Nightingale. Can move up to 3 spaces.

### elephant

Rank 4. Can move up to 2 space, but upto 4 when capturing another piece.

### panda

Rank 4. Can only move 1 space. Can move into the Garden.

### tiger

Rank 3. Can move up to 4 spaces.

### monkey

Rank 3. Can move up to 2 spaces. Can also move in an arc.

### nightingale

Rank 2. Is stronger than the Dragon. Can move up to 4 spaces. Can move into the Garden. Can move over opposing pieces.

### Lotus

Rank 1. Can move up to 3 spaces. Can move into the Garden.

# characters

### emperor

If the Emperor is in the opponent’s City at the start of a turn, he can show himself, which wins the game.

### general

Can, after showing himself, capture any piece, regardless of its rank.

### empress

Can, after showing herself, move into the Garden, even if she is a Dragon, Elephant, Tiger or Monkey.

### strategist

Can show himself in order to view another piece’s character.

The Strategist does this instead of a normal move, and remains put. He must be able to reach the piece, but he can view a piece in the Garden even if he is a Dragon, Elephant, Tiger or Monkey. As an Elephant, it can only view pieces one or two spaces away.

### hunter

Can, after showing himself, capture any Elephant and Panda, regardless of its rank.

### Alchemist

Can, after showing himself, remove both an adjacent piece and himself from the board.

The Alchemist does this instead of a normal move. The adjacent piece must be in one of the six spaces that border the space the Alchemist is standing on.

### farmer

Has no special abilties.

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| --- | --- | --- | --- | --- |
|  |  | Rank | Speed | Garden |
| D | Dragon | 5 | 3 | *no* |
|  | *Is weaker than the Nightingale.* | | | |
| E | Elephant | 4 | 2 | *no* |
|  | *Can capture up to 4 spaces away.* | | | |
| P | Panda | 4 | 1 | *yes* |
| T | Tiger | 3 | 4 | *no* |
| A | Monkey | 3 | 2 | *no* |
|  | *Can also move in an arc.* | | | |
| N | Nightingale | 2 | 4 | *yes* |
|  | *Is stronger than the Dragon.*  *Can move over opposing pieces.* | | | |
| L | Lotus | 1 | 3 | *yes* |

|  |  |  |
| --- | --- | --- |
| K | Emperor | *When the Emperor is in the opponent’s City, it can show himself to win the game.* |
| G | General | *Can capture any piece.* |
| Q | Empress | *Can move to the Garden.* |
| S | Strategist | *Can view the character of a piece.* |
| J | Hunter | *Can capture any Elephant and Panda.* |
| I | Alchemist | *When the Alchemist is captured, the attacking piece is removed as well.* |
| B | Farmer | *Does nothing special.* |

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