*The game of*

Heaven and earth

*or*

天地棋

War and peace, emperors and farmers, dragons and lotusses

English

v12

Sander in ‘t veld

hecticware, 2011 - 2012

# 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 two tiles in front of the wall, on either side of the board, are 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 capturing the opposing Emperor.
* By capturing all other pieces owned by his opponent.
* By placing his Lotus in the opponent’s City.

# pieces

Each player starts with eight 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 eight red tiles on his side of the board. Which pieces he places inside the City, and which as Gatekeepers, 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 Hawk cannot move only one or two spaces.
* The Hawk and 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 of Peace.

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

The Dragon, the Elephant, the Tiger, the Hawk and the Monkey cannot move into the Garden, unless they are the Empress (see ‘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.

### hawk

Rank 3. Can move at least 3, at most 5 spaces. Can move over opposing pieces.

### 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. If, at the end of a player’s turn, a player has his Lotus in the opponent’s City, the player has won the game.

# characters

### emperor

If this piece is captured, the owner has lost. If this is the only remaining piece, the owner has lost.

### 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, Hawk 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, Hawk of 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.

### Apprentice

Can, after showing himself, take over the character of a captured friendly piece.

The Emperor and the Empress cannot be chosen. The Apprentice piece is replaced by the character piece of the chosen piece. The player shows which character the Apprentice is taking over. The piece itself does not move.

### Alchemist

Can, when he is captured, show himself, in which case the capturing piece is removed from the board as well.

### farmer

Has no special abilties.

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| --- | --- | --- | --- | --- |
|  |  | Rank | Moves | Garden |
| D | Dragon | 5 | 1 to 3 | *no* |
|  | *Is weaker than the Nightingale.* | | | |
| E | Elephant | 4 | 1 to 2 | *no* |
|  | *Can capture up to 4 spaces away.* | | | |
| P | Panda | 4 | 1 space | *yes* |
| T | Tiger | 3 | 1 to 4 | *no* |
| H | Hawk | 3 | 3 to 5 | *no* |
|  | *Cannot move just 1 or 2 spaces.*  *Can move over opposing pieces.* | | | |
| A | Monkey | 3 | 1 to 2 | *no* |
|  | *Can also move in an arc.* | | | |
| N | Nightingale | 2 | 1 to 4 | *yes* |
|  | *Is stronger than the Dragon.*  *Can move over opposing pieces.* | | | |
| L | Lotus | 1 | 1 to 3 | *yes* |
|  | *If the Lotus is in your opponent’s City at the end of your turn, you have won.* | | | |

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| --- | --- | --- |
| K | Emperor | *When the Emperor is captured, you have lost. When all other pieces have been captured, you have lost.* |
| 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.* |
| W | Apprentice | *Can take over the character of a captured piece (except the Emperor and the Empress).* |
| I | Alchemist | *When the Alchemist is captured, the attacking piece is removed as well.* |
| B | Farmer | *Does nothing special.* |

|  |  |  |  |  |
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|  | *Can also move in an arc.* | | | |
| N | Nightingale | 2 | 1 to 4 | *yes* |
|  | *Is stronger than the Dragon.*  *Can move over opposing pieces.* | | | |
| L | Lotus | 1 | 1 to 3 | *yes* |
|  | *If the Lotus is in your opponent’s City at the end of your turn, you have won.* | | | |

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| I | Alchemist | *When the Alchemist is captured, the attacking piece is removed as well.* |
| B | Farmer | *Does nothing special.* |