*The game of*

Heaven and earth

*or*

天地棋

War and peace, emperors and farmers, dragons and lotusses

English

v10

Sander in ‘t veld

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# 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.

## objective

It is your objective to capture the opposing Emperor, before your opponent capture your Emperor. When someones Emperor has been captured, that player has lost. His opponent has won.

However, a player has also lost if all pieces other than the Emperor have been captured.

A player also wins when his Lotus is 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 can distribute 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
* The General can capture any piece.
* The Hunter can capture any opposing Elephant or Panda.

## 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 Hawk cannot move only one or two spaces.
* The Nightingale can fly over an opposing piece.
* 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 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. They can, however, always move through the Garden.

# bodies

### dragon

Rank 5. 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.

### monkey (A)

Rank 3. Can move up to 3 spaces.

### 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.

### Guardian

Can sacrifice himself at any given moment to save another piece.

He does this before the other piece can get slain. The Guardian must show himself and is slain instead of the attacked piece. The attacking piece does not move.

Naturally, the Guardian cannot save himself.

The Guardian can also save a piece that stumbles upon the Alchemist, in which case only the Alchemist and the Guardian are removed from the board.

### 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* |
| 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.* | | | |
| A | Monkey | 3 | 1 to 3 | *no* |
| 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 | Guardian | *Can sacrifice himself to prevent another piece from being captured.* |
| I | Alchemist | *When the Alchemist is captured, the attacking piece is removed as well.* |
| B | Farmer | *Does nothing special.* |

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| H | Hawk | 3 | 3 to 5 | *no* |
|  | *Cannot move just 1 or 2 spaces.* | | | |
| A | Monkey | 3 | 1 to 3 | *no* |
| 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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| W | Guardian | *Can sacrifice himself to prevent another piece from being captured.* |
| I | Alchemist | *When the Alchemist is captured, the attacking piece is removed as well.* |
| B | Farmer | *Does nothing special.* |