Heaven

Heaven has always been a quiet town, however, recently, many local people have been getting lost at night. You take the role of a detective whose mission is to collect all the clues in the area to figure out what is happened in Heaven. However, there are other detectives who are also diving into Heaven to find the truth behind the mysterious disappearances.

After you arrive at Heaven, you find that it has become dangerous at night. There are many monsters roaming the streets; some of them discovered you and started chasing after you! After careful consideration, you decide to take the clues and escape from here. However, since you still need to finish your investigation, you need to find something to help you escape from Heaven at day time and deal with the strange events and monsters at night.

Players：
- 2-4 players

Required components：
- A map of Heaven
- Monster cards
- Event cards
- Item cards
- Basic cards
- A Health sheet for each player
- A character piece with two magnets for each player
- A plastic character piece to put on the health sheet
- 1d4 for each player
- Weapon tokens (The red and blue tokens, the color doesn't represent anything)
- Clue tokens (The white tokens)

Object：
- If one player escapes from the heaven, the game ends. After that, the player needs to count the clue token they have gotten throughout their session. The player who has more clue tokens, he or she wins. If other player has the same number of the clue tokens. They both wins the game.

Setup：

- Place the magnets pieces at the start at the "outer world" map; stick one magnet at the "outer world" map and stick another one at back of the map, which is the "inner world." *(Sample A)*
- Each player rolls the 1d4 and the player with the highest roll will go first. If there is a tie, the players will keep rolling the die until it is broken.
  Each player takes a set of the basic cards. (Bat x1, Knife x1, Coke x1, Chips x1)
- Shuffle the cards and put the cards separately outside of map. (face down).
- Put the plastic character piece at the top (the "15" gird) of the health sheet. Once the player's health changes they need to move their plastic piece to the new health.

sample A
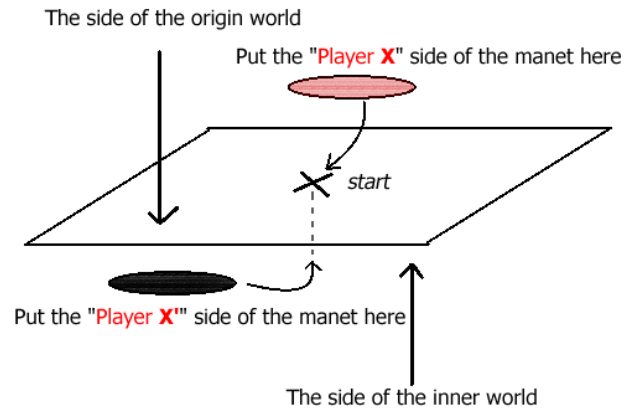
Rules：

- The player needs to roll the 1d4 to determine how many steps they can move their characters. The player must to move for all the steps they rolled.

- **Outer world** -

Sample 1

- If the player moves to a research grid, they can do the *research*. *(Sample 1)*

- If the player does the *research*, they can draw one card from the pile of the item cards. (More detail in the item section)

- After all the players finish their movement, the sun falls and night arrives. They need to turn over the map; The other side of the map is the inner world.

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Rulebook
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- **Inner world** -

Sample 2

- If a player is on a monster grid when the board is turned over, they need to draw a monster card and fight with that monster. (More rules in the battle section) *(Sample 2)*
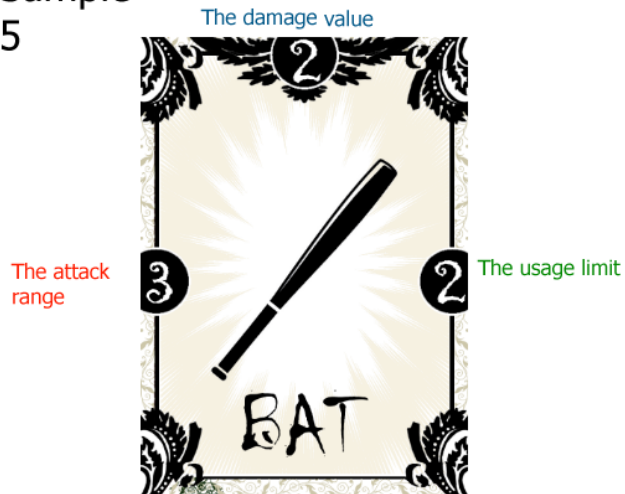
Sample 3

- If they are on an event grid, they need to draw an event card. *(Sample 3)*
- If the player is on a blank grid, nothing will happen.
- If the player moves backward due to the event effect and stands on either the monster grid or the event grid, they don't fight the monster again and cannot draw an event.
- If there is a player that is within the attacking range of weapon card that another player has, then the latter player can attack the former. (More rules in the battle section)
- After all the have finished with their events and battles, the sun rises. All the players return to the origin world and start the next round.
- Every time the player comes back to the outer world from the inner world, they get one clue token.
- The first player who makes it to the end can receives three additional clue tokens.
- If a player's health hits zero, they are taken out of the game.
- If some kind of the cards' pile is empty, shuffle the discarded pile and reuse them.

Item：
- **Weapon：** The top number on the weapon card is the damage each weapon can output at one time. The left number is the amount of times that the player can use it. The right number is the attacking range of each weapon. It will only have relevance if the player attacks another player. (Sample 5)
- Each weapon has its usage limit. When the player gets a weapon card, they need to take the same number of the weapon tokens.
- Every time the player uses their weapon (either fighting with other players or the monsters), they discard one token. When they use all their tokens, they need to discard the weapon card.
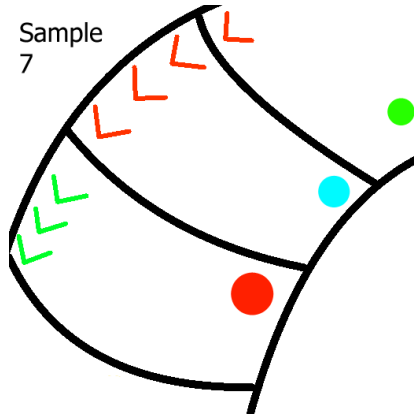
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Sample 5

The damage value

The attack range

The usage limit

BAT

- **Food**：The food cards can heal the player. A food card can only be used at the beginning of each round, either in the inner world or outer world. (Sample 6)

Sample 6

The heal value

Chips
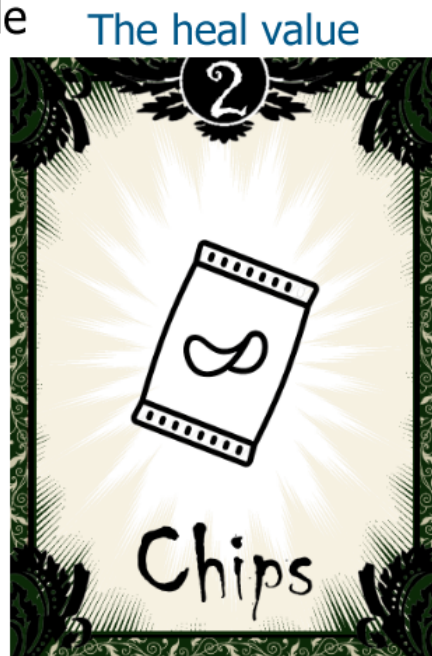
Battle

With players：

Sample 7

- The player can only attack other players at the end of each round of movement in the outer world.
- The player can only attack other players who are in the valid range of the weapon
  (In sample 7, the distance between green and blue player is 1, so if the green player has any weapon cards, he can choose to attack the blue player)
- The player can only attack the other players who are standing at the same color of grid.
  (In sample 7, both blue and green players cannot attack red player because they are at different red grids and the red player is at the green grid.)
- If the player decides to attack one of the other players. They can only attack **one player** and choose **only one weapon** to attack with.
- All of the players health values will be calculated after all the players finish their attacks.

Battle with monsters：
- The player needs to choose whether they want to fight with the monster or run away after they draw the monster card.
- The player can use as many weapon cards as they want for this type of combat; they can use one weapon several times or use different weapons at the same time.
- If a player kills a monster, they receive the same number of the clue tokens as the number at the bottom of the monster card. *(sample 8)*

Sample 8   The monster's health

The number of clue tokens the player can get after beating this monster

- If the player cannot kill the monster, they will lose one health.
- The player can choose to run away, but they will lose two health and cannot move next round.

Victory：

- If you collect more clue tokens than the other players at the end of the game, you win!

Art reference：

https://cartoondealer.com/image/69473455/doodle-monster-icon-vector-illustration.html

Coca-Cola

http://www.stylistbette.com/gallery-collections-wedding-thank-you-card-template/

Clip Studio Paint