



天堂 HEAVEN HERE I COME!

我要
進來了!

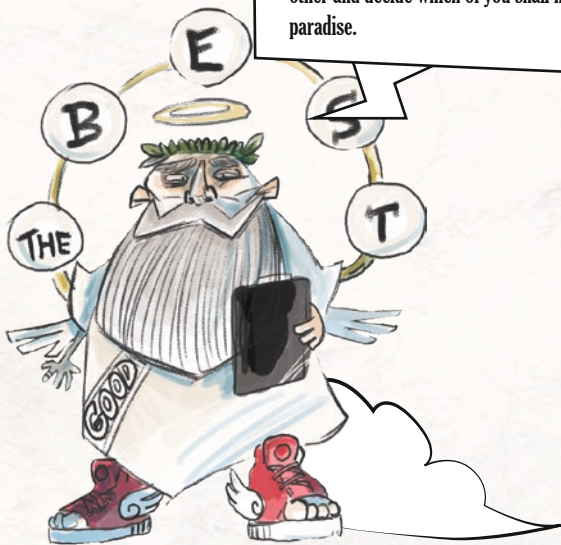
12+ 5-10 PLAYERS 20MIN

— RULEBOOK —

INTRODUCTION

Met the end of their lives, now all of the players are standing before the Gates of Heaven, hoping to win their way inside. A neatly-dressed old man appears before them and says,

Heaven is nearly full! Unfortunately, there is not enough room for all of you. Discuss with each other and decide which of you shall not enter paradise.



The most sinful among you will not be able to enter. But who knows that included you or not? You may need a Scapegoat. Cooperate with other players and try your best not to be the chosen one! The most sinful among you will not be able to enter. But who know that included you or not? Cooperate with other players and try your best not to be the chosen one!

OBJECTIVE

Heaven, Here I Come is an alignment game with deduction and bluffing. Players are secretly divided into two teams, **the Sinner team** and **the Scapegoat team**. Players will not usually know which team they are on at the beginning of the game. Each team may consist of one or more players. Try to determine which team you are on, keep it secret, and then figure out which team others are on. Eventually, someone will make an accusation and then the real fun begins.

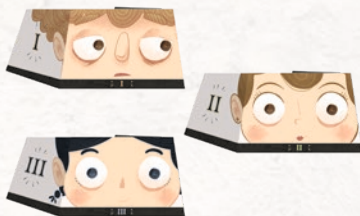
COMPONENTS



25 Sin cards



1 Sin Reference Board



10 Player Screens
(numbered 1-10)



10 Player markers
(numbered 1-10)



10 Voting Token
(double sided)

GAME SETUP

1. All players sit in a circle.
2. Give each player a Voting Token, a random Player Screen and the Player Marker of same number as your Player Screen. Return the rest to the box.
3. Place the Sin Reference Board in the center of the play area.
4. Shuffle the 25 Sin Cards. Deal one card secretly to each player.
5. Each player looks at their card and places it FACE DOWN on their LEFT. There should be then a Sin card on their RIGHT
6. Each player then looks at the card on their RIGHT and puts it back FACE DOWN.


HELEN
(ENVY)


ELENA
(ENVY)

DONALD
(SLOTH)



IMPORTANT: Remembering the two symbols on the card reveals to each player what their secret sin is, according to the chart on the Player Screen. For example,  plus  means Envy. Players must keep their secret sin a secret. No one was free from sin. This is what you had committed when you were alive, and your sin may have been witnessed by another player!

7. Each player then draws a number of cards which forms his/her hand (refer to below list). Any remaining cards are placed face up in the center for all to see.

5 players	6 players	7 or 8 players	9 or 10 players
4 cards	3 cards	2 cards	1 card

**MARCUS
(SLOTH)**



**KITTY
(SLOTH)**



**PETER
(GREED)**



NOTE: Everyone will have committed one of the seven deadly sins. Some people will have committed the same sin. The sins are ranked on the Player Screen from Most to Least sinful. (The ranking is just part of the game, not a carefully considered spiritual ranking.) So if you look at the chart, you will see that Pride is the greatest sin and Lust is the least.

NOTE: Depending on how the cards are dealt out, there will (usually) be two teams. The player or players that have committed the Least sin are on the Scapegoat team. For example, if no one has Lust, then maybe the Gluttony people are on the Scapegoat team. Usually, the Scapegoat is the minority. All the other players are on the Sinner team. The player or players with the single greatest sin is called The Villain.

In a rare case, when the number of players in Scapegoat team are more than (or equal to) Sinner team, only the player in Scapegoat team with the lowest numbered screen is the Scapegoat team. You will only know it in End Game phase (see p.8 - Resolve the Game).

In the example in the diagram, no one has Pride so Elena and Helen are the Villains and Peter is the Scapegoat team. All players except Peter are on the Sinner team.

The Villains (Sinner team)



Scapegoat team



 + Zz
||
ENVY

傲慢 PRIDE	嫉妒 ENVY	愤怒 WRATH	怠惰 SLOTH	贪婪 GREED	暴食 GLUTTONY	色慾 LUST
 + 	 + 	 + 	Zz + Zz	 + 	 + 	 + 
 + 	 + 	 + 	Zz + 			
 + 	 + Zz	 + 	Zz + 			
 + Zz	 + Zz					

the chart on the Player Screen

GAMEPLAY

A game consists of three phases,

- INSPECTION phase
- DISCUSSION phase
- the END GAME

INSPECTION PHASE

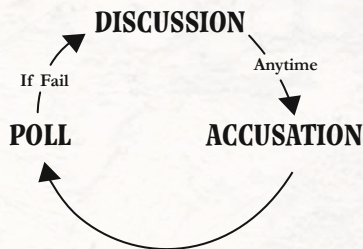
Each player will look at a facedown card of another player

After the players know which sin is theirs, the game begins with the player with the lowest numbered screen. The start player will then look at a facedown card which is at least three cards away from where he or she is sitting (As he already knows the cards on his right and left, he cannot look at the cards two away because then he would be able to immediately figure out the sins of his right and left neighbors). By looking at a card that is 3 or more away, he will learn one of the symbols that is common to the two players sitting next to that facedown card. Then the inspecting player places one of his markers on the facedown card he just looked at (At any time a player may look at a card that his or her marker is on or the ones to his right or left).



After each player, in clockwise order, looks at a distant card, the Discussion phase begins.

DISCUSSION PHASE



Discussion: Everyone can speak freely.



Accusation: Anytime during discuss phase, any player can play a card from his or her hand to take a POLL. The played card is revealed face up and put on the designated space on the Reference Board according to the card's symbol. Everyone can see the revealed card. By placing the card, that player (the Accuser) then accuses another player (the Defendant) of being not worthy of a place in heaven. Now the Accuser will make his or her case and a poll will be taken. If more than a player wishes to take a poll at the same time, resolve in ascending order according to number on Player Screen.

The Accuser makes his or her case: The Accuser tries to convince a majority of the other players that the Defendant is a **Scapegoat**. It's not much of a discussion now, because no one but the Accuser is allowed to speak.

Strategy Hint: This is a good chance for players to speak freely not being interrupted.



Take a Poll: When the Accuser is done speaking, everyone votes on whether they agree with the Accuser or not. Put the Voting Token in hand with the side chosen. The Accuser counts "One, two, three, vote!" Then everyone, including the Accuser and Defendant, simultaneously open their hands, with intended side of Voting Token face-up, then count the votes.

Generally speaking (for **Sinner team** members):



THUMBS UP: means you agree that the Defendant is a **Scapegoat**, not on the **Sinner team**.



CROSS: means that you think that the Defendant is on the **Sinner team**, not a **Scapegoat**.

Determine the results:

- If more than half of the players voted THUMBS UP, then the poll has PASSED and proceed to the END GAME (explained below).
- If half or less of the players voted CROSS, then the poll has been REJECTED and the discussion continues until another poll is called.

Strategy Hint: Making an accusation and playing a card allow you to give information and to find out how others are going to vote.



END GAME

The Defendant makes a Last Stand accusation.
Resolve the game.

Last Stand: After a poll has PASSED, the defendant must make a Last Stand by naming all player or players who is/are the Villain(s).

Resolve the game. Flip over all the facedown cards. First, determine if the Defendant was a Scapegoat. If NOT, **the Scapegoat team** wins. If the defendant was a Scapegoat, then determine whether he or she correctly named all the players who committed the highest-ranking sin (Villain). If the defendant did this completely and correctly, then **the Scapegoat team** wins. If not, then **the Sinner team** wins.



Refer to the chart. Read the example.





6 player sample

Example: Helen (**ACCUSER**) accused Peter and the POLL passed. Peter made the Last Stand and named Helen as the Villain. Everyone then flipped over the facedown Sin cards. Peter was in lowest ranking, Greed. He was in **the Scapegoat team**. Check his Last Stand. He only named Helen and missed Elena was also the Villain. His Last Stand failed and **Sinner team** won the game.

TIPS

Buddies, you seem you are a bit lost. Come, here are some little tricks you may find them useful!



Questioning:

- Yes-no questions are more helpful than open-ended questions.
For example, try to ask “Do you think the player to your right-hand side committed the Sin of Lust?” (instead of asking about the identity of the player.)
- Apart from asking about the Sin Cards next to a player, one may also raise questions about cards in hand to gain information for deduction.
For example, “I suspect that the sinner of Greed (♣ + ♣) is among us. Let’s check it out. Does anyone have ♣ on their cards in hand?”
- Sometimes, it may be a wise move to trade your secret information with other players.

Deduction:

- Pay attention to the votes and keep tracking the results, voting attitudes may expose a voter’s identity (a Sinner or Scapegoat), or even the identities of those sitting beside him/her.
- It is not necessary to identify the exact secret sin of another player, knowing whether they are more or less sinful than you is already enough.

Disclosure/hiding of information:

- Ask for counting a specific symbol on the cards in hand so as to eliminate the possibility of the existence of certain sinners in the play. However, misleading others is an option, of course.
- A timely poll can make a difference! The voting result is not the intention, as displaying the cards in hand can unveil information to other players.

Heaven, Here I Come! is a game full of variety and freedom to its gameplay. Rather than rigorous reasoning, the instant responses and interrogative skills of the players are more decisive for a loss or victory in this game, whose excitement varies between different groups of players, although its components and gameplay remain the same.

Are you ready to enter Heaven?

TUTORIAL VIDEOS



**Cantonese
(Youtube)**



**English
(Youtube)**



**Mandarin
(Youtube)**



**Mandarin
(Bilibili)**



CREDITS

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