



Sun and Moon ~ The Astral Game • Gameboard schematic diagram

by Dave Bryant, © 2013 • based on artwork by Addison Gomez

Heavenly bodies: -S- indicates the *sun*, -M- indicates the *moon*, and -E- indicates the *earth*.

Rows A through E are *spheres*, which wrap around horizontally (e.g., S0D is adjacent to M5D and M5E.) All points on sphere A are adjacent to -E- and all hours trace paths through -E-.

Columns S0 through M5 are *hours*, which ascend to the right. The circles that make up the hours then turn to descend to the right. For example, the circle that includes S0 proceeds from S0A to S0F, then through S1E down to S5A.

