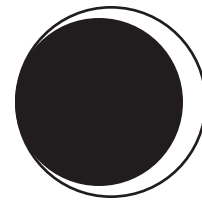




Sun and Moon ~ The Astral Game ~ Summary Rules of Play



*Created by Dave Bryant • Revised 30 January 2013 • My Little Pony Friendship Is Magic is a trademark of Hasbro Inc.
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SUN AND MOON IS AN abstract strategy game for two players, based on the struggle between the royal pony sisters that ended with the imprisonment of the younger princess in the moon. The object of the game is to force the opposing player's *princess* playing piece into a position from which it cannot move safely and legally. The player who succeeds in doing so wins the game.

The Playing Pieces

Each player controls sixteen playing pieces: four *earth ponies*, four *pegasus ponies*, four *unicorn ponies*, three *shooting stars*, and a *princess*. All pieces, other than the shooting stars and the princess, collectively are called *soldiers*.

In play sets that do not use representational statuary for playing pieces, a unique emblem may identify each type of piece. Soldiers use symbols from traditional tribal banners: a *blossom* (flower) for earth pony, a five-pointed *star* for pegasus, and a *lozenge* (diamond) for unicorn. A *fireball* marks a shooting star and a *tiara* (a crown-like circlet with three "peaks") marks the princess.

The Game Board

The game is played on a field consisting of three parts: the *firmament*, the *twilight line*, and the *heavenly bodies*.

The **firmament** includes all of the playing field except the twilight line and the heavenly bodies. Its background is yellow, representing the day, or blue, representing the night. Crisscrossing the background are white *arcs* connecting *stars*. Playing pieces may move only along arcs; most of them must start and end their movement only on stars.

The **twilight line** acts as a border around the edge of the board and between the board's halves; it also serves as an arc and contains stars, similar to the firmament.

The **heavenly bodies** consist of the *sun*, the *moon*, and the *earth*. The sun and moon serve as starting locations for the *princess* playing pieces and the earth serves as a destination for the *shooting star* playing pieces.

Opening Deployment

The game begins with positioning playing pieces on the board. First, the sun princess is placed on the sun and the moon princess is placed on the moon. Next, shooting stars are placed along the outer twilight line, the sun player's on red stars (on the sun side of the firmament) and the moon player's on blue stars (on the moon side of the firmament).

Starting with the moon player, the players then alternate placing soldiers, one at a time, on the firmament. Each soldier must be placed on a star within the half of the board surrounding the player's princess: The sun player's pieces are restricted to the portion with a lighter background, and the moon player's pieces are restricted to the portion with a darker background. No soldier may be placed on the twilight line.

General Rules of Movement

Once all playing pieces have been placed, play of the game begins. Starting with the moon player, the players alternate moving pieces, one at a time, until one player wins or the game ends in a draw. Certain basic restrictions on movement apply to all pieces, as illustrated in figures 3 and 4.

A soldier must begin and end its move on stars. It may not begin or end its move on an arc, on the firmament, or, except under a special circumstance, on a heavenly body.

A shooting star must begin its move on a star and must end on a star or on the earth. It may not begin or end its move on an arc, on the firmament, or on the sun or moon.

A princess must begin and end its move on stars, the sun, or the moon. It may not begin or end its move on an arc, on the firmament, or on the earth.

A piece may not move farther than the star just before an obstacle. If a player cannot or chooses not to capture an opposing piece on the path of the moving piece, the opposing piece acts as an obstacle. A friendly piece on the path of the moving piece also acts as an obstacle. The only exception is that a pegasus or princess may "fly over" the first playing piece on its path.

A heavenly body also acts as an obstacle to all soldiers. In theory the sun and moon would act as obstacles to shooting stars, but the paths of shooting stars do not allow them to encounter those bodies. The earth acts as an obstacle to princesses, but the sun and moon do not.

A piece may move only along arcs. It may not cross the firmament to another star without following arcs. A unicorn or pegasus moving through the twilight line at the edge of the board circles back inward on the continuation of the arc.

Threefold repetition results in a draw. If a player is forced to repeat the same pattern of moves three times in a row, the game ends in a draw. This is intended to prevent an endless game, and should not be exploited by a player in a bad position; in a tournament, doing so may be ruled a forfeit.

Specific Rules for Playing Pieces

Every piece can *move* from one location to another on the game board and *capture* an opposing soldier or shooting star, removing it from play. However, a piece is not *required* to capture except under special circumstances. Each type of piece moves and captures differently, as illustrated in figures 5 through 15.

An **earth pony** may move to the next star along an arc, or may move two stars, “turning a corner” to follow another arc as it does. If it moves two stars, the first star must be unoccupied.

An earth pony may capture an opposing soldier or shooting star by moving to the star where it is, removing it, and ending movement on that star.

A **pegasus pony** may move two or three stars along an arc. It may not “turn a corner” or move one star. It may “fly over” the first playing piece (friendly *or* opposing) it encounters on its path and end its move on an unoccupied star; the occupied star is counted in the pegasus soldier’s move. It may not “fly over” more than one playing piece in a turn.

A pegasus pony may capture an opposing soldier or shooting star by “flying over” it, removing it, and ending movement on an empty star farther along the arc. If the pegasus “flies over” an opposing piece, it must capture that piece.

A **unicorn pony** may move up to two stars along the same arc, and may not “turn a corner”. All stars on its path must be unoccupied.

A unicorn pony may capture a soldier or shooting star that is one star *ahead* of where it ends its move, on the arc along which it moved; however, it may not capture a piece sitting on the earth. If a unicorn does not move, it may not capture.

A **shooting star** may move to the next star along an arc leading from its starting position to the earth. Once the shooting star has started, it must follow the chosen arc to the earth.

A shooting star that moves onto the earth is *promoted*, replaced immediately with a soldier of the player’s choice from previously captured friendly soldiers. If no such soldier is available, the shooting star remains in place until one is, at which time it must be replaced. A soldier on the earth need not move immediately, but it can be captured by opposing shooting stars.

A shooting star may capture an opposing soldier by moving to the star (or the earth) where it is, removing it, and ending movement on that star or the earth.

A **princess** may move in one of three ways, as the player chooses, and it may use different moves on different turns. Depending on the positioning of other pieces on the board, the princess sometimes may be unable to use one or more of its moves and occasionally may be unable to move at all.

It may move exactly two stars, “turning a corner” to follow another arc as it does; all stars on its path must be unoccupied. It may not capture on a turn it uses this move.

It may move exactly two stars along an arc without “turning a corner”, but *must* “fly over” a piece; the star where it ends its move must be unoccupied. It may not capture on a turn that it uses this move, even if it “flies over” an opposing piece.

It may move one star, if the star is unoccupied. If it does so, it *must* capture a soldier or shooting star on the next star along that arc. If it does not move, it may not capture.

Only soldiers and shooting stars may be captured. Special rules deal with princesses in danger of capture.

Winning the Game

The goal of each player is to force the opponent’s princess into a position from which it cannot make a legal move that would prevent the player from “capturing” it on her next turn. The player who does so wins the game. If it becomes impossible for either player to win, the game is a draw.

Eclipse: When a player’s move puts the opposing princess in danger of capture, that player must announce the danger with the word *eclipse*. A player whose princess is *in eclipse* must end the eclipse on her next turn, by moving the princess out of danger, by capturing with the princess, or by moving or capturing with another piece in a way that removes the danger, or forfeit the game.

A princess on the sun or moon may be put in eclipse, even though soldiers cannot move onto or past heavenly bodies. This represents the idea that soldiers can “besiege” the opposing princess, blockading her in place until their princess can arrive and take further action.

Neither player is permitted to make any move that puts her princess *into* eclipse. If a player cannot make any legal move that avoids putting her princess into eclipse, the game ends in a draw.

Banishment: When a princess is unable to make *any* legal move that will place it out of immediate danger of capture on the opponent’s next turn, the opponent wins and announces that fact with the word *banished*. This represents the idea that the losing princess would be imprisoned immediately afterward in the heavenly body with which she is associated. A player who asks if a situation can result in banishment is assumed to be announcing banishment.

A princess on the sun or moon may be banished, even though soldiers cannot move onto or past heavenly bodies. As with eclipse, this represents soldiers holding the opposing princess in place for their princess to imprison.

Escape: The opponent of a player who announces *banishment* may examine the board in order to verify the claim of winning. If she discovers a legal move that the other player missed, she can announce that fact with the word *escape* and make the move. In tournament play, to discourage a player from calling banishment too casually or to bully an opponent into resigning, the escaping player may be permitted to capture, automatically, one opposing soldier anywhere on the board as a penalty.