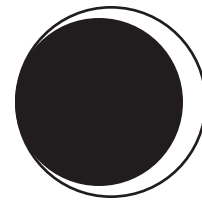




Sun and Moon

— The Terrestrial Game —

Summary Rules of Play



*Created by Dave Bryant • Revised 9 September 2013 • My Little Pony Friendship Is Magic is a trademark of Hasbro Inc.
Additional development and playtesting by Rosalio “AppleDashWINS” B., Seth “Ginger Grackle” Brodbeck,
Tim Gilbert, Addison Gomez, Daniel Snersrud, “Blaze-Drag”, “Caerdwyn”, and “Ganadox”. Many thanks!*

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—*ranks*, *files*, and *stars*.

Ranks are seven parallel lines running the long way across the field. When the game board sits between the players, the ranks run from left to right.

Files are nine parallel lines running the short way across the field. When the game board sits between the players, the files run from one player toward the other.

Stars, also called *points*, sit at the sixty-three intersections of the ranks and files. These are the locations on which playing pieces are positioned during a game.

Setting Up the Game

Before the game begins, each player positions her playing pieces on the board.

Place the **princess** (R, for *royal*) on the center star of the rank closest to the player.

Place **pegasus ponies** (P) on the corner stars closest to the player and on the stars to the left and right of the princess.

Place **unicorn ponies** (U) on the stars between the pegasus ponies.

Place **shooting stars** (S) on the rank immediately in front of the princess, on the center star and to the left and right of it three stars away.

Place **earth ponies** (E) on the pairs of stars between each pair of shooting stars.

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.

A piece must begin and end its move on stars. It may not begin or end its move on a rank or file, or in a space surrounded by ranks and files.

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.

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 9 through 19 on the back page.

An **earth pony** may move to the next star along a rank or file or diagonally, or may move two stars if the first star is unoccupied. If it moves along a rank or file to the first star, it must move diagonally, farther away from its starting position, to the second star. If it moves diagonally to the first star, it must move along a rank or file, farther away from its starting position, to the second star.

An earth pony captures 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 in a straight line along a rank or file or diagonally. 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 captures an opposing soldier or shooting star by “flying over” it, removing it, and ending movement on an empty star farther along its path. If the pegasus “flies over” an opposing piece, it *must* capture that piece.

A **unicorn pony** may move up to two stars in a straight line along a rank or file or diagonally, 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 same path along which it moved. If a unicorn does not move, it may not capture.

A **shooting star** on its first move may move one star forward or diagonally forward, toward the opposing player’s side of the board. On any subsequent move, it may move one star forward, toward the opposite side of the board.

A shooting star that moves all the way across the board to the rank at the opposite edge 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, or until it is captured, whichever comes first.

A shooting star captures 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” like an earth pony 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 in a straight line, but *must* “fly over” a piece like a pegasus pony; 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 an opposing soldier or shooting star on the next star along that path, like a unicorn pony. 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.

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.

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.