

## Chapter 1 : To Crush the Moon - The Nebula Awards

*To Crush the Moon is a hard science fiction novel by Wil McCarthy, the last in the four-part Queendom of Sol series. It was nominated for the Nebula Award for Best Novel.*

Serving under its ruler, Queen Beryl, members of the Dark Kingdom attempt to gather human energy and find the Silver Crystal in order to reawaken Queen Metaria, the evil entity responsible for the destruction of the Silver Millennium. Ail and Ann have wandered around space alone for many years before reaching Earth, where they finally find energy to collect for the Hell Tree so that they can revive it and, in turn, it can give them energy to survive. Unlike other antagonists of the series, their mission was primarily that of survival, not conquest or destruction. In some English adaptations of the anime, their name is changed to "Doom Tree aliens". He develops a crush on Usagi, and constantly tries to win her over, much to the dismay of Ann. He constantly denies these feelings to Ann, knowing her to have fits of jealous rage. On the other hand, Ann develops a crush on Mamoru, and constantly tries to win him over, much to the dismay of Ail and Usagi. Ail and Ann are the only two of their kind, and could be considered as both siblings and romantic partners since they were both born from the Hell Tree. For some time they supply it with human energy to revive but eventually this stops working. The Tree becomes angered and starts to injure those around it, killing Ann in the process. It stops to tell its story to Sailor Moon: It gave energy to its children, but eventually they became greedy and began to fight each other until the planet was destroyed and there were only two small children left, Ail and Ann. It was now weak and needed the energy of love to survive. Sailor Moon uses her power to purify the Tree, and it disappears. Ann is resurrected and when she reunites with Ail, a small sapling appears before them; the Tree has been reborn and they are given a chance to start over, and they leave Earth to live a better life with the Tree. The Cardians are kept in cards until they are summoned by Ail. To summon them, Ail would hold up several cards, and Ann would pick one. The card would then rise into the air and Ail would play a tune on his flute which causes the Cardian to come alive. When a Cardian is destroyed, it changes back into its card form and the picture of the Cardian on the card turns black after a few seconds.

**Black Moon Clan**[ edit ] Main article: Members of the Black Moon Clan come from Planet Nemesis, a fictional tenth planet of the Solar System, and have black upside-down crescents on their foreheads. They are led by Prince Demand, who has been manipulated so that he and the Black Moon Clan members gather power for the Wiseman. Led by Professor Souichi Tomoe, the main goal of the Death Busters is the resurrection of Mistress 9, who in turn would bring the alien creature Pharaoh 90 to destroy Earth in an event known as "Silence".

**Dead Moon Circus**[ edit ] Main article: Led by Zirconia, members of the Dead Moon Circus are searching for the Golden Crystal, which will allow their Queen Nehelena to break free of her entrapment within a mirror and take over the Earth. Shadow Galactica is an organization of corrupted Sailor Soldiers led by Sailor Galaxia, who devote themselves to stealing Star Seeds, the essence of sentient life, from inhabitants of the Milky Way. Their ultimate goal is to reorganize the universe as desired by Chaos, the ultimate antagonist of the series.

**Supporting characters**[ edit ] This section has multiple issues. Please help improve it or discuss these issues on the talk page. This section may contain an excessive amount of intricate detail that may interest only a particular audience. April This section may require copy editing for grammar, style, cohesion, tone, or spelling. You can assist by editing it. May Learn how and when to remove this template message

**Luna, Artemis, and Diana**[ edit ] The series includes three different cat characters who act as advisors to their respective owners. Each has the power of speech, and bears a crescent moon symbol on his or her forehead. The two older cats, Luna and Artemis, lived in the Moon Kingdom millennia before the main plot and acted as advisors to Queen Serenity; the third, Diana, is much younger and was born on Earth. The cats serve as mentors and confidantes, and a source of information and new tools and special items. They are shown to have additional physical forms, a deeper backstory, and an unrequited love or two. Although Luna takes the largest role of the three, Artemis was the first of the cats to appear; he figures prominently in Codename: Sailor V, the manga series which preceded Sailor Moon. Artemis terms it a peace-loving world, but Tin Nyanko informs him that its people were wiped out by Sailor Galaxia after he and Luna left it. Tin Nyanko blasts all three of

them on their crescent moon symbols, and they turn into ordinary cats, unable to speak. Later, as they care for the badly injured cats, Princess Kakyuu tells Usagi that the three of them have powerful Star Seeds, as brilliant as Sailor Crystals. They are reincarnated at the end of the series along with everyone else. Usually they are represented by a puppet, though CGI effects are used for complicated scenes. Writer Mary Grigsby considers the cat characters to blend pre-modern ideas about feminine mystery and modern ideas such as the lucky cat. When the kingdom falls, she and Artemis are put into a long sleep and sent to Earth to look after the Sailor Soldiers, who are reborn there. Act 9 She first encounters Usagi Tsukino and teaches her to become Sailor Moon, unaware that she is actually the reincarnated Princess Serenity. Luna also provides the Soldiers with many of their special items. Over the course of the series, Luna develops a close bond with Usagi, though it is initially on uneasy terms, as Luna often upsets Usagi by giving her unsolicited advice. She also becomes good friends with Ami Mizuno. This story was adapted in *Sailor Moon S*: She ends up lying in the street until Kakeru saves her from becoming roadkill. In Act 27 of the live-action series, Luna gains the ability to turn into a young human girl, going by the name Luna Tsukino while able to become a Sailor Soldier known as "Sailor Luna". Her personality as a human girl is identical to her normal self and is easily overwhelmed by her feline nature, but she is also shown to have taken on some of the personality traits of Usagi and her mother, such as acting in the same melodramatic manner when waking up in the morning. Takeuchi designed the character of Sailor Luna. Artemis trains her to become Sailor V, and remains by her side when she takes on her proper role as Sailor Venus. In the anime, when a technical problem reveals him, Luna is greatly annoyed to learn that he has been the one guiding her all along. Act 9 In the *Sailor V* manga and the live-action series, Artemis gives special items to the Soldiers, although unlike Luna he does not seem to produce them himself. He does not seem to mind the fact that he is named after a female goddess, even when teased about it by Minako. In addition, he is a good father to Diana as evidenced by her affection for him. In the live-action series, he is voiced by Kappei Yamaguchi. He appears in the first *Sailor Moon* musical, played by a cat-suited Keiji Himeno. She first appears when the Sailor Soldiers travel to the 30th century in the *Black Moon* arc. Only later it is revealed that Diana has come from the future and that her mother is Luna. She is very curious, eager to help, and deeply polite, always addressing Usagi and Mamoru with the Japanese honorific "-sama" and calling Chibiusa by her formal title, Small Lady. She is able to help the Sailor Soldiers on occasion, despite her youth, and often because of the knowledge she had gained in the future. In the anime, the Starlights were given a major role. The trio are biologically males in their civilian forms, becoming women when transforming into Sailor Soldiers, as opposed to their manga counterparts that are females who disguise themselves as males in their civilian forms. As Starlights, they distance themselves from the other Sailor Soldiers, deeming that Earth is not their responsibility. While played by women, it is meant to be ambiguous as to whether or not they take on male forms like in the anime or are cross-dressers like in the manga, though their personalities are clearly from the anime. Their exact relationship to each other is unknown; according to the manga they are not siblings. In the original English manga, "Kou" was translated to "Lights" and was used as their shared family name. When Takeuchi originally designed the Sailor Starlights, she did so without their ponytails, but Bandai explained to her that short-haired dolls were difficult to make. Describing herself as having a "soft spot for dolls", Takeuchi eventually added the ponytails. Eventually, Seiya develops strong feelings for Usagi and his attempts to forge a bond with her provides the primary romantic tension of the season. Seiya calls Usagi *odango*, like Mamoru does. The two even go on a date at an amusement park, which prematurely ends when Sailor Iron Mouse attacks. He was seen in the anime playing the drums very angrily in their hideout because they think their princess has not heard them yet. After this, Seiya is not seen on the drums again. In combat with a phage, Star Maker is the first of the Starlights to willingly allow Sailor Moon to heal the monster rather than trying to kill it herself, because it had been a teacher who Ami respected. In the anime, he sometimes wears glasses. Like Yaten, Taiki believes that Seiya should stay away from Usagi after learning she is Sailor Moon, despite their wish, shared by Princess Kakyuu and the Sailor Soldiers, for them all to work together. He is the most cool-headed of the trio. Taiki is meant to be a more-distant Setsuna Meioh. At one point, the other Starlights even chastise Yaten for behaving in a way that might reduce the number of fans. Yaten is egotistical and nurses grudges, and hates injury. He views humans as untrustworthy and wants

to find Princess Kakyuu so they can leave Earth as quickly as possible. This comes further to light when they discover that Usagi is Sailor Moon. Yaten believes that Seiya should stay away from Usagi, despite their wish, shared by Princess Kakyuu and the Sailor Soldiers, for them all to work together.

## Chapter 2 : Moon Crush - Intimate Concert Experiences

*With To Crush the Moon Wil McCarthy brings one of the most satisfying recent series of Hard SF novels to a close. This series, collectively called, perhaps, The History of the Queendom of Sol, began in with The Collapsium (itself an expansion of a novella).*

This series, collectively called, perhaps, The History of the Queendom of Sol, began in with The Collapsium itself an expansion of a novella. That novel told of brilliant scientist Bruno de Towaji, who saves the Solar System three times from the dangers of super high-tech combined with a jealous rival. The Collapsium introduced the key technologies of the series: The latter technology, combined with an editing process, allowed for practical immortality. This first book was cheeky and playful and rather Tom Swift-like in ways. The subsequent three novels are more closely linked, and quite a bit darker in tone. In The Wellstone his son, Bascal, was the ringleader of a group of young people frustrated by their lack of opportunity in a world of immortals. Conrad chooses to return to Sol, and To Crush the Moon is the story of what happens after his return. The Wellstone and Lost in Transmission both had sections set thousands of years in the future, with Conrad now called Radmer retrieving Bruno de Towaji from self-imposed exile and returning with him to an altered Moon now called Lune , where the last significant remnants of humanity are fighting a war with emancipated robots. Earth and the other major planets have been "Murdered". To Crush the Moon tells first of the crisis in Solar System politics that led both to the alteration and terraforming of Luna into Lune, and then to the tragic missteps resulting in the "Murder" of Earth. Much of this section is savvy portrayal of what seems like inevitable political problems -- particularly problems dealing with fanatics who wish to restore death to society, and with the impatient returnees from various failed star colonies. Then the conclusion continues the story of the far future war on Lune, with Radmer leading Bruno de Towaji on a desperate mission to, quite literally, save humanity. The story is satisfying on multiple levels. The scientific and politico-economic speculation remains scintillating. The pure adventure aspects are thrilling. The prose is clever, sardonic, successfully darkly funny even in the shadow of the deaths of billions. Conrad and Bruno are very well realized characters, though most of the remaining characters are a bit flatter. In particular the leading women, Tamra and Xmary, never really come to life. Lines like "Bruno was elbow-deep in wormholes. The ultimate scope of the story is really impressive, in space, time, and theme. For my taste, this is what 21st Century SF ought to be. The latter three novels have all been mass market originals -- perhaps their failure to appear between hard covers has told against them. I urge readers to seek out these first rate novels.

**Chapter 3 : Strange at Ecbatan: Birthday Review: To Crush The Moon, by Wil McCarthy**

*To Crush the Moon is part 4 of Wil McCarthy's Queendom of Sol series. The first three novels in the series are: The Collapsium, The Wellstone, and Lost in Transmission. If you haven't read any of these, I would strongly recommend you'd stop reading this review right now, and pick the first novels.*

Ageless and immortal, its citizens lived in peaceful splendor. But as Sol buckled under the swell of an immorbid population, space itself literally ran outâ€¦. Conrad Mursk has returned to Sol on the crippled starship Newhope. A thousand years older, Mursk finds Sol on the brink of rebellion, while a fanatic necro cult is reviving death itself. Dick Award Finalist for the Nebula Award Reviews "A first-rate talent, [with a] whimsical sense of humor and wildly inventive mind. Scientifically plausible, even elegant McCarthy has consistently topped himself in each installment of this idiosyncratic joyride of a space opera, and the present volume is no exception. Why deprive yourself of the pleasure? The prose is clever [and] the story is satisfying on multiple levels. This is what 21st century science fiction ought to be.. The setting, the science, and the events are as strange and charming and mysterious as a subatomic particle. The writing is witty and urbane, but the tale is one of great deeds and great woes. Hard SF simply does not come better than this. Wright, author of The Golden Age "Outer space noir science fiction with a gothic feel. A fun, cautionary tale.. The author has done his math [and] the major characters are realized well, with fears and hopes and regrets enough to make them seem rounded. A great novel for many reasons. I fell in love with the wonderful mix of character development and hard SF that Wil McCarthy provides. The writing shows a variety of dry humor and satiric wit. Despite being the fourth installment in a series, the story is fully comprehensible, no more strange than picking up a copy of Neuromancer for the first time. I was happy to have some closure, to find that even for the immorbid, stories have an end.

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*To Crush the Moon (The Queendom of Sol) - Kindle edition by Wil McCarthy. Download it once and read it on your Kindle device, PC, phones or tablets. Use features like bookmarks, note taking and highlighting while reading To Crush the Moon (The Queendom of Sol).*

Removed content This page contains information about content that was previously in the game but now got removed. After a certain, predetermined number of moves have been made, Odus flies off the moon scale and all candies which are one or both depending on the level of the colours on the moon scale are crushed, and no new candies of that colour or both colours will fall onto the board for the duration of the moon struck. When moon struck is activated, the board will light continuously. After a certain predetermined number of moves which is often one move, but sometimes several more, the effect ends; Odus flies back onto the Moon Scale which begins again balanced with two new colours that have not been removed, and the removed colours will start falling onto the board again. When moon struck ends, the board will stop lighting. This allows the player the opportunity to use special candies without worrying about their effect on the Moon Scale. Given that the board has only four colours remaining, it is also more likely that the player will be able to create special candies often one or more are formed by the cascade following the initial removal of colours. The removal of colours may also result in a substantial cascade. There is also a Moon Struck booster available that started from 5 March, although the booster is not available on all devices yet prior the Coral Corral update. Platform differences Edit Level on mobile, after first moon struck goes but all 6 colours are present. On web version, moon struck will occur after making a move and all cascades have ended. Then, Odus will make some noise and start the moon struck. Moon struck will go through liquorice locks and remove candies below. If a candy bomb is at the same time moon struck is going to occur, the bomb explodes before moon struck occurs, and the player loses the level. If the level is cleared when moon scale is full, moon struck will not activate, but Sugar Crush will occur. If the level is cleared during moon struck, it will only end after cascades have ended. Then Odus will return and Sugar Crush will occur. If there are conveyor belts, at the end of moon struck, Odus will return before belts move. On mobile version, moon struck will occur as soon as you make a move which fills the moon scale. Moon Struck only breaks liquorice locks but cannot remove the candies below. Moreover, jelly fish is not affected for some reason. Candy Bombs of target colours will immediately be removed, even if they are at. Other bombs at will not explode before all other consequences end. If the level is cleared when this move will fill up the moon scale, moon struck will occur briefly, removing colours, but will afterwards end immediately. If the level is cleared during moon struck, it will end immediately, even during possible cascades where removed colours will return before Sugar Crush. At the end of moon struck, Odus will only return after all consequences have ended, including conveyor belts, if the level is still not cleared. In a moves level, if the score is below one-star line after the last move ended, but there are remaining special candies, Moon Struck will end, Sugar Crush will begin, but Odus will not return. Trivia Edit Moon Struck is similar to Sugar Crush, but the font is yellow and purple instead of the normal gold. It could possibly be the same voice, but it is not said in the same manner. Moon Struck is more powerful on a board that starts with six colours as opposed to five, as the board is likely to be more open, thus providing more room for special candies. Moon Struck with only one move available can make levels very hard. One-move moon struck is much more common on the earlier levels than the later ones. However, for unknown reasons, only the Marmalade of the candy is removed and none of the candies of that colour when the Moon Struck begins. The level with the longest overall Moon Struck duration is at 25 moves. Moon Struck can have as long as 10 to 20 moves. Ironically, the levels with such long Moon Struck duration tend to be hard levels, and that it usually have only one moon struck.

### Chapter 5 : Wil McCarthy's TO CRUSH THE MOON

*to crush the moon Once the Queendom of Sol was a glowing monument to humankind's loftiest dreams. Ageless and immortal, its citizens lived in peaceful splendor.*

Dear Reader, What we are discussing today will move faster than the unleashing of alcohol prohibition in the s. In , the legalization of cannabis that will take place primarily in Canada and California will be a subject of discussion years down the road. The profit implications will be game-changers for early movers. Canada is now the second country in the world that federally legalized recreational cannabis. It is the fastest growing industry in the world, and we are positioning ourselves in front of it. In Canada, the consumption of cannabis for medical purposes has been in effect since , but on October 17th, , legal use of cannabis for recreational purposes went into full effect and the floodgates have been unleashed. The early stage of high-risk, high-reward potential in the cannabis space is right now. For me, this is what neutralizes the risk in a very HIGH-reward environment. This is exactly what the beginning of a bull market looks like: I have personally been studying this phenomenon and have discovered that a very strategic way to tap this fast-growing market is to hone in on a company with the ability to legally export cannabis in multiple nations. Fortunately for us as early investors, International Cannabis Corp. KNHBF is, in fact, a company that specializes in the acquisition and operation of cannabis assets worldwide. The stock market opens shortly. Now is the time to do your research on a company I feel will play right into cannabis legalization that is sweeping the globe. The criminalized nature of the cannabis stigma is behind us. This is a once in a lifetime investment opportunity, and we are on the front lines. Sit back and fully take this in and appreciate this trend for what it is. We will tell our future generations about these days. Lets have something to show for it! The information herein is not intended to be personal legal or investment advice and may not be appropriate or applicable for all readers. If personal advice is needed, the services of a qualified legal, investment, or tax professional should be sought. Never base any decision off of our emails. The ideas we present are high risk and you can lose your entire investment, we are not stock pickers, market timers, investment advisers, and you should not base any investment decision off our website, emails, videos, or anything we publish. Please do your own research before investing. It is crucial that you at least look at current SEC filings and read the latest press releases. Information contained in this profile was extracted from current documents filed with the SEC, the company web site and other publicly available sources deemed reliable. Never base any investment decision from information contained in our website or emails or any of our publications. Our report is not intended to be, nor should it be construed as an offer to buy or sell, or a solicitation of an offer to buy or sell securities, or as a recommendation to purchase anything. This publication may provide the addresses or contain hyperlinks to websites; we disclaim any responsibility for the content of any such other websites. Wallace Hill Partners LTD owned by the same members as Crush The Street, have entered into a three year agreement with International Cannabis, purchased shares, and have received three hundred thousand dollars. Please use our site as a place to get ideas. Enjoy our videos and news analysis, but never make an investment decision off of anything we say.

### Chapter 6 : Marmalade Moon | Candy Crush Saga Wiki | FANDOM powered by Wikia

*To Crush the Moon by Wil McCarthy (Published by Bantam Spectra) Nominated for Best Novel in In the conclusion to this epic interstellar adventure by Nebula Award nominee Wil McCarthy, humanity stands at a crossroads as the heroes who fashioned a man-made heaven must rescue their descendants from eternal damnation.*

### Chapter 7 : To Crush the Moon (The Queendom of Sol #4) by Wil McCarthy

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*Moon Crush* works alongside your team to create an event execution plan. On the day of the event, we will provide a team to work with the club's, providing professional quality staging, sound, and tech support.