



Blue Moon City (2006)

2-4 Players

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Duration: race to make the required offerings to the Obelisk. 30 - 50 minutes.



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Board Setup

- Place the **Courtyard tile** [both sides colored] in the center of the table
- Randomly place the **4 Starting tiles** with symbol orthogonally adjacent to the center tile, *rubble-side* up
- Shuffle the remaining tiles and place *rubble-side* up around the center to form a 5x5 "+" shape [no tiles in corners]
- variant:** after placing the *Courtyard*, shuffle and randomly place remaining tiles, including the starting tiles
- expansion:** add in the expansion tiles with symbol & randomly place to form a 5x5 grid [including corners]
- Select the **Obelisk** side per player count, place near the city
- Place the **3 dragons** near the building tiles, but off the board
- Count out **Golden Scale tokens** per player count: **2p**=7 scales, **3p**=10 scales, **4p**=12 scales – rest in box

Player Setup

- Chose a color, place your **player miniature** on the *Courtyard* tile, take player markers in chosen color
- Shuffle **People cards** & deal 8 face-down to each player, place remaining deck face-down by city
- Randomly select 1st player, play clockwise

End Game & Scoring

- A player wins the game immediately when they have made the required # of offerings to the Obelisk
2p: 6 offerings **3p:** 5 offerings **4p:** 4 offerings
- If every building is rebuilt & no player has enough crystals to make the required offerings, play until all players have made as many offerings as possible. Most offerings wins. Tie: most remaining crystals
- If all players run out of player markers and nobody has won, the game ends in a **draw**

Card Powers

- move the dragon color on the card to any building space
- move the dragon up to 3 spaces orthogonally, must already be in the city
- move your player miniature to any space during movement
- move your player miniature up to 2 additional spaces during movement
- wild card can be used as, or added to, any color to make 1 contribution
- any 2 brown cards value 1 or 2 can be combined to = a wild card of value 3
- change the color of up to 4 other cards of 1 color to different color for a single contribution
- change color of 1 other card for a single contribution
- after contributing to Obelisk, play this card to contribute 1 more time [costs +1 crystal]
- after contributing to Obelisk, play this card to contribute 1 more time [costs +2 crystals]

Special Buildings **[expansion]**

When you end your turn on 1 of the Special Buildings, you can perform an additional action

Main Hall: move to any building tile. Cannot contribute to building moving to, make an offering, or use its additional action [if a Special Building]. *House Rule: when scoring, if tie for majority, nobody win bonus*

Hospital: draw 2 People cards

Golden Shrine: Make 1 offering to the Obelisk. Cannot use the Pillar card to gain more offerings

Theatre: no additional action

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Game Play

On your turn, take the following **Actions** in order, then play proceeds clockwise

- 1 Movement:** [optional] move your miniature up to 2 spaces orthogonally
 - During Movement, can discard as many **grey, black, red, or blue** cards as desired to move the dragons orthogonally or move player miniature
- 2 Contribution:** [optional] discard cards to contribute to the building where your movement ended **or** if you ended on the Courtyard you may make an offering to the Obelisk
 - To contribute, discard any # of matching color cards with total \geq one of the contribution spaces. No change given for overpayment. Contributions to the *Royal Palace* can be any color as long as **all cards match** for each spot
 - Place a player marker on the building space. If no markers available, cannot make a contribution
 - Can make multiple contributions on a turn, but each must be completed fully before the next [no cards carry over]
 - During Contribution, can discard as many **white, green, brown or yellow** cards as desired to use effects. Once played these cards cannot also be used towards a contribution unless specified on card
- 3 Reset:** optionally discard up to **2 cards** from your hand to face-up discard pile. Then draw 2 more cards into hand than were discarded [shuffle discards to form new deck if needed]. No hand max

Golden Scales & Dragons: scales are gained by making a contribution where a dragon is present **or** by scoring a constructed building

- Gain 1 scale from each dragon present on the building when making a contribution [before scoring building if completed]. If multiple contributions are made on a turn, only receive scales for the 1st contribution
- If the last scale from the supply is awarded, finish awarding scales [for dragon, construction bonus & neighborhood bonus] then score the scales. Scales being awarded when the supply runs out still count toward player scale totals [keep mental count of total for each player]
- Most scales = +6 crystals [tie: all tied players get +3 crystals]. All other players with at least 3 scales = +3 crystals. These players all return scales to the supply. Players with < 3 scales receive 0 crystals but keep their scales

Scoring Buildings: when a marker is placed on the last empty space in a building, pay bonuses, flip the tile to the reconstructed side and return markers to players. Any miniatures & dragons stay in place on the flipped building

- **Majority bonus** : player with most markers on the building receives bonus. Tie: leftmost marker wins
- **Construction bonus** : each player with at least 1 marker receives bonus [including Majority bonus winner]
- **Neighborhood bonus** : each player with at least 1 marker receives the Neighborhood bonus of *each* orthogonally adjacent reconstructed building [max 1x per player for each bonus]
- Place Crystal tokens received face-down. The active player places bonus cards received face-down without looking until after their turn, then adds to hand – cards received on other player's turn are immediately added to hand

Crystals & Obelisk: when player movement ends in the *Courtyard*, can make 1 offering of crystals = the next available numbered space in the Obelisk [unless a played card allows more] & place player marker on spot

- Crystals  gained throughout the game are kept face-down. They are not meant to be component limited
- Players can make change for crystals at any time, exchanging 1 3-crystal token for 3 1-crystal tokens
- A player must have a player marker available to make an offering to the Obelisk
- Dragons in the *Courtyard* **do not** award scales for an Obelisk offering