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Game: Blue Moon City
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Page 1: Rules summary/reference sheet

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For best results, print on card, laminate and trim to size.

BLUE MOON CITY

SETUP

Lay out the building tiles with the **courtyard** in the center and the **3 temples** and the **palace** adjacent to it.

Shuffle the remaining tiles and add them in random order. For 4 players use all **Golden Scales**, for 3 players use 12, and for 2 players use 9. Each player chooses a colour and puts their figure on the Courtyard. Shuffle the cards and deal 8 to each player.

PLAYER'S TURN

Movement: Move figure up to 2 steps (not diagonally).

Contribution: Use cards to make one or more contributions to the reconstruction of a building your figure is on. If at the **courtyard** may make an offering to the **obelisk**.

Discard and Draw: Discard 0-2 cards then draw 2 more cards than discarded.

During your turn you may discard cards to play their powers.

CONTRIBUTIONS

Discard cards of the matching colour with a total equal to or greater than that in the box, and place a marker on that box. Any number of contributions may be made but each one must be made separately.

For each **Dragon** on a city tile when you make one or more contributions, receive one **Golden Scale**.

SCORING a BUILDING

The player with the most number of markers on the building (ties broken by the marker farthest left) receives rewards as indicated to the right of the asterisk.

All contributors receive rewards as indicated below the asterisk, and on completed buildings **orthogonally adjacent**.

If it is your turn, cards received are kept facedown until your turn is over.

SCORING the GOLDEN SCALES

A single player with the most **Scales** scores 6 **Crystals**.

If more than one player ties for the most, each score 3 **Crystals**. All players with at least 3 **Scales** score 3. Players with fewer than 3 **Scales** score no **Crystals**.

All players receiving **Crystals** must discard their **Scales**.

OFFERING CRYSTALS to the OBELISK

A player on the central courtyard tile may make an offering of **crystals** to the **Obelisk**.

Spend the required number of crystals and place a marker on a box, starting from the **bottom up**. Two or more offerings may be made in a single turn with the use of **Pillar** cards.

One player **wins** when he has made the following number of offerings: **2 players:** 6 offerings; **3 players:** 5 offerings; **4 players:** 4 offerings.

BLACK *Vulca*

Movement Phase



Red dragon to any space (may be outside city).



Red dragon up to 3 spaces (if already in city).

RED *Terra*

Movement Phase



Green dragon to any space (may be outside city).



Green dragon up to 3 spaces (if already in city).

BLUE *Aqua*

Movement Phase



Blue dragon to any space (may be outside city).



Blue dragon up to 3 spaces (if already in city).

GREY *Flit*

Movement Phase



Move your figure to any space.



Move your figure up to 2 additional spaces.

WHITE *Hoax*

Contribution Phase



Change the colour of up to 4 cards of one colour into another for the purpose of one contribution.



Change the colour of one card to make one contribution.

GREEN *Kbind*

Contribution Phase



Wild cards (any colour) of value 1.

BROWN *Mimix*

Contribution Phase



Any 2 Mimix cards of values 1 or 2 count as one card of any colour of value 3 for the purpose of one contribution.



YELLOW *Pillar*

Contribution Phase



Make one additional offering to the obelisk, at a cost of 1 additional crystal.



Make one additional offering to the obelisk, at a cost of 2 additional crystals.

EXPANSION TILES

All new buildings are included in the game as additional buildings.

During set-up, the **marketplace**, **palace** and the **3 temples** are laid out first as normal. The remaining buildings are mixed together with the new ones and randomly placed as usual.

If using part of the expansion, 2 arbitrary corners of the 4 are also occupied. If all four new buildings are used, all corners are occupied, creating a square playing area.

The course of the game is not changed. The new buildings generally function exactly like the familiar buildings. However, 3 of the buildings possess a special ability which gives the players new action options at the end of their turns if they finish the turn on the building.

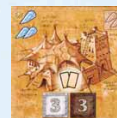
The special ability is marked by a symbol below the middle of the building tile. The special ability can always be utilized whether the building is completed or not.

ASSEMBLY HALL



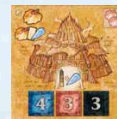
A player who finishes a turn on the **Assembly Hall** may immediately jump to any other building tile but cannot execute any further actions or use special abilities there.

HOSPITAL



A player who finishes a turn on the **Hospital** draws 2 additional cards.

GOLDEN SHRINE



A player who finishes a turn on the **Golden Shrine** may immediately sacrifice crystal pieces to the obelisk in order to place one of his/her bricks on the obelisk.

To do so, the player has to surrender an additional crystal piece with the value of 1.

The player must not play a **Pillar** card to make further sacrifices.

THEATRE



The **Theatre** grants no special abilities.