Blue Moon City

For 2-4 players ages 10 and up

Note: Pages 1-3 of this rulebook provide the basic rules of the game. The sidebar on page 4 provides a detailed example of play, and pages 4-5 detail the special powers of the cards. Pages 6-8 offer information about the fantastic world of Blue Moon, but you do not need this information to play the game.

Introduction

The Dark Age is over. The royal heirs, whose infighting and pride caused the destruction of Blue Moon City, have fled. The corrupt advisors and courtiers who whispered into their ears have been banished. The bitter division between the peoples of Blue Moon is beginning to heal. Now is a time of harmony and hope.

But Blue Moon City remains in ruins, the barest outlines in the rubble giving a hint of the magnificence of the city before its downfall. The people have vowed that the city must be rebuilt, and the three elemental dragons have returned to help. As messengers of the god of Blue Moon, they have the power to reunite the Holy Crystal that once protected the city. The only question that remains is this: To whom will they bestow the new mantle of leadership?

Game Components

21 Building tiles (double-sided)
1 Obelisk
80 Cards (10 for each of 8 peoples)
4 Player figures
40 Player markers (10 for each player)
40 Crystal tokens (12 of value 1, 28 of value 3)
15 Golden dragon scales
3 Dragon figures

Object of the Game

Contribute to the reconstruction of Blue Moon City to gain crystals. Impress the dragons to collect golden scales and convert these into crystals. Be the first to make enough offerings to the obelisk in the central courtyard to gain the leadership of the city and win the game.

During the game, the players move their figures to various building tiles, where they use cards to make contributions toward the reconstruction of buildings. When a player makes a contribution, he places one of his player markers (cubes) on one of the available spaces on the building tile. When the last available space is filled, the building is complete and players who made contributions toward its reconstruction receive rewards in the form of cards, dragon scales, and crystal tokens. Cards may be used to make future contributions, while dragon scales may be converted into more crystal tokens. Players use the crystal tokens to make offerings to obelisk. The first player to make a certain number of offerings to the obelisk wins the game.

Game Setup

1. Lay out the building tiles with the building sketches faceup in the following way: Place the courtyard in the center and place the three temples and the palace adjacent to it exactly as indicated in the illustration. Then shuffle the remaining building tiles and add them in a random order to complete the city shape.

2. Place the obelisk next to the city.

3. Place the crystal tokens faceup on one side of the obelisk.

4. Place the golden scales on the other side of the obelisk: For four players use all 15 scales, for three players use 12, and for two players use 9 scales. Leave any remaining scales in the box.

5. Place the three dragons next to the city.

6. Each player chooses one color, then places the corresponding figure on the courtyard and the corresponding markers in front of him. Leave any remaining figures and markers in the box.

7. Shuffle the cards, deal 8 to each player, and place the remaining cards as a facedown deck next to the city.

Once these steps are complete the play area should look like this:



A Player's Turn

Select one player to start the game. Then play clockwise. On your turn, go through the following phases in the indicated order:

1. Movement: You may move your figure up to two steps along adjacent building tiles. You may not move diagonally. You may change direction during the course of your move.

2. Contribution: At the building tile on which you end your movement, you may use your cards to make one or more contributions to the reconstruction of the building, as described below. If you end your movement at the courtyard, you may make an offering to the obelisk during this phase, as described below.

3. Discard and Draw Cards: To conclude your turn, discard zero, one, or two cards onto a faceup discard pile next to the facedown deck, then draw from the deck two more cards than you discarded. (When the deck is used up, reshuffle the discard pile.)

Card Powers: During your turn, you may discard cards from your hand to apply their powers, as indicated on the cards and as described on pages 4 and 5.

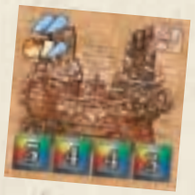
Reconstructing a Building



The sketch side of each building tile shows one, two, or three boxes with a colored number. These indicate the contributions required for the reconstruction of the building.

In order to make a contribution to the reconstruction of the building that your figure has reached, you must discard from your hand one or more cards of the corresponding color with a total equal to or greater than indicated in the box. Then place one of your player markers (cubes) on the box.

You may make any number of contributions, but you must make each one of them separately, with separate cards from your hand. Contributions to the four boxes of the royal palace can be made in any color. However, for each box you may only use one color.



The Royal Palace

Scoring a Completed Building

When you place a marker on the last open box of a building, the reconstruction of the building is complete, and the building is scored.

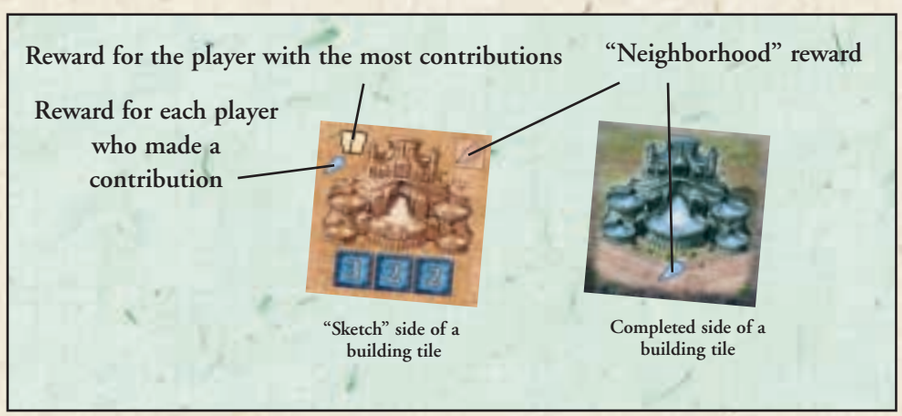
The player who has the most markers on the building (with ties being broken by the marker farther left) receives crystal tokens, cards, or golden scales as indicated in the upper left-hand corner of the building **to the right** of the asterisk.

Each player who made at least one contribution to the building (including the player who already received the "most markers" reward) receives crystal tokens, cards, or golden scales as indicated in the upper left-hand corner of the building tile **underneath** the asterisk.

Furthermore, each player who made at least one contribution to the building receives crystals, cards, and/or golden scales as depicted on all the orthogonally adjacent buildings that have already been completed. (The sketch side of each building tile shows its "neighborhood" reward in the upper-right hand corner, but this only becomes relevant after its completion.) Even if you made more than one contribution to the building, you score only once.

Place any golden scales and crystals you receive in front of you, keeping your crystal tokens facedown so that only you can consult their values. Place any cards you receive facedown in front of you without looking at them, and add them to your hand after your turn is completely over.

After scoring a building, the players retrieve their markers, the building tile is flipped over to show the completed building, and any figures or dragons present are placed back on the tile.



Dragons and Golden Scales

Dragons are moved in the city through the card powers described on pages 4 and 5. When dragons are present on the building tile where you make one or more contributions to the reconstruction of the building, then for each dragon present you receive one golden scale. Even if you make more than one contribution during your turn, you receive the golden scales only once.

Scoring the Golden Scales

There are two independent ways to receive golden scales: by making contributions in the presence of dragons or by scoring a completed building. When the last golden scale is taken during one of these actions, the golden scales are scored instantly. Any scales that could not be awarded because the scales had run out are still counted towards the respective players' totals.

If there is a single player with the most golden scales, he or she scores 6 crystals. If more than one player is tied for the most scales, they each score three crystals. All players who have at least 3 golden scales are guaranteed 3 crystals. Players who have fewer than 3 golden scales receive no crystals.

After the golden scales have been scored, players who have received crystals must return their golden scales to the supply. Players who have not received crystals keep their golden scales.

Example: *You currently have 5 golden scales, and your two opponents have 4 and 2, respectively. Due to the presence of 2 dragons, you receive 2 golden scales for your contribution. Only 1 golden scale is available, therefore, you receive the last one, but an extra golden scale is still counted for you, bringing the number of your golden scales to 7. The golden scales are now scored: You have the most golden scales, so you receive 6 crystals; your opponent with 4 golden scales receives 3 crystals; and the other opponent*

with 2 golden scales receives no crystals but keeps his 2 golden scales. All other golden scales are then returned.

Note: The number of golden scales used in the game is limited, as indicated in the setup instructions. The number of player markers each player may place is limited by the components provided (10 per player). However, the number of crystals is not limited. If necessary, use extra tokens to reward each player with the appropriate number of crystals when scoring a building or the dragon scales.

Offering Crystals to the Obelisk



When your figure reaches the courtyard, you may make an offering to the obelisk.

The boxes on the obelisk are filled from the bottom up. If you spend the indicated number of crystals, you may place one of your markers on the corresponding box. (In the two-player game, do not use the two shaded "7" boxes at the base of the obelisk.)

It is possible to make two or more offerings to the obelisk in a single turn through the use of Pillar cards (see the explanation of card powers on pages 4 and 5).

Dragons on the courtyard have no effect. That is, you do not receive dragon scales for making an offering to the obelisk when dragons are present (as you would for making a contribution to a building when dragons are on the building tile).

Winning the Game

One player wins the game when he or she has made the following number of offerings to the obelisk:

2-player game: 6 offerings

3-player game: 5 offerings

4-player game: 4 offerings

It is possible (though unlikely) for every building in the city to be rebuilt without any player having enough crystals to make the required number of offerings to end the game. In this situation, play until every player has made as many offerings as he or she can, then the player who has made the most offerings to the obelisk wins. Ties go to the player who has the most remaining crystals. If this is also tied, the tied players share the victory.

It is also possible for all players to run out of player markers (by placing all 10 of their cubes on unfinished buildings and the obelisk). This is most likely to happen in a 2-player game. In this situation, the game ends in a draw.

Variant

For more variety, place the courtyard in the center and add all other building tiles in a random order to complete the city setup.



Example of Play

1. You start your turn by moving your figure from the hospice to the university.
2. You discard a blue card of value "1" from your hand and apply its power to fly the blue dragon to the university, as explained under "The Card Powers."
3. Then you use a white "2" and a white "3" from your hand to make a contribution to the reconstruction of the university, placing your marker on the value 5 box.

Because there are two dragons (red and blue) on the university, you receive 2 golden scales.



Scoring the Building

Your contribution to the university also completes the reconstruction of the building. Therefore the university is now scored. Since you and your opponent both made one contribution to the university, but your marker is farther to the left, you receive the reward to the right of the asterisk: 1 golden scale.

Then you and your opponent both receive the reward underneath the asterisk – a crystal token of value 1 – for completing the university. Furthermore, both players receive 3 crystals for the fire temple's "neighborhood" reward and 2 cards for the market hall's "neighborhood" reward. The royal palace is not yet complete, so it does not bestow a "neighborhood" reward.

Finally, the players retrieve their markers, the university is flipped over to show its completed side, and the two dragons and the purple player figure are placed back on the university tile.

You conclude your turn by discarding 2 cards from your hand and drawing 4 new ones.

The Card Powers

The cards have values ranging from 1 to 3, and these values represent your contribution to the reconstruction of buildings. In addition, the cards with values 1 and 2 have powers that you can use instead of contributing them as normal, as described below.

Black (Vulca)

The Vulca revere Lika the Fire Dragon.



During your Movement phase:

Vulca (black) card of value 1: Discard to fly the red dragon to any space (the dragon may be inside or outside the city).



Vulca (black) card of value 2: Discard to move the red dragon up to three spaces (if the dragon is already in the city).

Red (Terrah)

The Terrah revere Doran the Earth Dragon.



During your Movement phase:

Terrah (red) card of value 1: Discard to fly the green dragon to any space (the dragon may be inside or outside the city).



Terrah (red) card of value 2: Discard to move the green dragon up to three spaces (if the dragon is already in the city).

Blue (Aqua)

The Aqua revere Sesha the Water Dragon.



During your Movement phase:

Aqua (blue) card of value 1: Discard to fly the blue dragon to any space (the dragon may be inside or outside the city).



Aqua (blue) card of value 2: Discard to move the blue dragon up to three spaces (if the dragon is already in the city).

Gray (Flit)

The bird-like Flit transport the players.



During your Movement phase:

Flit (grey) card of value 1: Discard to move your figure to any space.

Flit (grey) card of value 2: Discard to move your figure up to two additional spaces.



Note: Since the power of the Flit can only be used during your movement phase, it is not possible to use a Flit card to make a contribution at one building tile and then move your figure to another tile.

Green (Khind)

The childlike Khind may be used as any color card.



During your Contribution phase:

Any Khind (green) card: All Khind cards are wild cards of value 1 and can be used as or added to any color to make one contribution.

Brown (Mimix)

The nature-connected Mimix can make a contribution of any color, but only when two of them are used in combination.




During your Contribution phase:

Any Mimix (brown) card of value 1 or 2: Any two Mimix cards of values 1 or 2 count as one wild card of value 3 and can be used as or added to any color to make one contribution. (Two brown 1s, two brown 2s, or a brown 1 and a brown 2 may be discarded together to form a wild card of value 3.)

White (Hoax)

The sophisticated Hoax can convert colors.



During your Contribution phase:

Hoax (white) card of value 1: Discard to change the color of up to four cards of one color into another color for the purpose of making one contribution. (You cannot "recolor" the card powers.)



Hoax (white) card of value 2: Discard to change the color of one of your cards to make one contribution. (You cannot "recolor" the card powers.)

Yellow (Pillar)

The Pillar enable you to make multiple offerings to the obelisk in a single turn.



During your Contribution phase:

Pillar (yellow) card of value 1: After you have made an offering to the obelisk, you may discard this card to make one additional offering to the obelisk. However, you must spend 1 additional crystal in order to do so (e.g., to place a cube in the "8" space on the obelisk you would have to discard 9 crystals).



Pillar (yellow) card of value 2: After you have made an offering to the obelisk, you may discard this card to make one additional offering to the obelisk. However, you must spend 2 additional crystals in order to do so.



Credits

The Author: Reiner Knizia is one of the world's most famous and successful game designers. He has designed over 200 games, published in many languages and countries. In particular, his "Lord of the Rings" fantasy games are played all over the world.

Reiner Knizia expresses his special gratitude to David Farquhar and Kevin Jacklin for their contributions to the development of the Blue Moon world. Many thanks go to the numerous playtesters, in particular Iain Adams, Jon Blackwell, Sebastian Bleasdale, Chris Bowyer, John Christian, Chris Dearlove, Martin Higham, Ross Inglis, Kevin Jacklin, and Andy Parsons.

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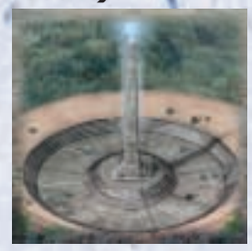
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MADE IN GERMANY

The Buildings of Blue Moon City

Courtyard



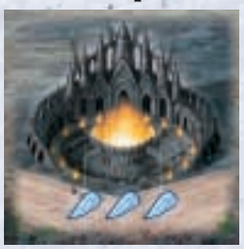
Before the Dark Age, the courtyard had been the cornerstone of all life in Blue Moon City. In the center of it stood an obelisk, and at its pinnacle was the Holy Crystal of Psi. It was through this crystal that the benevolent god of Blue Moon once maintained a connection with his worshippers. Only by restoring the Holy Crystal of Psi, which was shattered during the infighting of the royal heirs, will the city of Blue Moon be restored.

Royal Palace



The old king once lived here, together with Prince Roland and Princess Elinor. The palace is to be rebuilt east of the courtyard. Although the building will initially be vacant, the people hope that the god of Blue Moon will give his blessing to a new king or queen once the Holy Crystal of Psi is restored.

Fire Temple



The Fire Temple stood on the northern side of the courtyard. The temple was home to Lika the Fire Dragon, and at the building's heart burned the Holy Fire. A people called the Vulca served as the high priests, or Chosen Ones, of Lika. The Fire Dragon taught his servants to manipulate the essence of flame, which is among the purest expressions of magic and power.

Earth Temple



The Earth Temple stood on the southern edge of the courtyard. It was home to Doran the Earth Dragon, and in its courtyard stood the Holy Tree of Life. Many Terrah served as Doran's Chosen Ones. Doran's area of concern was the essence of earth, which has the power to create and protect life itself.

Water Temple



The Water Temple stood on the western edge of the courtyard. It lay between the Earth and Fire Temples, balancing those two opposing elements both physically and spiritually. This temple was home to Sesha the Water Dragon, and its walls housed the Holy Spring. An aquatic race called the Aqua served as Sesha's Chosen Ones, under whose teachings they learned of balance and harmony. Power is worthless, Sesha taught, without the wisdom and restraint necessary to control it.

Aqueduct



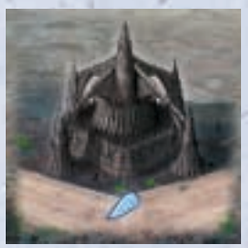
The aqueduct was a masterpiece of masonry that ensured that the waters of the Holy Spring flowed throughout Blue Moon City. The aqueduct had been designed by the Hoax, built by the Terrah, and maintained by the Aqua - a true demonstration of the former harmony between the peoples. If the aqueduct can be restored, that harmony will live again!

Hospice



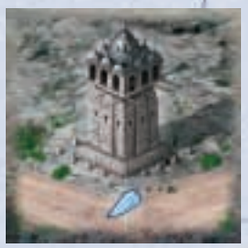
For many Terrah it was a holy duty to make a pilgrimage to the Earth Temple of Blue Moon City each Moonday. These pilgrims traditionally lodged in the Terrah hospice and, when there was room, other peoples were also welcome there.

Citadel



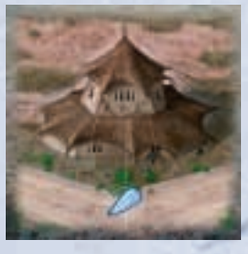
Everything that Lika's Chosen Ones learned about magic and power, they passed on to their fellow Vulca. This has made them mighty, but also proud. The sorcerers of the Vulca now have taken command of the Citadel and refuse entrance to all others. Perhaps if the Fire Temple is rebuilt, the Vulca will return to their holy place and open the Citadel to the other peoples once more.

Watchtower



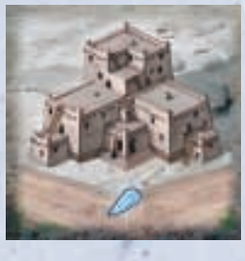
This great watchtower was maintained by the Flit, a winged people who patrolled the skies for Blue Moon City. Although it was impervious to ground assault, it fell during the earthquake on the Night of Doom. If it is rebuilt, it will become more than just a home; it will become a monument to future generations of Flit, reminding them that their airborne lives are ever connected to those tied to the ground.

Great Hall



The Great Hall was the most important meeting point for the Mimix, a sisterhood that boasted as many mighty warrior women as it did shrewd sages. Its reconstruction would ensure that their strength and wisdom will serve Blue Moon City again.

University



Before the Dark Age, the Hoax instructed all the peoples, and the University was their center of learning. The elders of the University also oversaw the construction of strange devices, which in the Dark Age were used for destruction rather than for learning. The Hoax have now bent those same versatile machines to the task of rebuilding, and have pledged to pass their remaining knowledge to the younger generations once construction is complete.

Market Hall



The Market Hall held art, crafts, strange brews and creatures: Anything that the people called the Pillar could find in their travels to distant lands, they sold here. These master merchants kept only the most valuable and exotic of items for themselves, and even those were available . . . for a price. Nowhere else in Blue Moon City did so many different kinds of peoples gather in such a small space, and nowhere else did rumors spread so quickly. If Blue Moon City is to be reborn, the Market Hall must play a part in that rebuilding.

Library



Before the Dark Age, the Blue Moon Library was a treasure trove of wisdom. Even after it is rebuilt, the Hoax will need many years to rewrite what knowledge survived. It will be many generations before the tomes and histories of Blue Moon have been restored.

Trading House



Whatever the Pillar could not or would not sell at the Market Hall, they stored at their trading house. This was also the center for importing and exporting goods to foreign peoples like the Phar and the Buka.

Flight Tower



This perfectly constructed (from the Flit point of view) tower featured a vast array of landing places and entry lanes. Though the childlike Khind liked to mock the tower, it was a Flit haven.

City Residence



Whenever the Great Spirit Mistress of the Mimix visited Blue Moon City, she resided here. She rarely came to Blue Moon City in the last decades before the Dark Age, but with the rebuilding of the city and the beginning of a new age, this should change.

Monastery Tower



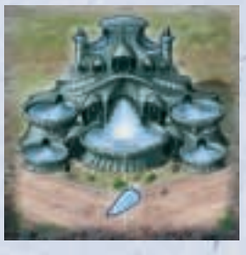
Little is known about the everyday lives of the Flit, and even less is known about what goes on behind the walls of their Monastery Tower. The Khind claim to have seen what goes on here, but when questioned, they only giggle. Perhaps in the new age the Flit will let outsiders view their most secret rites.

Caravanserai



The Caravanserai served as a meeting point for the Pillar, a place for them to recover from the exertions of a long journey, share news about foreign lands, and enjoy each other's company. The Khind are underfoot here more than anywhere else, as they love to listen to the tales of these travelers.

Thermae



The Thermae acted as a refuge in Blue Moon City, its hot springs allowing the peoples to soak away their aches and woes. They were not used solely for recreation, however; the waters here were warmed by fires deep within the earth, serving as a reminder of water's power to conjoin the two elements.

Iron Foundry



Fire is a destructive element, but it can also create. The Iron Foundry is an unfortunate example of this: The tools here benefited all the peoples of Blue Moon City, just as the weapons forged here harmed them all. Still, if the city is to rebuilt, the fires of the forge must be relit.

Mill



The Terrah find fulfillment in farming the land, and were once responsible for provisioning Blue Moon City with grain. This Mill must be restored if the many workers of the rebuilding are to be fed.

Blue Moon

The world of Blue Moon is in chaos. Blue Moon City lies in ruins. Amidst the desolation, the clever Hoax seek to dominate with their lore and machines, while deep below them, the fiery Vulca seek victory through molten force and the heat at the heart of the world.

In this original non-collectible 2-player card game, each player takes control over one of the Blue Moon peoples and their quest for dominance. Blue Moon offers a unique and addictive game experience, and players can customize their strategies and broaden their game experience with several expansion races.

Blue Moon Base Game KN08 $24.95

Blue Moon Expansions

Flit KN09a	$9.95	Pillar KN09f	$9.95
Mimix KN09b	$9.95	Allies KN09g	$9.95
Khind KN09c	$9.95	Aqua KN09d	$9.95
Terrah KN09e	$9.95	Blessings KN09h	$9.95

