

Blue Moon City – New buildings part 1

The official mini add-on for BLUE MOON CITY comprises four new buildings. Two of them are enclosed with this special issue of Spielbox; the others will be found in spielbox 6/06. The add-on's four buildings are independent from each other, so both parts of the expansion can be used separately or together.

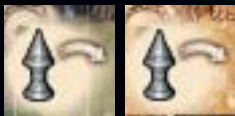
All new buildings are included in the game as additional buildings. During the set-up, the central cross with the marketplace, palace and the three temples is laid out first as described in the BLUE MOON CITY instructions. The remaining buildings are mixed together with the new ones and randomly placed according to the game instructions, but with the difference that if using part of the expansion, two arbitrary corners of the four are now also occupied. If all four new buildings are available, all corners are occupied, creating a

square playing area. The course of the game is not subject to any changes.

The new buildings generally function exactly like the familiar buildings from BLUE MOON CITY. However, each building possesses a special ability which gives the players new action options at the end of their turns if they finish the turn on the according field. The special ability is marked by a symbol in a bright field right below the middle of the building tile. The special ability can always be utilized, regardless of whether the building is already completed or not.



A player who finishes his/her turn on the hospital draws two additional cards.



A player who finishes his/her 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

The hospital was a building commonly constructed and operated by the Hoax and the Mimix. It is a perfect example of the necessity of harmony among the peoples of Blue Moon; creating a symbiosis of the Hoax' scientific theory and the Mimix' practical, close touch with nature. It was instrumental in defeating countless diseases and at least relieving many a suffering which could not be cured.



Assembly Hall

The assembly hall was a place for all peoples' delegates. The great debates on Blue Moon's future took place here. The Hoax, not being directly involved in the assembly hall's reconstruction, contributed the lateral annex which was promptly „beautified“ by the Khind.

The add-on's second part contains the buildings „Theatre“ and „Golden Shrine“.

Überflieger-Schach 50)	Spielbox 1/00
Lost Cities für vier Spieler	Ravensburger/Alea
Tadsch Mahal 51)	Hasbro/Parker
Traumfabrik	Goldsieber
Vampir 52)	

2001

Africa 53)	Goldsieber
Dark Side	Clementoni
Der Herr der Ringe – Die Feinde 54)	Kosmos
Der Herr der Ringe – Die Gefährten 55)	Ravensburger
Fabrik der Träume 56)	Hasbro/Parker
Formula Motor Racing 57)	GMT
Monopoly – Die Börse 58)	Hasbro/Parker
My Word	Out of the Box
My Word – Junior	Out of the Box
Royal Turf 59)	Ravensburger/Alea
Trendy	W&L

2002

Camelot 60)	Asmodée
Der Herr der Ringe – Die Entscheidung 61)	Kosmos
Der Herr der Ringe – Die zwei Türme 62)	Ravensburger
Der Herr der Ringe – Sauron 63)	Kosmos
Die Simpsons – Slam Dunk! 64)	Winning Moves
Drachenland 65)	Ravensburger
Express 66)	Adlung
Hot Potatoes	W&L
Kampf der Gladiatoren 67)	Hans im Glück
King's Gate 68)	Fantasy Flight Games
Kingdoms 69)	Fantasy Flight Games
Korsar 70)	Nürnberger Spielkarten
Lumottu Metsä 71)	Nelostuote
Maginor 72)	Fantasy Flight Games

50)	aus Kartenschach
51)	US
52)	US
53)	US, NL
54)	US, NL, GR
55)	I, F, NL
56)	entspricht Traumfabrik
57)	basiert auf dito Gibson, 1995
58)	NL, US, E, GR, F
59)	basiert auf Turf Horse Racing
60)	basiert auf Attacke und entspricht Ivanhoe
61)	US, NL, F, S, PL, I
62)	US, F, I
63)	US, F, NL
64)	F, GB, basiert auf Grab
65)	US, scan, ml
66)	F, basiert auf Diabolo und My Word
67)	US
68)	entspricht King Arthur Kartenspiel
69)	entspricht Auf Heller und Pfennig
70)	F, basiert auf Pirat
71)	S
72)	basiert auf Wahltag und auf Vegas