

Reiner Knizia Blue Moon City

New buildings part 2

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 in spielbox 6/06. The add-on's four buildings are independent from each other, so both parts of the extension can be used separately and to the full extent.

Both new buildings are included in the game as additional buildings. During the build-up, the central cross with 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 now also two arbitrary corners of the four are 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.

Nevertheless both buildings possess a special ability which enables the players with new action options at the end of their turns if the latter is finished 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, no matter if the building is already completed or not.



A player who finishes his/her 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, he/she has to surrender an additional crystal piece with the value of 1. (But the player must not play a pillar card to make further sacrifices.)



Golden Shrine



As opposed to the three temples in each of which one of the three elemental dragons were worshipped, the Golden Shrine was dedicated to all dragons. This was the stronghold of inmost harmony, where fire, water and earth were in complete unison. For this reason, the Golden Shrine is jointly reconstructed by the representatives of the three elements, the Vulca, the Aqua and the Terrah..

Theatre



The Khind are no great architects. In the old days before the Dark Age they did not have any own buildings at all. And today they are still hardly interested in it. But sometimes even the Khind are overcome by the urge to build something – so they took junk that was lying around and unneeded building material and turned it into the Theatre, after its completion intended to amuse the Khind as well as their spectators.

The add-on's first part contains the buildings "Hospital" and "Assembly Hall".