



Expansion Tiles

This expansion for Reiner Knizia's *Blue Moon City* is comprised of four new buildings. They were originally included in the German gaming magazine *Spielbox*.

The new buildings are included in the game as additional tiles. During 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 when using the expansion, the corners are occupied, creating a square playing area. The gameplay itself is not subject to any changes.

The new buildings generally function like the buildings from the base *Blue Moon City* game. However, three of the buildings possess a special ability which gives the players new options if they finish the turn on that building's tile. 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.

To create your tiles, simply glue the front and back sides to a sheet of cardboard, then trim to fit. The expansion tiles are very slightly larger than the tiles in the base game to allow you a slight margin for error in your cutting. You can use a regular BMC tile as a template.



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Hospital

The hospital was a building cooperatively 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's scientific theory and the Mimix's practical, close touch with nature. It was instrumental in defeating countless diseases and relieving suffering from those who could not be cured.

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



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Assembly Hall

The assembly hall was a place for all the peoples of Blue Moon's voices to be heard. Great debates on the future of Blue Moon took place here. The Hoax, not being directly involved in the assembly hall's reconstruction, contributed the building's side annex...which was promptly "beautified" by the Khind.

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



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Golden Shrine

As opposed to the three temples in which one of the three elemental dragons were worshipped, the Golden Shrine was dedicated to all dragons. This was the stronghold of inner 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.

A player who finishes their turn on the Golden Shrine may immediately make an offering of crystals to the obelisk in order to place one of their player markers on the obelisk. To do so, they must surrender an additional 1 crystal beyond the lowest numbered box. This player may not use a Pillar card to make additional offerings on the Golden Shrine tile.



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Theatre

The Khind are not great architects. In the old days before the Dark Age, they did not have any of their own buildings at all. Even today, they are hardly interested in architecture. However, sometimes even the Khind are overcome by the urge to build something. And so, they took discarded building materials and other junk and used it to create the Theatre. Its construction was intended to amuse the Khind as well as their spectators.



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