

BABEL

Players: 2

Ages: 12 years and above

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IDEA OF THE GAME

On the banks of the two rivers, the Tigris and Euphrates, stand cities full of beauty and splendour. Temple building is a measure of wealth and prosperity. The two mighty protagonists each try to erect huge temple structures. To achieve this they make use of the help and also the special abilities of the surrounding nations. Whoever, with skill and daring, finally builds the most splendid temple, wins.

OBJECT OF THE GAME

Whoever builds the highest and most valuable temples wins.

CONTENTS

- 1 board with 5 locations giving 5 temple building sites for each player and 1 space for the temple card deck (building yard).
- 45 Temple cards in various levels: 10 x level 1, 9 x level 2, 8 x level 3, 7 x level 4, 6 x level 5 and 5 x level 6.
- 60 Personnel cards, 12 of each nation: Meder, Sumerer, Hethiter, Perser and Assyrer.
- 2 Playing pieces.

SETUP (Diagram page 3)

- The game board is placed in the centre of the table between the players.
- Remove 2 x No. 1 Building Stage cards from the temple card deck. Each player takes one of these cards and places it in front of him. The rest of the cards are shuffled and placed as a face down deck.
- Shuffle the Personnel cards. Each player is dealt 5 cards face down which he takes into his hand. The remainder are placed face down next to the board.
- Each player selects a playing token and places it on the stone quarry illustration on his side of the board.
- The oldest player starts. Thereafter game turns alternate.

THE GAME CARDS

The two types of game card have the following format:

1. Personnel Cards

- The name of their nationality at the top.
- The colour indicates which location you can travel to with this card.
- The ability indicates the special rules for this nationality.

2. Temple Cards

- The number shows to which level of the temple this card belongs. '1' is the lowest and '6' the highest building level.

GAME PLAY

Each player's turn is divided into 3 phases.

1. Draw 3 Personnel cards.

2. Carry out actions
3. Draw and place Temple cards.

1. Draw 3 Personnel Cards

Draw 3 Personnel cards and add to your hand. Do this in the first round as well. Reshuffle the discard when the draw pile is finished.

2. Action Phase

A player has 5 different actions available which can be used in any order and any number of times (except Migration) as he thinks fit.

2.1 Travel

2.2 Settling

2.3 Build Temple

2.4 Migration

2.5 Use National Ability

2.1 Travel

The player places a Personnel card on the discard and moves his playing token to the land of that nation. The first time this happens the token is moved from the square with the quarry illustration. From then on it stays on the board and is moved to the required land space. The tokens of both players can be in the same place on their respective squares.

2.2 Settling

The player places a Personnel card against a location. The condition is that his token must be at that location.

The card is laid beneath the location. Several Personnel cards can be "settled" in one land in a turn (and that often makes sense). Several cards are always overlapped. Once a card formation has been laid it can only be changed by "Migration" or through the use of a "National Ability". (see below)

2.3 Temple Building

The player lays a temple card on the building site of a location. The condition here is that his token must be in this location.

The numerical sequence must be followed here. A temple card - level 1 is played on an empty building site, then a level 2 card and so on.

This rigid sequence can only be overcome through the use of specific national abilities (see below). Otherwise you must stick to the principle.

In addition there must be at least as many Personnel cards at the location as there are building levels. (eg. To build to the fourth level there must be four or more Personnel cards in the location concerned).

Important. After building onto a temple, Personnel cards may be removed (eg through migration) without having to reduce the height of the temple.

Each player takes temple cards from both temple card columns (building stock) which are created during the game. However only the last

played, open temple cards can be chosen. At the start of the game each player already has a level 1 temple card dealt to him. He must use this in his first turn for temple building.

Example (German Rules Page 6)

- 1 The player has played a "Meder" card and moved his token to the Meder location. He wants to and can build a temple here.
- 2 As there are 4 Personnel cards there already he can build to level 4. He takes the level 2 card from his stock and the level 3 and 4 cards from his opponent's stock and places them on the building site.
- 3 Now he plays two cards from his hand to this location, so that there is now a total of 6 cards.
- 4 Finally he can still take the level 5 temple card from his opponent's stock and the level 6 card from his own and place them on the building site.

2.4 Migration (only once per turn)

The player may, irrespective of the position of his token, move the last placed Personnel cards from one location to another. These may be cards of different nationalities. These cards are placed overlapping any cards already played (or as new cards if there are none there already).

The condition is that exactly three cards are always moved. The sequence of the three cards must not be altered.

Note: If there are only one or two cards at the location, migration may not be undertaken with these cards.

After migration the number of personnel cards no longer has to correspond to the temple height. The number of Personnel cards may now be less than the building level.

Restriction: Migration may only be used once per turn. All other actions can be carried out several times as long as the conditions are satisfied.

Example (German Rules Page 7)

1. The playing token is in the Hethiter location. Irrespective of the position of the token, the migration action can be used once per turn.
2. The player moves the last 3 cards placed on the Meder location (Sumerer - Sumerer - Hethiter) to the Perser position. That now forms a column: Perser - Sumerer - Sumerer - Sumerer - Hethiter. The player is threatening his opponent with a "Change Sides" action using the "Sumerer" triplet (see rule 2.5.4). The temple at the Meder location is preserved even though only one Personnel card remains there. Raising this to level 5 however can only occur when the Personnel card count is increased to 5.

2.5 National Ability

Each nation has special abilities which can be used if the opportunity arises. That is the case when three (or more) Personnel cards of the same nationality lie uninterrupted one after another (however this group of three do not have to be on the end of a column).

The national ability is used by removing one of the three cards and

placing it on the discard pile.

Tip: If there are more than three similar cards in an uninterrupted group the ability can be used several times.

There are two conditions for using a national ability:

- An ability can only be used at the location containing your play token.
- The three adjacent cards must be at this location.

Each nation has its own ability.

2.5.1 Assyrer =

Temple destruction

2.5.2 Hethiter =

Steal a temple level

2.5.3 Meder =

Move away

2.5.4 Sumerer =

Change sides

2.5.5 Perser =

Skip a building level

2.5.6 All nations =

Halve the number of cards held

2.5.1 Temple destruction with 3 Assyrs

In this location the opponent's temple is destroyed. The temple cards are placed on the face down draw pile. During placement the sequence is not altered. The highest placed card is placed first followed by the second highest and so on.

2.5.2 Steal a building level with 3 Hethiters

In this location the top temple card is taken from your opponent and placed on your own temple cards at the same location. Two preconditions must be fulfilled:

- The stolen temple card must be at a higher level than your own top card in this location.
- You must have at least as many Personnel cards laid down in the location as the stolen building level.

You can even steal when you have no temple cards of your own placed in the location concerned.

2.5.3 Moving away with 3 Meders

At this location one complete nation wanders off. The current player nominates which nation is affected. The opponent must place all cards of that nation onto the discard pile, irrespective of their position within the column.

2.5.4 Changing sides with 3 Sumerers

At this location the last laid Personnel card changes sides. All cards in the opponent's column which match the last played card in that column are added face up to your own Personnel cards.

2.5.5 Skip a building level using 3 Persers

At this location any one selected level may be skipped during temple construction. Two preconditions must be fulfilled:

- The required temple card must be available for selection in one of the two building card lines.
- The necessary number of Personnel cards for building the temple must be at the location. Note: The Perser card just removed to the discard is counted towards this.

2.5.6 Halve the cards held with 3 matching Personnel cards

At the location the player may activate any matching "triplet" he chooses and, instead of using the normal ability, force his opponent to discard half the cards in his hand. The opponent chooses the cards he will discard himself. Odd numbers are rounded to the benefit of the opponent (so for example 5 cards will be reduced to 3).

3. Draw and place temple cards

At the end of all his actions the player draws two temple cards from the face down deck and places them in the building stock on his side of the board. First of all both cards are turned over and then placed with the higher card first, followed by the second card. The cards are overlapped so that their value is always visible. It should be remembered that during the action "2.3 Temple Building" only cards lying on top may be taken.

The turn is now over.

If at this point you have retained four or more cards, you must indicate to your opponent the number of cards you have.

GAME END

There are three different situations which can end the game:

The game ends if a player reaches a score of 15 or more in temples built and at that moment his opponent's built temples are worth less than 10. If however the opponent has 10 or more points the game enters the end phase.

In the end phase play continues as normal. The winner is the player who reaches 20 temple build points or who reduces his opponent's score to less than 10 provided his own score has reached 15.

In rare cases the game ends if the last temple card is drawn and placed in a building stock. Both players count the combined scores of their temples. The highest score wins. In the case of a tie the player with most Personnel cards in his hand wins.

AN EXAMPLE

(German Rules Page 10)

The following example should clarify the possibilities available with the many activities in Phase 2. It is best to play out the game position described using the actual cards. Set out the cards in the following format:

(See Diagram Page 10)

Example (German Rules Page 11)

Player 1 has his playing piece on the Hethiter location and wants to destroy his opponent's 6 level temple. His opponent is threatening temple destruction himself. Can you see how Player 1 can achieve his goal without playing one card from his hand?

The solution: Player 1 uses the Sumerer ability (Change Sides), discards one of the Sumerer cards and takes his opponent's Meder card.

Now he performs migration. The cards: Perser - Perser - Meder are moved to the Sumerer location and added to the Perser - Perser cards already there. His new card combination at the Hethiter location is: Sumerer - Sumerer - Sumerer - Assyrer. Again he uses the Sumerer ability to take both Assyrer cards from his opponent. Now he has three Assyrer cards together in the column and can at last destroy his opponent's temple.

Next he plays an Assyrer card from his hand to the discard and moves his token to the Assyrer location. He plays a Hethiter card from his hand so that he now has three Hethiter cards (and nothing else) at this point. His opponent has already built an Assyrer temple to level 3 and he himself has not played any temple cards here, so he uses the ability of his Hethiters (Steal a building level).

He discards one of the Hethiter cards (leaving only two). Nevertheless he can steal the level 3 card from his opponent as the discarded Hethiter card still counts and thus the Personnel card condition is met.

Finally he plays a Sumerer card from his hand and moves to Sumerer. There he has the cards: Perser - Perser - Perser - Perser - Meder as a result of migration. He uses the special ability of all nations (Halve the hand total) twice in succession with the help of the Persers to force his opponent to halve the number of cards he holds twice. He originally held 7 cards, this he has to reduce to 4 and then 2.

With that Player 1 ends Phase 2 of his turn. He turns over two temple cards. Because of the temple destruction these are a 1 and a 2; two cards which his opponent can put to good use to rebuild his ruined temple.