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Game: **BABEL**
Pub: **Kosmos (2002)**

Page 1: **Rules summary**
Page 2: **Player reference card (x2)**

v2.2

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

BABEL

Setup

Place the board between the players. Take 2 **Level 1 Temple cards** and place one face up next to each player's **quarry space** to start his **temple column**.

Shuffle the remaining temple cards and place them face-down on the **temple supply space**. Shuffle the **Tribe cards** and deal 5 to each player. Place player markers on their quarry spaces. Oldest player starts.

Order of play

1. Draw 3 **Tribe cards**. When the deck is exhausted shuffle and use the discard pile.
2. Take actions in any order and to any number (except *migration*, which can only be taken once per turn).

a) Move

b) Settle

c) Temple Building

d) Migration (*once per turn*)

e) Tribe Skill

3. Draw and place 2 **Temple cards** onto *your* temple column, placing them so all numbers can be seen. Place the card with the highest level first and then the lower level.

When a player ends his turn with 4 or more tribe cards in his hand he must announce the number of cards he holds to his opponent.

Actions

a) Move

Discard a tribe card and move marker to the player's half of that card's territory.

b) Settle

Play a tribe card to a space next to the board next to the territory the marker is in. The card overlaps any other card(s) there, with all tribes visible.

Once played a tribe card can only be moved with a *migration* or a *tribal skill*.

c) Temple Building

Play a topmost temple card from *either player's* temple card stack onto a temple building space next to a player's marker location. Cards must be build in sequence (1, 2, 3...)

The number of tribe cards in the territory must equal or exceed the temple level just built. Once built, tribe cards can then be moved.

d) Migration

Once per turn, may move topmost 3 tribe cards from any territory to any other. The order must remain unchanged.

e) Tribe Skill

If a player has 3 or more consecutive tribe cards anywhere in the location stack they may use a *tribal skill*. Discard one of the 3 cards to use the skill.

The skill may only be used against the territory where the player has his marker. The skill may be specific to a tribe (see below) or the *halve hand* skill.

Abilities

Assyrians (Blue): Destroy temple

Place opponent's temple cards face down on the temple supply without changing their order.

Hittites (Yellow): Steal temple level

Place opponent's topmost temple level on your own temple building space if it is a higher level than your highest level (levels may be skipped).

You must have enough tribe cards in the territory to support the new temple level (including the card discarded after using the skill).

Medes (Green): Emigrate

Discard opponent's cards of one tribe (your choice) at that location.

Sumerians (Red): Switch sides

Your opponent's topmost card, and any identical cards it is stacked upon, are placed on top of your own.

Persians (Grey): Jump a level

Skip a level when temple building. The temple card must be on top of one of the temple card columns.

You must have enough tribe cards in the territory to support the new temple level (including the card discarded after using the skill).

Any Tribe: Halve hand cards

Opponent must choose and discard half of cards in his hand, rounded down. The cards must be revealed as they are discarded.

Victory Conditions

There are 3 different ways for a player to win:

1. One player has 15 or more points in total temple levels and his opponent has less than 10.

If one player has 15 points or more and his opponent has 10 or more, the game enters the **end phase**.

2. In the **end phase**, a player wins when he has 20 or more points in total temple levels or when the other player has less than 10, regardless of which player triggered the end phase.

3. If the **last temple card is drawn** before the conditions above are met, the player with the highest total is the winner (if a draw, the player with the most tribe cards left is the winner).

1. Draw 3 Tribe cards

2. Take actions:

a) **Move**

Discard a tribe card, move marker.

b) **Settle**

Place tribe cards at marker location.

c) **Temple Building**

Build temple level, in sequence, at marker location. Tribe cards must equal or exceed level just built.

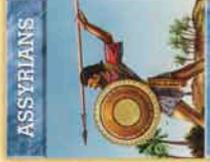
d) **Migration (once per turn)**

Move the top 3 cards at any location.

e) **Tribe Skill**

Activate tribe skill at marker location. Must have 3+ consecutive tribe cards; discard one to activate.

3. **Draw and place 2 Temple cards** on own temple column; highest level first and then lower.



Assyrians Destroy temple

Place opponent's temple cards face down on the temple supply without changing their order.

Hittites Steal temple level

Place opponent's topmost temple level on own temple space if it is a higher level than your highest (levels may be skipped).

Must have enough tribe cards in the territory to support the new level (including the card discarded after using the skill).

Medes Emigrate

Discard opponent's cards of one tribe (your choice) at that location.

Persians Jump a level

Skip one building level. The temple card must be from on top of one of the temple card columns.

Must have enough tribe cards in the territory to support the new level (including the card discarded after using the skill).

Sumerians Switch sides

Your opponent's topmost card, and any identical cards it is stacked upon, are placed on top of your own.

The cards must be revealed as they are discarded.

Any Tribe Halve hand cards

Opponent must choose and discard half of cards in hand, rounded down.

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