

## **BABYLON – draft rulebook**

In Babylon 1-4 players will compete to make most magnificent and most majestic tower of ancient wonder. They will employ their master workers and ships to gather precious resources and build various buildings to speed up their work. In the end, whoever scores most points with his tower will be the winner of the contest.

Babylon is a roll&write game for 1-4 players, that can be played in 30-45 min. It uses specific action selection system and players are mostly drafting dice instead of rolling them.

Objective of the game is to have most points at the end. Babylon can also be played solo.

### **GAME COMPONENTS:**

- laminated player sheets (4)
- action-selection board (1)
- 12 blue d6 dice (12)
- 4 green d6 dice (4)
- double-sided tiles in various shapes (14)
- meeples in player's colors (4)
- ship meeples in player's colors (4)
- Shape deck of cards (14)
- Penalty deck of cards (18)
- dry-erase pens (4)
- first player token (1)

### **GAME SETUP:**

Each player will take one laminated sheet and a dry-erase pen, together with their meeple and ship in the color of their choosing. Action selection board is placed in the center of the table with the actions facing upward. Then 12 blue dice are placed on the board, with their faces rotated so they correspond to the values of the dice placeholders on the board.

If player plays a solo game or if it's a 2 player game, green dice are not used. When playing with 3-4 players green dice are placed on green spots on the corners of the board. Their values can be anything since they are used in random manner.

All tiles should be spread around a board to be easily reachable by all players.

Shuffle the Shape deck and place it beside the board, then return 2 cards from the top of the deck, to the game box, they will not be used during your game. (For 2-4 players game lasts 12 rounds)

Penalty deck is not used for multiplayer game and it will be explained later in the solo setup section on page 9.

Game is ready to start.

### **GAME ROUND:**

Game is consistent of 12 rounds.

First player, who is someone who's recently have done some masonry work will take his 'first player token', draw a card from the Shape deck, then pick up the tile that corresponds to the image on the card.

He can choose one out of 2 tiles of the same shape, flip and rotate them before deciding which one to place in the central spot of the action-selection board.

By doing so, he will 'cover' some of the icons on the board while keeping others 'uncovered'. All icons represents the main actions on the player's sheets and their sub-actions from the section connected to the main actions.

Uncovered actions and sections connected to those actions are available to be used during that round, while others are unavailable.

Beside this, each tile has multiple type of bonuses that can be used if players have some means to use them.

Papyrus and Pond action from the placed tile can be used immediately, **but only by the first player.**



Image: sample of Papyrus and Pond action from the tile.

Then, player to the left of the first player will start the dice drafting by taking one blue (or green if available) dice from the board. If player takes a blue die he must not change its value, while after taking the green one he must roll it immediately and take that roll as a definite value.

Once all players have 4 dice at their disposal, they can now use them to write in various sections on their player's sheets and/or place their meeples or ships on specific bonus spots of the tile that is on the board. When they finish doing that, the tile is removed from the board and then each player can decide to draw it inside the tower section of his sheet. Drawing the boundary shape inside the tower section is optional action, players can skip it during the round, and sometimes it's not even possible to draw the shape inside the tower section.

First player token is given to the next player (going in clockwise manner) and the next round is played in same manner. All dice used are returned to their spots on the board, to be available for drafting next round.

### ACTION-SELECTION BOARD:



This board has all the icons from the player's sheet, which represents main actions and sub-actions (in blue border, on the sheet) that are connected to that icons. Blue dice are placed around the central spot, at the beginning of the game, and green (if used) on the green spots around the border of the board.

You can read how the main and sub-actions work on pages 4 through 8 in detail.

Central icon on the board is called a POND and if not covered can serve a double function. It allows players to use one of any other actions, even if it's unavailable for that round (covered with a shaped tile), or it can allow player to use a RIVER action. (see page 4 about the RIVER)



## TILES:



Each tile is double sided and in different shape. There are two of each shape, which makes 14 tiles in total.

Icons on the tiles represents the MAIN ACTION from the player's sheet, so if players can use a tile bonus it doesn't apply to sub-actions connected to that main action (players can't do the rest from that section), unless it is a POND icon.

POND and Papyrus are always available only for the first player, and he can use them immediately after placing the tile on the board.



Image: sample of Papyrus and Pond action from the tile.

Beside the Papyrus and Pond, there are two additional spaces on the tiles that can be used by all players by placing their meeples on them, these are called Garden and Lake.



Image: sample of a Garden and Lake action from the tile.

Garden action can be used only if player have Master worker (see on page 7 about Master worker meeple), and Lake action can only be used if player has a Ship (see on page 7 about the Ship meeple). Multiple meeples can occupy the same space on the tile, and each player with his meeple on that space can use that bonus.

Bonuses are usually resources, dice values, main actions or specific sub-actions from the player's sheet.

One of the specific actions allows players to draw a shape consistent of only 3 boxes inside the tower section.

## PLAYER'S SHEET:



Player's sheet is split into action sections and the tower section. Here will be explained each action and section from the sheet and how player can write in them.

## MAIN ACTIONS AND SUB-ACTIONS:

On the top of the sheet is the RIVER. Represented by the blue banner with an edelweiss.



Player here can circle one lumber or one wheat icon. Later he can spend that lumber or wheat for building something, or they can be converted to gold coin or raw points if player choose to do so.



After circling all resource spots around the ship icon, player can circle the ship itself which will gain him 6 points. Any wheat that is not used, will automatically convert to points at the end of the game, but non-crossed lumber can't be converted into gold coin or stone when the game ends.



**POTTERY and PAINT section is represented by the image underneath:**



Artwork icon

Here player can use the main action – circle one of the artwork icons in the tower by using a die value of 1. These, if inside of a drawn shape will score him 2 points at the end of the game.

Or, he can circle one of the amphora in the column if he has 4, 5 or 6. If every amphora is circled in that section player will score 9 points. Furthermore, once he circles every amphora with a color pattern he will unlock the section with large amphora. There, by spending one stone he can write a pattern.

Large amphora is split into three smaller sections. For the cost of 1 stone player can draw a pattern of his choice in one of those rows. Once all three rows on one amphora are filled, player will score 6 points.

**MOSAIC main action and sections are represented in the image underneath:**



Mosaic icon

Player with a dice value of 2 can circle one of the mosaic icons in the tower, which will score him 3 points if they are inside of a drawn shape.

He can also start working on the large mosaic by using 2, 3 or 4 dice values and cross spaces in one of the three rows. Once the mosaic is completed he will score 9 points.

Another thing he can do in this section is to build a large lion statue for 3 gold coins and 3 stones (cross the image of the statue to mark that you have built it).

This will grant him permission to immediately circle 3 Lion icons in the tower.



Lion icon

**PALM Tree and the garden section is represented by the image underneath:**



Palm Icon

With a dice value of 3 player can circle one palm icon in the tower, which will score him 2 points at the end of the game for every circled palm tree that is also inside the boundaries of a drawn shape.

For any dice value he can circle one of the palm trees inside the garden section. These palms will not score him anything unless he also builds a Gardening house for 2 gold coins and 2 stones. House itself is worth 3 points and will make any circled palm tree in the garden section worth 2 points at the end of the game.

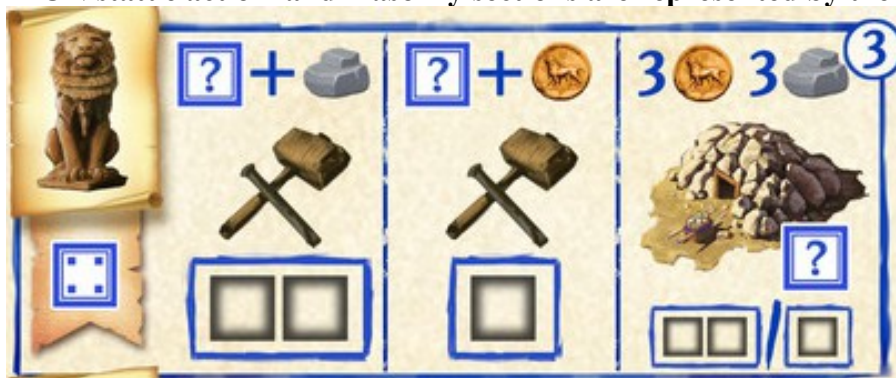
After building a Gardening house, mark it with a cross.

**GOLD action is represented by the image underneath:**



For a dice value of 5 or 6, player will be able to circle one gold coin, which can be later spent for doing other actions or paying for the buildings. After spending a gold coin, cross it – so it's marked as spent. Any unspent gold coin is worth 2 points at the end of the game.

**LION statue action and masonry sections are represented by the image underneath:**



Lion icon

With a dice value of 4 player can circle one Lion icon in the tower, which will score him 2 points at the end of the game for every circled palm tree that is also inside the boundaries of a drawn shape.

He can also draw a shape of 2 connected boxes for any die value and 1 stone, or shape of one box, for any die value and gold. These shapes are drawn in the tower section and can help with filling holes in. Furthermore, player can build a Stone mine for 3 gold coins and 3 stones, which will give him 3 point and ability to draw 2 boxes or 1 box shapes in the tower for a die of any value.

Don't forget to mark the stone mine with a cross once you manage to build it.

**MASTER WORKER action and itching sections are represented by the image underneath:**



With a dice value of 5 you can 'hire' a Master worker (meeple of your color) which can be then placed on the garden spot on the tile that is chosen that round. This why you can use a bonus from the tile. Multiple master workers can occupy the same spot and all players with their meeple can take the same bonus from that spot.

In a itching section for a cost of any die value or lumber / wheat, player can draw: artwork, palm, lion or mosaic icon inside the tower section. Each drawing must be drawn adjacent to one icons of the same type in orthogonal fashion. So, palm icon must be drawn adjacent to another palm icon or other drawing of a palm icon.

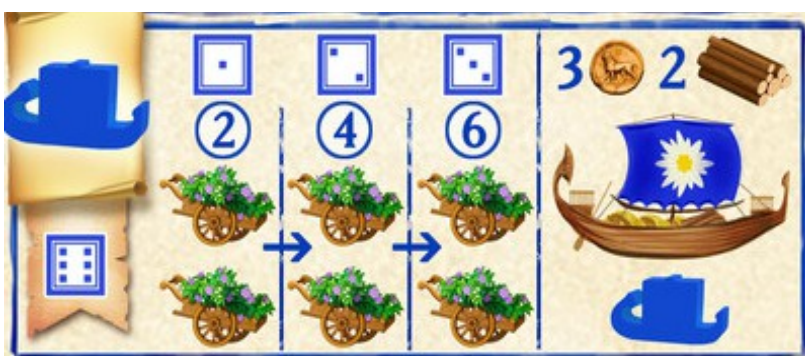
Furthermore, these drawn (itched) icons can be drawn only inside a shape that was previously drawn in the tower. Itched icons score their amount of points (depending on the type) without the need to circled them later, but they must be drawn following the rules to the letter, otherwise they will be worth nothing.

Icons can't be drawn over tower's door or windows!

Player can also spend 3 gold coins and 2 wheat to build a Master worker's tent, which will permanently give him his meeple to be used from round to round without the need of spending a dice value of 5.

Cross or circle the tent once you build it.

**SHIP action and cart sections are represented by the image underneath:**



With a dice value of 6 player can use a ship meeple and place it on the water spot on the tile that was selected for that round, taking the bonus of resources. Multiple ships can be on the same spot and all players with their ships on the same spot will take the same bonus.

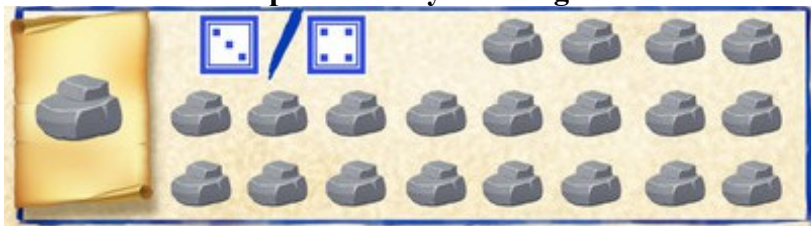
If player uses dice values of 1, 2 or 3, he can circle one of the flower carts in the column, but he must follow the rule of that section: each column must be filled from left to right. So, once he fill the first column he can proceed to fill the next in line. Each column can core him 2, 4 and 6 points.

Also, he can spend 3 gold coins and 2 lumber to build a boat. After marking that spot as built, he



can use his ship meeple each round without the need to spend a die value of 6.

**STONE action is represented by the image underneath:**



Player can spend die value of 3 or 4 in this section to circle one stone. He can then spend that stone by crossing it with a pen for building or for paying to use some other actions from the sheet. Any unspent stone is worth 1 points at the end of the game.

### Important:

Gold coin and stone, when gathered from the bonus Lake spot with a ship meeple, can be circled in their resource sections, but lumber and wheat doesn't have their sections to be stored in. So, when taking a lumber or wheat, player must either spend them immediately to pay for an action or a building, or convert it. Lumber can be converted to stone or gold coin, and these can be circled in their section, while wheat can be converted into raw points and player can write these points somewhere on his sheet.

### TOWER SECTION:



This is where players can draw the tile shapes by making lines around boxes. These are called boundaries.

Any icon that is previously circled will score points for the player If its inside the boundaries of the shape. (Also check the special rule for the 'itched' icons on page 6, under the Master Worker actions).

When drawing a tile shape player must draw the shape as it is on the board. He can rotate that shape by 90 degree, but he can't mirror it.

Player can draw a shape on any position inside the tower section, so they do not need to touch each-other, but if the shape would go out of the boundaries of the tower section, it can't be drawn in.

**Tower scoring goes as follows:**

#### Tower Height:

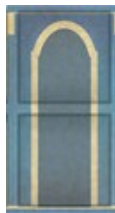
For the highest uninterrupted column (no holes, all boundary lines are touching each) player will score 1 point for each box the column, counted from the bottom up. So, for column that is 8 boxes high, player will score 8 points. If you have multiple columns of same height, you will count only one of them.

#### Tower Foundation:

If there is no 'holes' in the first three rows counted from bottom, player will score 9 points.

**Tower Stability:**

For each row without holes, completely lined with shapes, player will score 3 points.

**Tower Door:**

If its completely inside the shapes, player will score 4 points for it.

**Tower large windows:**

If all of these large windows are inside shapes, player will score 6 points.

**Tower small windows:**

If all of these small windows are inside shapes, player will score 9 points.

**End of the game**

For 2-4 players, game lasts 12 rounds (until the Shape deck is card depleted). Then each player will score his sheet and whoever has most points is the winner. If there are two or more players with same score, the tie is broken by number of unspent gold coins. If there is still a tie, player that has less 'holes' in his tower (boxes that were not lined by shapes) is the winner.

If there is still a tie, players share their victory.

**RULES FOR A SOLO GAME:**

Game setup is same as for 2 player game (green dice are not used).

Beside the Shape deck, player will also use a Penalty deck (deck of cards with red backs).

Player can choose to play a NORMAL or HARD game. In case of a normal game, he discards 2 cards from the Shape deck and play 12 rounds, but in case of the hard game he has to discard and return to the box 4 cards from the Shape deck, and play 10 rounds.

In both cases he wins the game if he manage to score 120 or more points.

**SOLO ROUND:**

On his turn player will draw one card from the Shape deck and one card from the Penalty deck.

As normally, he will use the tile that corresponds to the shape on the card from the Shape deck, while the Penalty card will forbid him to use one main action and sections connected to that action as well dice value written on the card.

Player can choose to ignore the Penalty card, in which case he can play his turn without any obstructions, but he must take a Penalty card and place it beside his sheet. The number on the card is how many negative points he will gain at the end of the game (deducting his score by that amount).

After playing all his rounds, player will score, and if he has 120 or more points he wins the game. If he fails in that task – he lost the game.