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v2.4

Aug 2023

Game: **BABEL**

Publisher: **Kosmos (2002)**

Page 1: **Rules summary**

Page 2: **Play reference x2**

Note this summary uses the graphics from the 1st edition and, mostly, the terminology from the 2nd edition. It also uses the starting hand of 5/3 cards rule from the 2nd edition.

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BABEL

Setup

Place the board between the players. Each player takes a **level 1 temple card**. This first temple card may only be built by the player who holds it, and *must* be constructed on the player's first turn.

Shuffle the remaining temple cards and place them facedown on the temple supply space (the **quarry**). Each player chooses a marker and places it on their side of the quarry.

Shuffle the **nation** cards. Determine a **start player**, who draws 3 nation cards. Their opponent draws 5 cards. Place the rest of the nation cards in a facedown deck near the board.

The start player plays the first turn, after which the players alternate turns.

Order of play

1. Draw 3 **nation** cards. When the deck is exhausted, shuffle the discard pile to create a new deck.
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. **Nation 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.**

If you end your turn with 4 or more nation cards in your hand, you must announce the number of cards you hold to your opponent.

Actions

a. Move

Discard a nation card and move your marker to your space in the central construction area of the location matching the card's color.

b. Settle

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

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

c. Temple building

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

The number of nation cards in the location must equal or exceed the temple level just built. Once built, nation cards may be removed from the location without removing temple levels.

d. Migration

Once per turn, you may move topmost 3 nation cards from any location to any other, regardless of where your marker is located. The card order must remain unchanged.

e. Nation skill

If you have 3 or more consecutive nation cards anywhere in a location stack, you may use a *nation skill*. Discard 1 of the 3 cards to use the skill. Your marker must be at the same location, and the skill can only be used to affect that same location. The skill may be specific to a nation (see below) or the *halve hand skill*.

Abilities

Assyrians (blue): Destroy temple

Place your opponent's temple cards facedown on the quarry without changing their order.

Hittites (yellow): Steal temple level

Place your 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 nation cards in the location to support the new temple level (including the card you discarded for using the skill).*

Medes (green): Emigrate

Discard all your opponent's cards belonging to 1 nation (your choice) at that location.

Sumerians (red): Switch sides

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

Persians (grey): Jump a level

Skip a level when temple building. The temple card you wish to build must be taken from the top of either temple card stack as normal. *You must have enough nation cards in the location to support the new temple level (including the card you discarded for using the skill).*

Any nation: Halve hand cards

Your opponent must choose and discard half of the cards in their hand, rounded down. The cards must be revealed as they are discarded.

Victory Conditions

The game ends when one player has 15+ points in total temple levels (count the top card values, not all the cards in the build stacks) and their opponent has less than 10.

However, if one player has 15+ points and their opponent has 10+, the game enters the **end phase**. In the end phase, the game ends immediately when a player has 20+ points in total temple levels or when the other player has less than 10. The game also ends immediately when the temple cards supply is exhausted.

In all cases, the player whose temples have the greatest combined value is the winner. On a tie, the player with the most nation cards in hand wins.

1. Draw 3 nation cards

2. Take actions:

a. Move

Discard a nation card, move marker.

b. Settle

Place nation cards at marker location.

c. Temple building

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

d. Migration (*once per turn*)

Move the top 3 cards at any location.

e. Nation skill

Activate nation skill at marker location. Must have 3+ consecutive nation cards; discard 1 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 facedown 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 nation cards in the nation cards in the new level (including the card discarded after using the skill).



Medes Emigrate

Discard opponent's cards of 1 nation (your choice) at that location.



Persians Jump a level

Skip 1 building level. The temple card must be from on top of one of the temple card columns.

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



Sumerians Switch sides

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

The cards must be revealed as they are discarded.



Any nation Halve hand cards

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

The cards must be revealed as they are discarded.



Assyrians Destroy temple

Place opponent's temple cards facedown 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 nation cards in the location to support the new level (including the card discarded after using the skill).



Medes Emigrate

Discard opponent's cards of 1 nation (your choice) at that location.



Persians Jump a level

Skip 1 building level. The temple card must be from on top of one of the temple card columns.

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a. Move

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Place nation cards at marker location.

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

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