

Babylonia (2019)

2-4 Players

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Tile placement, route building, area majority. 60 minutes



by BGG user: schuetzsc

Board Setup

- Place the board & determine areas to play based on player count. **4p**: whole board. **3p**: do not use North. **2p**: do not use South. Both rivers are in play for all player counts
- Place a **Ziggurat**  on each **blue** hex that is in play
- For **2p/3p** remove city tiles and crop tiles as specified in the rulebook -> box
- Shuffle the remaining **City**  & **Crop**  tiles together face-down & place 1 face-up in each **green** hex in play
- Display the **Ziggurat cards** 1-7 face-up along the side of the board [**variant**: choose 7 of the 9 cards at random]

Player Setup

- Players take the Clan Tokens, stand, & Scoring Marker of a color. Place the Scoring Marker on 0
- Each player has **12 Farmers**  and 6 each of the Nobles: **Merchants** , **Civil Servants** , **Priests** 
- Shuffle the tokens face-down & draw 5 to place on player stand [hidden from other players]
- Pick a start player, play clockwise

End Game & Scoring

- Game ends immediately at the end of a players turn when they have no remaining tokens **or** only 1 [or fewer] Cities remain on the board
- Most VP wins. Tie: most City tiles taken

Ziggurat Card Effects



Receive 10 VP immediately (1x use)



Play an additional turn at the end of 1 of your turns, after refilling tokens (1x use)



From now on you can refill to 7 Clan tokens [instead of 5] at the end of your turn



From now on you can play exactly 3 *different Noble tokens* face-up instead of any 2 Clan Tokens



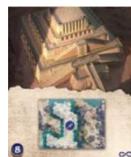
From now on you can also play 1 Noble token face-up when you play 3+ Farmers



From now on you can place Nobles in a Crop hex, even without having 1 of your Clan Tokens next to the Crop hex



From now on, when the Cities are scored, you receive +1 VP for every 2 Cities you have in front of you. Not activated when taking Crop tiles



From now on all the free land hexes of the Central area [between the rivers] connect your Clan Tokens



From now on all the free river hexes connect your Clan Tokens

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Game Play

On your turn, you will either **play 2 clan tokens** of any kind **or play 3+ Farmers**. Then **score Cities/Ziggurats**, refill your hand to 5 tokens [or 7 with Ziggurat card], and play proceeds clockwise

Play 2 Clan Tokens [Nobles and/or Farmers]

- In the 1st round, the 1st player can only play 1 Clan Token, and the 2nd player can only play 2 Clan Tokens
- You *must* play at exactly 2 Clan tiles [**except**: 1st round, and possibly last turn]
- You can place each token on any empty spot [or on a Crop hex] – they do not have to be connected
- Clan Tokens placed in the river  must be placed face-down. You do not have to tell opponents which type of Clan Token was placed face-down
- When placing any Clan Token next to a Ziggurat [including river hex], immediately score 1 VP for *each Ziggurat* that has 1+ of your Clan Tokens next to it [including the one just placed]
- You can place a Farmer on a Crop Token hex *if* you have 1+ Clan Tokens next to that Crop hex already [including river]. Only Farmers can be placed on Crop fields [except with Ziggurat card]. Remove the Crop Token & you immediately score VP shown  **or** you get +VP = # of cities in front of *all players* 

Play 3+ Farmers

- When placing 3+ Farmers, you cannot place in the river. The Farmers do not have to be connected
- You *must* play at least 3 Farmers. All other rules regarding Clan Token placement apply

Score Cities

- At the end of your turn, score any Cities whose surrounding *land hexes* have been completely filled by Clan Tokens [of any player] on your turn. If several Cities have been surrounded, player chooses the order to score
- For *each player*, score +2 VP for each Clan Token *surrounding or connected* to the City & matching 1 of the Noble symbols shown on the City. Your own tokens of any type can continue the connection, including your tokens in the river
- The player with the most Clan Tokens *next to* the City takes the City Token & places it face-up in front of them.
Tie: discard the City tile
 - Each time a player places a City Tile in front of them, all players receive +VP = # of City Tiles they have. If the tile is discarded because of a tie, no City Tile VP are awarded [but connected Nobles VP are still given]
 - Clan Tokens can now be placed in the empty City hex

Score Ziggurats

- At the end of your turn, score any Ziggurats whose surrounding *land hexes* have been completely filled by Clan Tokens [of any player] on your turn. If several Ziggurats have been surrounded, player chooses the order to score
- The player with the most Clan Tokens *next to* the Ziggurat takes 1 of the available Ziggurat Cards & places it in front of them. Tie: no card is taken

When refilling your hand to 5 tokens [or 7 with Ziggurat card], if your reserve is depleted, continue playing with the tokens on your stand