



RISE OF BABEL

RULEBOOK

NKJV GENESIS CH 11 V 1-9

Now the whole earth had one language and one speech. ² And it came to pass, as they journeyed from the east, that they found a plain in the land of Shinar, and they dwelt there. ³ Then they said to one another, "Come, let us make bricks and bake them thoroughly." They had brick for stone, and they had asphalt for mortar. ⁴ And they said, "Come, let us build ourselves a city, and a tower whose top is in the heavens; let us make a name for ourselves, lest we be scattered abroad over the face of the whole earth."

⁵ But the Lord came down to see the city and the tower which the sons of men had built. ⁶ And the Lord said, "Indeed the people are one and they all have one language, and this is what they begin to do; now nothing that they propose to do will be withheld from them. ⁷ Come, let Us go down and there confuse their language, that they may not understand one another's speech." ⁸ So the Lord scattered them abroad from there over the face of all the earth, and they ceased building the city. ⁹ Therefore its name is called Babel, because there the Lord confused the language of all the earth; and from there the Lord scattered them abroad over the face of all the earth.

GAME COMPONENTS



PLAYER COMPONENTS



GAME OVERVIEW

In Rise of Babel, players assume the roles of builders, using elephants to transport resources and endeavouring to construct the grandest tower known to man! Assemble a deck of cards, upgrade your warehouse to unlock a range of rewards, and tactically position resource tiles on the Tower of Babel. The player with the most Influence Points at the end of the game wins!





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AS WELL AS FAMILY AND FRIENDS. WITHOUT THEIR SUPPORT THIS WOULD NOT BE POSSIBLE.





Each player chooses a color and takes all components of that color.

- 7 Place all 28 Resource Tiles of your color in your bag.
- 8 Take a 10-card Starting Deck marked , shuffle it, and place it to the left of your Player Board.
- 9 Set up the following components as shown:
 - A 4x Tablet Resource Upgrade tokens
 - B Randomly place the 4x Dual-Resource Tokens
 - C Skip Tile Token (Elephant side face up)
 - D Free Market card & Trash a card Token
 - E Gold Upgrade Token (2 Gold side face up)
 - F Quad-Resource Token
 - G 1x Elephant Token
 - H 2x Cart Tokens
- 10 Place  on the Influence Track and place  on the Lion Track.
- 11 Draw 3 Resources Tiles from your Bag and place them on the **Stalls**  on your Player Board.
- 12 Draw a hand of 5 cards from your deck.
- * Only used with Fall of Man expansion.

GAME STRUCTURE

The player who speaks the most languages goes first and takes the First player marker. They take a turn, then the player on their left takes a turn, and so on. Play continues until all slots on all Towers are covered by tiles.

Then a new round starts. At the end of the third round, the game is over. Count up all your points to determine the victor.

PLAYER TURN

- 1 Play all 5 cards from your hand. (in your Play area)
- 2 Resolve the Main (white background) or Alternative (other background) action(s) of each card.
In the rare case when both actions of a card are impossible, place it in to your discard pile.
- 3 Move all played cards from your Play area to your discard pile.
- 4 Draw a new hand of 5 cards from your deck. If you run out of cards in your deck, shuffle your discard pile and form a new deck.

END OF THE GAME

After the towers have been completed in round 3, each player finishes their turn only scoring points instead of building up the Towers. Players continue their turns until the first player. Each tile that reaches the towers after they have been finished scores 1 🏰.




Score the end-of-round points from the resources on the towers. Players then score influence points from the cards in their decks. The player with the most points wins! In case of a tie, the tied players share the Victory.

END OF ROUND




The round ends immediately when there are no empty spaces on any of the Towers. The player who placed the final tile pauses their turn, they play any remaining cards/tiles that have reached the tower after scoring. Perform the following steps in order:

- 1 **End of round scoring.** See page 11 & I.
- 2 **Refresh the market.** Discard all 5 cards and draw 5 replacements from the market deck.
- 3 **Return player resources from the Towers to their bags.**
- 4 **Return Wild Resources to their slots on the board.** Confusion to the Confusion pile by the board.
- 5 **Place round II or III Main Tower respectively and new Minor Tower tiles**

BASIC ACTIONS

Below are all of the actions found in your starting deck . Actions on market cards are explained on the separate iconography page.





Choose one of the 3 tiles from the Stalls  and place it on your Camp.  There is no limit to the number of tiles in your Camp .





Move an elephant one step toward the Towers





Place one resource from the Stalls  to the Warehouse .



Place one resource from the Warehouse  to an empty slot in one of the Towers .



Place a resource from the Stalls  to an empty slot in one of the Towers .



Place one Wild Tile to an empty slot in one of the Towers .



Trash this card to gain the action



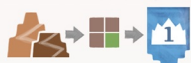
One gold. Unused gold is lost at the end of your turn




Spend 3 gold to gain that action




Move the Tablet Token matching the resource one step forward, gaining any bonuses

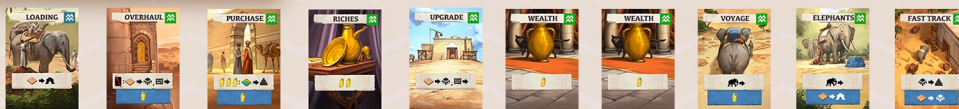




When placing a resource tile in the last empty space in any of the towers, immediately gain 1 .

GAME CONCEPTS

Deck Building and Market

You start the game with a 10-card deck containing the same cards as the other players. These are marked with the  icon.



You will often purchase cards from the Market to add to your deck. When doing so, place the card you purchased in your discard pile, then refill the empty card slot in the Market with a new card from the Market deck. On your turn, you may spend 1 gold   to discard all cards from the Market and replace them with new ones drawn from the Market deck.

In addition to the randomly drawn Market cards, players always have access to the two Reserve cards: **Jobs** and **Teamster**.


If you need to trash a Reserve card, place it back in its pile. When trashing market cards, place them in a face-up discard pile next to the Market deck. If the Market deck runs out of cards, reshuffle the discard and form a new deck.

Any time you're unable to draw a card because your deck is empty, you reshuffle your discard pile to form a new deck, then continue to draw as needed.

Tile-placement

As you build the tower of Babel, you will place Resource and Confusion tiles. You are allowed to place a tile on any empty space on the Tower - with or without a printed icon. Generally, you want to place your tiles together in a specific orientation depending on the resource type.





When you match a resource with a printed resource icon, gain 1  immediately. Similarly by placing a resource on the Load to Camp icon you gain that action immediately.

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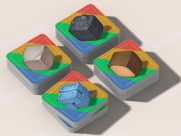
You score more points the longer the chain of the same tiles you place. However, you only score your own tiles, so you also want to block other players from making long chains by blocking them using your tiles.

CONFUSION TILES

When moving onto a space marked  on the Influence track **1**, immediately place a Confusion Tile on a Tower of your choice **2**. Confusion Tiles cause -1  Influence point for each adjacent resource at the End of Round Scoring. Confusion Tiles trigger a placement bonus when covering any icon on the towers.



WILD TILES




Wild resources trigger a placement bonus for the active player when covering a matching icon/action.

They can be used by all players for End of Round Scoring, and are not affected by Confusion Tiles.



CARD ANATOMY








- 1** Cost
- 2** Name
- 3** Immediate Bonus
- 4** End-game Influence Points 
- 5** Main Action
- 6** Alternative Action(s)

ELEPHANT & CARTS





Your Elephant is the most reliable way to get resources from your Player Board to the Towers.

To use your Elephant, do the following in order:

- 1. Load Resource tile(s) from your Camp**  **by placing it on the Elephant token** 
At the start of the game, you can load just 1 tile to your Elephant but the Cart upgrades allow you to load up to 3. While in the Camp  you may choose which resources to load on your Elephant. As long as you have the resource in your Camp, loading is automatic and does not require an action.
- 2. Move your Elephant across the board by playing cards with the Move**  **effect**
There are a total of 3 spaces between your Camp and the Tower that your Elephant needs to travel. Note that the Skip tile allows your Elephant to move faster (see Player Board p10).
- 3. Unload your Elephant when it reaches the Tower field** 
You must place all Resources from your Elephant on any combination of Towers you want. If you're unable to place a resource due to all towers being completed, you score 1 Influence point for each Tile that can't be placed.
- 4. Return your Elephant to your Camp**
After Unloading, your Elephant automatically returns to your Camp. This action doesn't require Move cards.

RESOURCE SPECIALTY



Elephants may be specialized for scoring by placing a Specialty Tile on your Camp . When your Elephant reaches the Towers with Resource tile(s) matching the Specialty Tile, gain 1 bonus influence point(s)  per matching tile immediately.



Resource Specialty tiles are limited to one type per player.








PLAYER BOARD EXPLAINED

In addition to your hand of cards, on each of your turns you will be interacting with your Player Board. It features a set of unique actions described below:





-  If a Resource Stall is empty, refill it from your bag immediately.
- 1**  →  **Pay one gold to refresh 1 or more stall(s).**
 Set any number of Resources from your Stall(s) to the side. Then draw the same number of tiles from the bag and place them to fill the empty spots. Return the set aside tiles to the bag at the end of your turn.
- 2**  :  **Return 3 tiles from the Warehouse back to your bag and gain 1 gold.**
- 3**  **When upgraded, place the Dual resource  in your Warehouse.**
- Note:** Dual resources provide both resources everywhere except when upgrading the player board tracks. Players choose 1 resource in that case.
- After scoring the towers in End of round scoring place any of your dual resource tiles back into your bag from the Tower(s)*
- 4**  **Upgrade your Elephant OR gain a Resource specialty.**
- 5**  **Draw one card from your deck and move your Elephant 2 spaces toward the Tower.**
- 6**  **Place the  on the first elephant movement space on the main board.** When your Elephant enters the space gain the bonus and flip the tile. Alternate between the bonuses.
- 7**    **Gain any card from the Market and trash a card from your hand or your discard pile.**
- 8**  **Place the Gold tile in your Play area for extra Gold every turn.** Use once per turn. Flip when used   /  .
- 9**  **Place the quad resource in your Warehouse  on your player board.** After scoring at the end of the round place it back in your Warehouse.
- 10**  **Gain 1  for every upgrade the player makes after maxing out the upgrades on that resource track.**

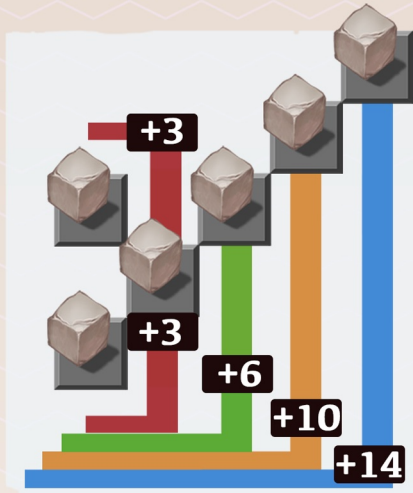
POINTS

When you gain your 11th Influence point , immediately place the  on the 1  space of the Influence track and move the  up 1space on the Lion points  track.

END OF ROUND SCORING







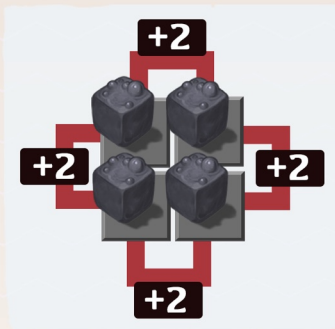
Wood - Score for horizontal adjacency. 2 Wood = 3 ,
3 Wood = 6 , 4 Wood = 10 ,
5 Wood = 14 




Stone - Score for Diagonals. 2 Stone = 3 , 3 Stone = 6 ,
4 Stone = 10 , 5 Stone = 14 




Brick - Score for vertical adjacency. 2 Brick = 3 ,
3 Brick = 6 ,
4 Brick = 10 ,
5 Brick 14 



Tar - Score 2  for each orthogonal adjacency.



Confusion - Lose 1  for each of your tiles adjacent to the Confusion tile(s).

CONFUSION

Alternative mode:
Confusion does not yield negative influence points.

All other placement rules apply.

END OF ROUND I SCORING EXAMPLE

At the end of **Round I** this is what the **Yellow player** will score:

- 1 3 🏠 from the Vertical Brick
- 2 6 🏠 from the diagonal Stone

Total of 9 🏠 this round

- 3 The remaining brick tiles will be placed in round II
- 4 The 3 remaining non-played cards will also will be played at the beginning of round II



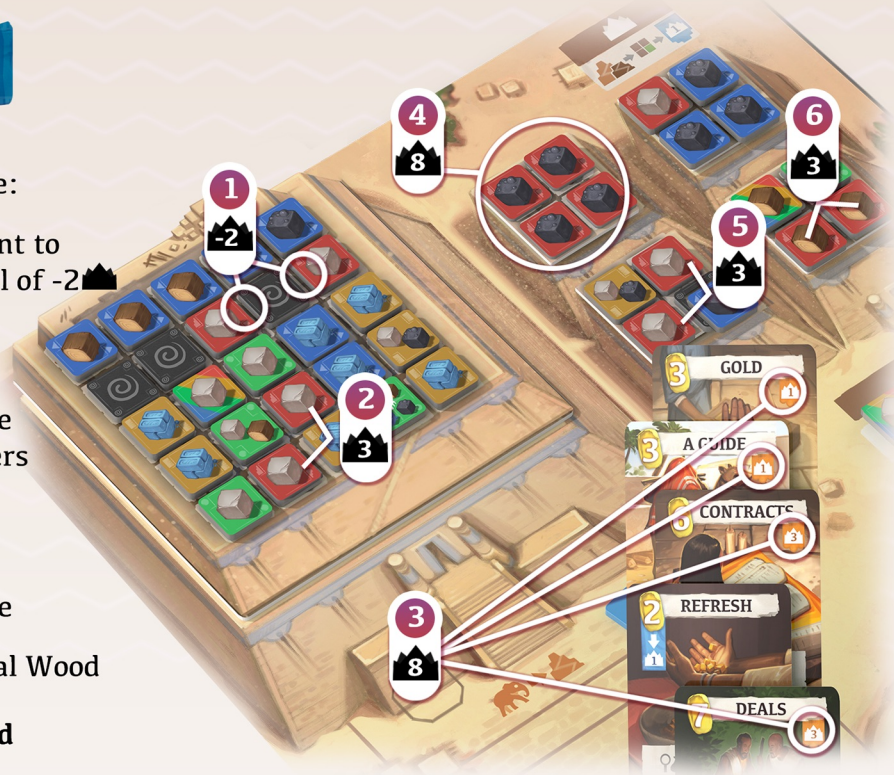
END OF GAME SCORING EXAMPLE

At the end of the round this is what the **Red player** will score:

- 1 -1 🏠 for each red tile adjacent to the confusion tile, for a total of -2 🏠
- 2 3 🏠 from two diagonal Red Stone and Wild Stone
- 3 9 🏠 from the 🏠 point value of the cards in the red players deck
- 4 8 🏠 from Tar
- 5 3 🏠 from two diagonal Stone
- 6 3 🏠 from two horizontal Wood



Total of 24 🏠 this round



Iconography



Gold



Starter cards



Add a card to your hand from your draw deck



Trash a played card or a card from your discard pile



Trash this card to gain...



Refresh market cards



Gain any revealed card from the market for free



Choose a card from your discard pile and add it to your hand (no cards purchased this turn)



Move an elephant



Add a cart



End game influence points



Add a Specialty Card



Take a random tile from your bag



Resource & confusion tiles



Load a tile to your tent



Place a tile from the stalls to the towers



Move a tile from the stalls to the warehouse



Move a resource tile from the warehouse to the towers



Remove 1 of your own tiles from a tower and place it in your bag



Wild resource



Choose tiles from your bag



Move a tablet token in your warehouse



Gain 1 tower immediately when purchasing this card



Refresh the resource token(s) in the stall(s)



Place 3 resource tokens from the warehouse to your bag and gain 1 gold.



Take a random tile from your bag and match resource icons on the card to gain that action

Appendix

An advance

Gain a card of your choice from the market or reserve worth less than or equal to 3 Gold. Place the card into your discard pile

Gambler/Supervisor/Trades Craft

When playing the card, draw one resource from your resource bag and match the resource to the reward on the card. After taking the action place the drawn resource back into your bag.

If you draw a dual resource tile, trigger both options shown on that tile & card

Refresh

Choose up to 3 resources from your bag to replace the existing ones in your stalls

Motivation

You may not play the top action if you do not have any cards in your discard pile

Confusion tiles

Alternative mode: Confusion does not yield negative influence points. All other placement rules apply.

