

BABYLONE

**A game by Bruno Faidutti
2 players – For 7 years +**

Material required :

12 sculptured stone pieces (3 Green, 3 Black, 3 Red, 3 Beige)
1 set of game rules

Aim of the game :

To be the first player to block the opponent.

Game set up :

The 12 pieces are placed randomly one by one between the two players.

There are then 12 piles 1 piece high, in 4 different colours.

The game itself :

The youngest player chooses to play first or second.

He takes a pile and places it on top of another pile which has at least one common characteristic with the pile he moves :

- Either the height, (same number of pieces) ;
- Or the colour of the piece on top.

Height, 1 pile which contains 1 piece can be only put on a pile containing 1 piece, 1 pile which contains 2 pieces can be only put on a pile containing 2 pieces....

Colour, only the colour of the piece located on top of each pile is taken into account.

Existing piles cannot be divided, which means that only all the pieces in a pile can be moved.

Once the player who went first has played, it is the opponent's turn. He/she proceeds as indicated above and the game continues until one of the two players can no longer move a pile.

End of the game :

The game stops when one of the players cannot move anymore piles: He has lost and the other player wins the game.

Variant :

To give the game more punch, we suggest playing the best of 3 rounds.

The loser of the previous round chooses to play first or second.

Particular thanks to Pista for the sculpture of the pieces, to the Czinomat laboratory (Sablé sur Sarthe - France) for technical support, to Jill Savouré and Kevin Church for the translations and to Bruno Faidutti for the web site on the game.