# ESCAPE FROM BABYLON



You have been caught by the pillaging forces of Alexander the Great and taken to Babylon against your own will as spoils of war.

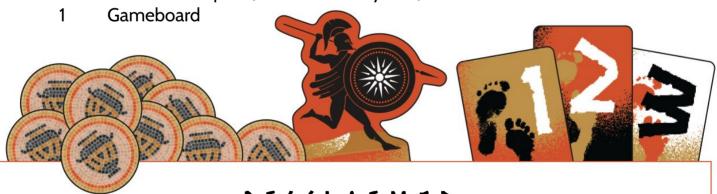
You have managed to break out and climb over the walls of Babylon. However, Alexander does not let prisoners escape so easily and he sends out hunting parties led by a dreadful Warlord. You have to escape the hordes coming after you and reach the safety of your home in the City of Susa.

#### INTRODUCTION

Escape from Babylon is a racing game for 2-3 players. A game takes about 10 minutes and the game is appropriate for ages 13 and up.

### GAME COMPONENTS

- 9 Tokens (3 different types, 3 of each)
- 1 Combat Die (D6)
- Movement Cards (8 x "Move 1 Step", 12 x "Move 2 Steps", 8 x "Move 3 Steps")
- 1 Warlord Standee
- 1 Base for Warlord Standee
- 4 Wooden Meeples (Black, Blue, Clay, Tan)



DISCLAIMER

This small game is designed to work as a practice project for content creators to practice creating digital Rules and an interactive Tutorial onto the Dized platform. This is not a published game, but is suitable for content creators to easily create a print-and-play copy for playtesting purposes.







## GOAL OF THE GAME

The players have to escape through Persia, trying to stay ahead of Alexander's forces and avoiding conflicts in villages. The player who first manages to finish the dangerous journey and reach their hometown of Susa wins the game.

#### SETUP

Open up the game board and set it on the table. Shuffle all the Movement Cards and set them to the side. Take the 4 meeples and set the Black one aside.

Each player chooses a color from the remaining meeples. And sets them in the space showing the meeples. This is how far players have already escaped. Place the Warlord standee to Babylon.

If you're playing with 2 players, separate the Ambush Tokens from the rest of the Tokens, as they won't be used for the 2 player game. Shuffle the rest of the Tokens face down and place 1 token to each Village, and remove the rest from the game. Then set the Black meeple on the "1" space on the Combat Track.

When playing with 3 players, shuffle all the tokens face down and place 1 token to each Village. For added challenge, place the Black Meeple to start on the second space of the Combat Track.

Deal each player 3 Movement Cards. Every player can view their cards but they are to be kept hidden.

#### GAMEPLAY

The Goal of the game is to reach the Village of Susa.

Each round has two phases:

- 1. Player Movement
- 2. Warlord Movement







#### 1. PLAYER MOVEMENT



Players move on the board by playing movement cards. You move as many steps as the number indicates on the card. If you ever land on an occupied space, you always move your Meeple to the next available space.

Every player plays ONE movement card face down to the table. If a player is down to only having one card left in their hand, they can also choose to take a chance and play the top card from the deck.

Once all players have played a card, they are revealed at the same time. Cards are resolved from low to high, based on the priority number on the top right corner of the card. Once a card has been resolved it goes to a discard pile next to the game board. At this time the player draws a new card from the Deck to replace it (If the draw pile ever is empty, the discard pile will be shuffled to replace it).

For example: Clay and Blue players both play a movement of 3 in the starting space. Blue's priority number comes first, so Blue moves three spaces forward. Then Clay moves, and because players cannot occupy the same space, Clay moves to the next available space, which is the Village of Tyre.



resolving value



**Village spaces** are marked with a house-symbol. First player reaching a village has to stop in that space even if they would've had extra movements left. Villages are unfamiliar places. When a player reaches a Village, they reveal the Village Token immediately, and act accordingly:



**Injury Token:** The player is injured in the city and has to reduce their next die roll by one. Keep the token until this happens.



**Stuck-in-a-Village Token:** The player cannot resolve any movement cards until all other players have passed them.



Ambush Token: Player is ambushed in the Village and permanently loses one card from their hand. The card is taken randomly by another player and placed face down in front of the player to remind them that their hand size is down by one card.







#### 2. WARLORD MOVEMENT



After all the players have played, the Warlord representing Alexander's forces will move. Draw one (1) card from the Movement Deck and add two (+2) to it. Move the Warlord forwards as many spaces, and stop if they reach a player. Put the card into the Discard Pile.

When the Warlord reaches a player, the player has to throw the Combat Die. Resolve the roll the following way and remember to deduct any possible Injury Token (-1) effects:

**Success:** If a player throws an equal, or higher number than the current value on the Combat Track, the player is able to flee the combat. In this case the player's Meeple is moved to the next available space.

**Failure:** If the number thrown is less than the current Combat Track Number, the player is injured and permanently loses one card from their hand (Same rules as with the Ambush Token). Then, move the player's Meeple to the next available space.

If a player ever loses their last movement card, they are caught by Alexander's forces and are eliminated from the game. Such a player returns their cards to the discard pile and places their meeple (back) to Babylon, with hopes to someday try another daring escape.

Whenever the Warlord reaches, or moves through, a Village, move the Black Meeple one step forwards on the Combat Track. If the Black Meeple reaches the final space on the Combat Track, it will remain there.

## END OF GAME

The game ends immediately when the first player reaches their home City of Susa, thus winning the game.

If all players are caught, nobody wins.

Well... except for the Warlord.



