

ESCAPE FROM BABYLON

RULES

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)
- 28 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)
- 1 Gameboard



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**



