GARDENS OF BABYLON

In ages past, King Nebuchadnezzar II of Babylon commanded his architects to design him gardens that would delight his beloved wife Amytis, then bade the famous gardener guilds of his glorious city to fill them with the most wonderful flowers. As the leader of such a guild, you must plant your signature flower in the most prestigious pools in the gardens. Each flower you plant brings you closer to earning your king's favor. But alas, you can never rest long on your laurels! For in the cutthroat world of competitive gardening, a cunning rival will always seek ways to outflank you, supplanting your hard work with a flooding cascade!

So are you ready to play *Gardens of Babylon*, the game where the path to victory is paved with the seeds of discord?

COMPONENTS



12 Scoring Tiles



78 Ziggurat Tiles



12 Red Guild Gardeners
36 Red Hibiscus Seeds



12 Yellow Guild Gardeners
36 Yellow Marigold Seeds



12 White Guild Gardeners
36 White Lily Seeds



12 Purple Guild Gardeners
36 Purple Lavender Seeds



5 Base Tiles

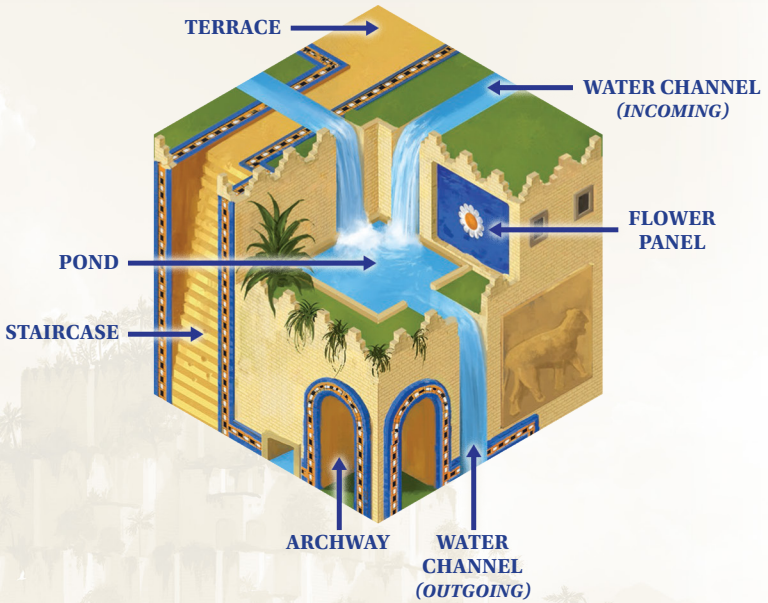
SET UP

1. Assemble the base tiles into a single piece.
   - For a full game, assemble a 13-tile base piece.
   - For a quick game, assemble a 10-tile base piece.
2. Shuffle the indicated number of ziggurat tiles into a pile.
3. Give each player all 36 seeds of a single color.
4. Give each player the indicated number of gardeners (same color as the seeds).
5. Draw 4 tiles from the pile and place them face up. These form the initial tile pool.
6. The player with the most colorful shirt goes first.
7. Players take turns in clockwise order.



HOW TO WIN

The player with the most points at the end of the game wins.
Each seed planted on the ziggurat is worth points. Seeds closer to the top are worth more points than seeds closer to the base. Seeds on tiles with panels are worth bonus points, as many as the flowers on the panel.



PLAYER TURN AT A GLANCE

On their turn, each player does the following, in order:

- **PLACE:** they **must** place a tile from the tile pool.
- **MOVE:** they **may** move a gardener.
- **PLANT:** they **may** plant a seed.
  This **may** start a cascade!
- **DRAW:** they **must** draw a new tile from the pile, if possible, and add it face up to the tile pool.

PLAYER TURN IN DETAIL

PLACE

Pick any tile from the tile pool and add it on top of two previously placed tiles on the ziggurat. Make sure the tile is placed upright, with the terrace on top (trees and plants on the tile will also help you orient it correctly).

Once you have placed a tile, you may move a gardener.



MOVE

Place a gardener from your hand onto any terrace on a base tile, or choose one of your gardeners already on the board. This is your planter.

Your guild's safety rules stipulate that a planter may move up to 3 times each turn, to avoid the risk of heat exhaustion. Each movement must be from the terrace of one tile to the terrace of an adjacent tile, and it must follow a valid pathway, up a staircase, down a staircase, or laterally through an archway.



1 Move *1 Move* *Illegal Move* *2 Moves*

Stopping when moving onto unplanted tile terraces

Gardening under the scorching Babylonian sun is thirsty business. Whenever your planter moves onto the terrace of an unplanted tile, they stop and dip their drinking gourd into the empty water pool, quenching their thirst, but losing any remaining movement in the process.

Boosting when encountering allied gardeners

Whenever your moving planter encounters an allied gardener on the terrace of any tile, unplanted or otherwise, they receive a refreshing drink of water straight from their ally's drinking gourd. This boosts your planter's morale and resets their movement, allowing them to move up to 3 times from that terrace (provided they don't stop for another drink along the way).

▸ PLANT

If your planter ends their movement on the terrace of an unplanted tile, they may plant a seed from your bank by placing it in the water pool in the middle of the tile.

If you didn't move a gardener this turn, you may select any gardener on an unplanted tile as your planter, and use them to plant in the water pool on that tile.

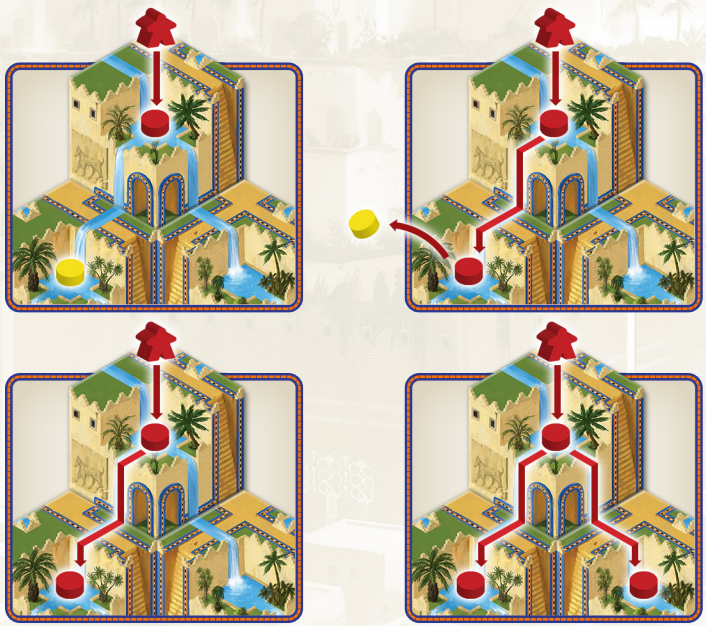


Cascading on connected lower-level pools

Seeds flow downhill: if the pool where you just planted connects to any lower-level pools via unbroken water channels, then you may plant on those pools in the same turn. The stream gently carries your seeds down to the lower pools, knocking any previously planted seeds out of the water and back into their owner's hand.

The only way you can replace a planted seed, including your own, is by cascading on it from above!

You may continue planting as far down as you want, splitting in either or both directions each time, as long as each subsequent pool is connected via an unbroken water channel. You cannot skip any connected pools, but you can cascade over your own seeds if need be.



▸ DRAW

Draw a tile from the top of the pile, if available, and add it face up to the tile pool.

GAME END

The game ends when the last tile has been placed.
The last player completes their turn and the game moves to the scoring phase.

▸ SCORING

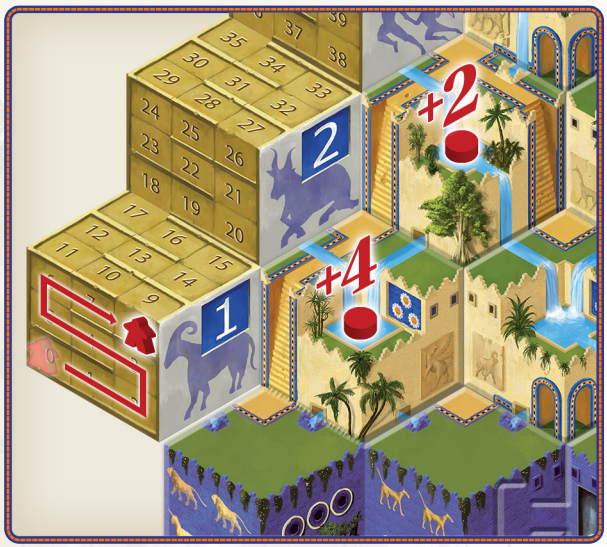
At the end of the game, each planted seed in row 1 is worth one point, in row 2 two points, in row 3 three points and so on and so forth. Seeds planted on tiles with flower panels are worth additional points equal to the number of flowers on the panel.

To calculate each player's score, place the scoring tiles next to the gardens, starting by placing scoring tile 1 next to the first row (not counting the base tiles), scoring tile 2 next to the second row, and so on and so forth, until all ziggurat rows have a corresponding scoring tile next to them.

For each player in turn, place one of their gardeners on the first scoring tile at position 0. Move the gardener up the scoring track as you count out the points from the seeds to keep track of that player's score. Don't forget to add the bonus points from the flower panels to the total!

The player with the most points is the winner, and may lead the other players on a victory lap through the garden (or nearest local park if preferable).

In case of a tie, the player with the most leftover seeds wins. If the players tie again, the player with the most flower panel bonus points wins.



SOLO RULES

A solo game is played like a two-player game, between you and the king, with the following rule adjustments:

- The king has no gardeners, only seeds.
- Before starting the game, you must place each of your gardeners on a different base tile terrace.
- You then shuffle the ziggurat tiles into a pile.
- Draw 4 tiles from the pile and place them face up. These form your initial tile pool.
  - For a more challenging game, you may reduce your tile pool to 3 or 2 tiles
- The king always plays second.
- The king always picks the top tile from the pile and adds it to the ziggurat.
  - If no more tiles are left in the pile, shuffle the tiles in the tile pool face down under the table and draw a random tile for the king.
- The king must plant a seed on the tile he has just placed.
- When placing a tile, both players must do the following:
  - The tile must be placed on top of two existing tiles and immediately to the right of the most recently placed tile.
  - If that is not possible, the tile must be placed on the leftmost position of the next row.
  - The ziggurat is therefore assembled one tile at a time, left-to-right starting from the first row.
- If the planting of a seed has the potential to trigger a cascade, players are obligated to take it.
  - Players must complete a full cascade, i.e. they must plant in all pools connected by the cascade.
  - If they don't have enough seeds for a full cascade, they must select those paths that will secure them the most points.
- The game ends like a normal game and the winner is once again the player with the highest score.
  - Can you exceed your previous highest score?