

WONDER BABEL

Tower of Babel



1 • 6 • 13 • 16



All players pay a tax to the bank corresponding in amount to the current Age whenever they build a corresponding building, a Wonder stage, or use a chain.

2 • 15



These two tiles allow players to ignore the **resource cost** when constructing military buildings or a Wonder stage.

7



Each player may use the buildings of both of their neighboring cities to construct their buildings for free via a chain.

19



- If you must take a 1VP token, take nothing.
- If you must take a 3VP token, take a 1VP token.
- If you must take a 5VP token, take a 3VP token.

5 • 14



Grant players a bonus corresponding to the current Age after the construction of a civil building or the use of a chain.

24



After building a Guild, a player gains a 5 coins.

3



The brown double or mixed cards are unusable.

4



Players may not use thier: Eastern Trading Post, Western Post, Marketplace, Caravansery, and Forum.

22



If you must take 1 Defeat token, take 2.

9 • 10 • 11 • 12



These four tiles modify the price of commerce when purchasing resources from neighboring cities.

20



Raw materials cards which produce a 1 resource produce an infinite number of resources.

8 • 23



The construction of civil buildings or Guilds via resources is forbidden. Their construction requires a number of coins equal to the number of resources present in their construction cost.

17 • 18 • 21



These allow each player to benefit once per turn from a free resource from among those shown on the tile.

PENALTIES



The player must discard a card of their choice of the corresponding color.



The player must discard all of their coins.



The player discards 2 military Victory tokens of their choice.



The player loses, until the end of the game, the use of the resource or benefit of their Wonder.

REMINDER: If a player cannot pay the penalty of a Great Project card, that player must then take a Penalty token of the corresponding Age.

REWARDS



The player takes the corresponding number of coins from the bank.



The player takes a Shield token. This token is added to their military strength.



The player takes the military Victory token from the reserve.



The player takes this token. They can return it to participate in a Grand Project without taking into account the color of that Project.



The player takes the token. They can return this token to the reserve to construct a Building for free.



The player takes the token. They can return this token to construct a Stage of their Wonder for free.



The player takes the token. At the end of the game, this token will be worth 3 points for each group of 3 different scientific symbols.



The player takes the token. At the end of the game, this is worth 1 victory point for each Guild built by the player or by their neighbors.



The player takes the token. At the end of the game, this token is worth 1 victory point for each stage of a Wonder built in your own City.