

Game parts

24 cube elements with indentations and bulges.
There are 5 different types:

- 6 type 0's -> an indent on all sides -> Fig. a
- 6 type 1's -> 1 bulge and 5 indents -> Fig. b
- 2 type 2's -> 2 bulges and 4 indents -> Fig. c
- 6 type 3's -> 3 bulges and 3 indents -> Fig. d
- 4 type 4's -> 4 bulges and 2 indents -> Fig. e

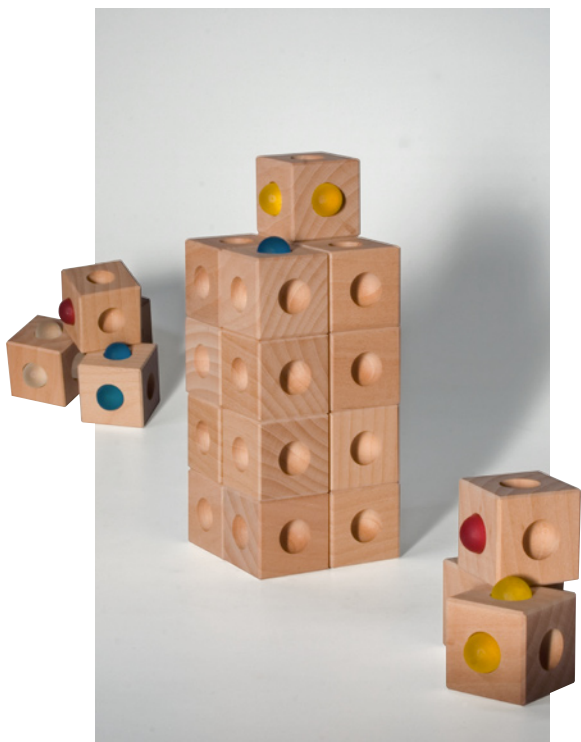


Fig. a



Fig. b

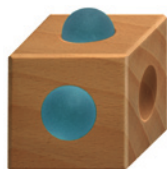


Fig. c

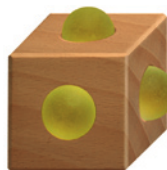


Fig. d



Fig. e

Rules

1. Every player gets 12 cubes: half of each type
2. A player starts with an arbitrary cube, except the type 4
3. The players take turns placing cubes, in such way that there is always a square level of 2x2 cubes (-> Fig. f)
4. The players must complete each level before beginning to construct the next one (level by level) (-> Fig. g)
5. There only may be indents on the outside of the tower (NO marbles) (-> Fig. h)
6. There must never be a hollow space on the inside of the tower (where the surfaces touch). Each indent must be filled with a marble (-> Fig. h)
7. On the ground level it is not allowed to place cubes diagonally. On all other levels diagonal setting is allowed (-> Fig. i)
8. On the topmost possible level (6th) bulges as well as indents are allowed to be visible (so as if were further built)

The player that forces a situation where his/her opponent can not continue placing cubes, is the winner!

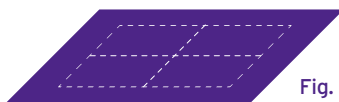


Fig. f



Fig. g

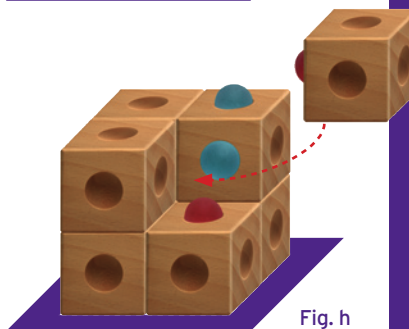


Fig. h

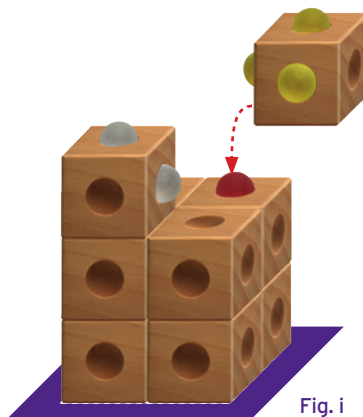


Fig. i

babel[®]

babel is a strategy game for two players starting at the age 6. The aim of the game is to prevent further tower construction by forcing a situation which makes it impossible for the opponent to place more elements.