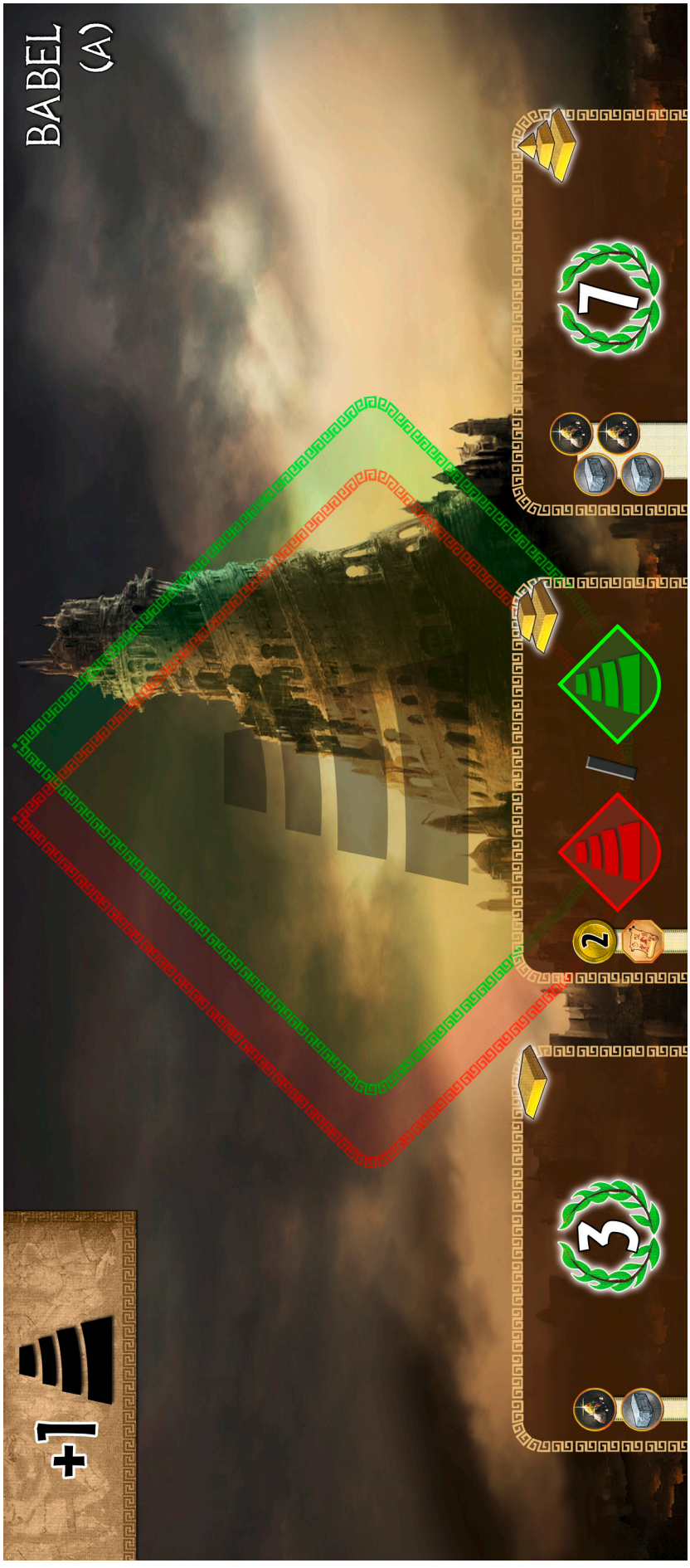
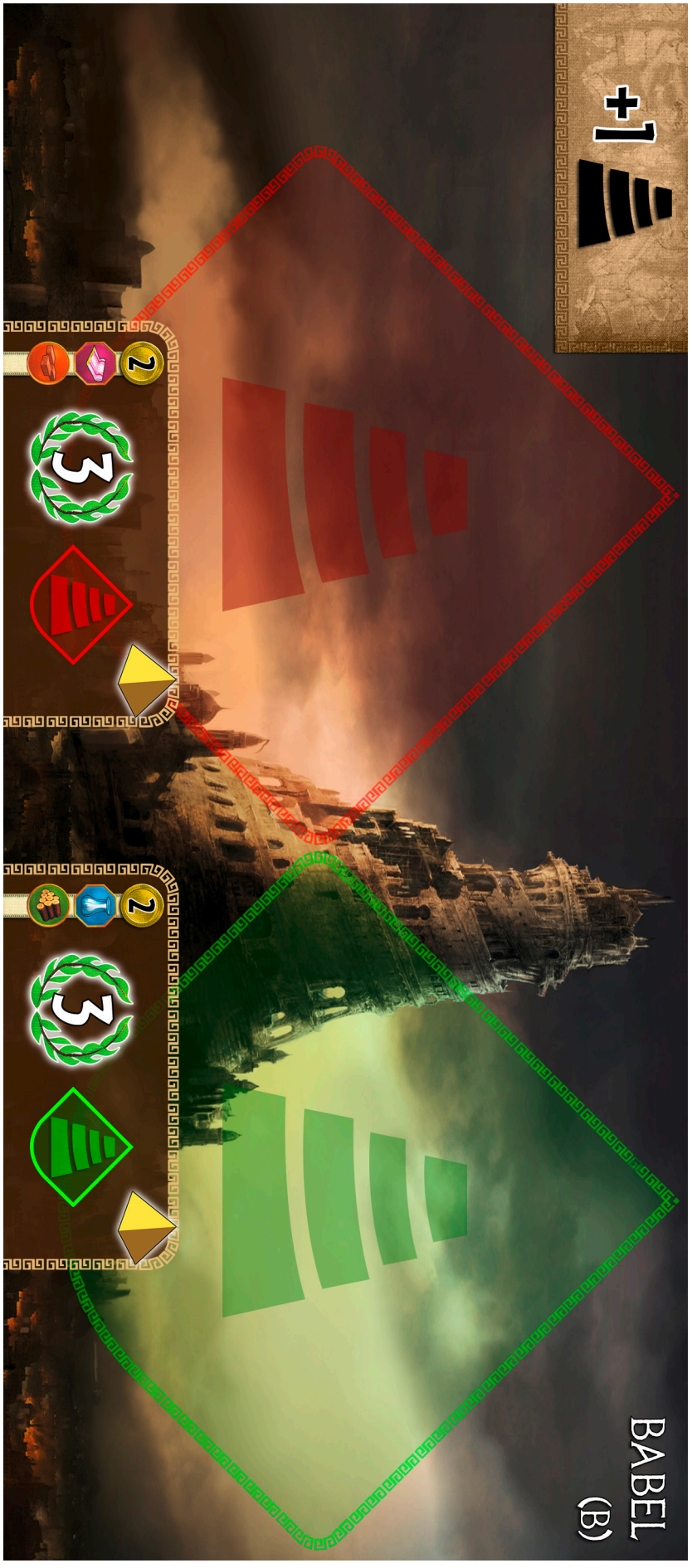


BABEL - THE TOWER

BASIC POWER : take 1 unused law at the end of the laws draft.
A : put 1 law on your wonder on red OR green place.
B : put 1 law on your wonder on red place AND one on green place (you built the wonder steps in any order).

the red law means it's a law that will only apply to the other players
the Green law means it's a law that will ony apply to you

You still win 2, 3, and 5 victory points after playing the 1st, 2nd, and 3rd laws, no matter if you play them on your wonder or on the tower. no extra bonus points after the 4th law has been played (so the maximum is still 10 points).



Babel - the wonder (unofficial expansion for 7 Wonders : babel) - by **Corro** at corrojeux.wordpress.com