

BABYLONIAN PANDEMOMIUM



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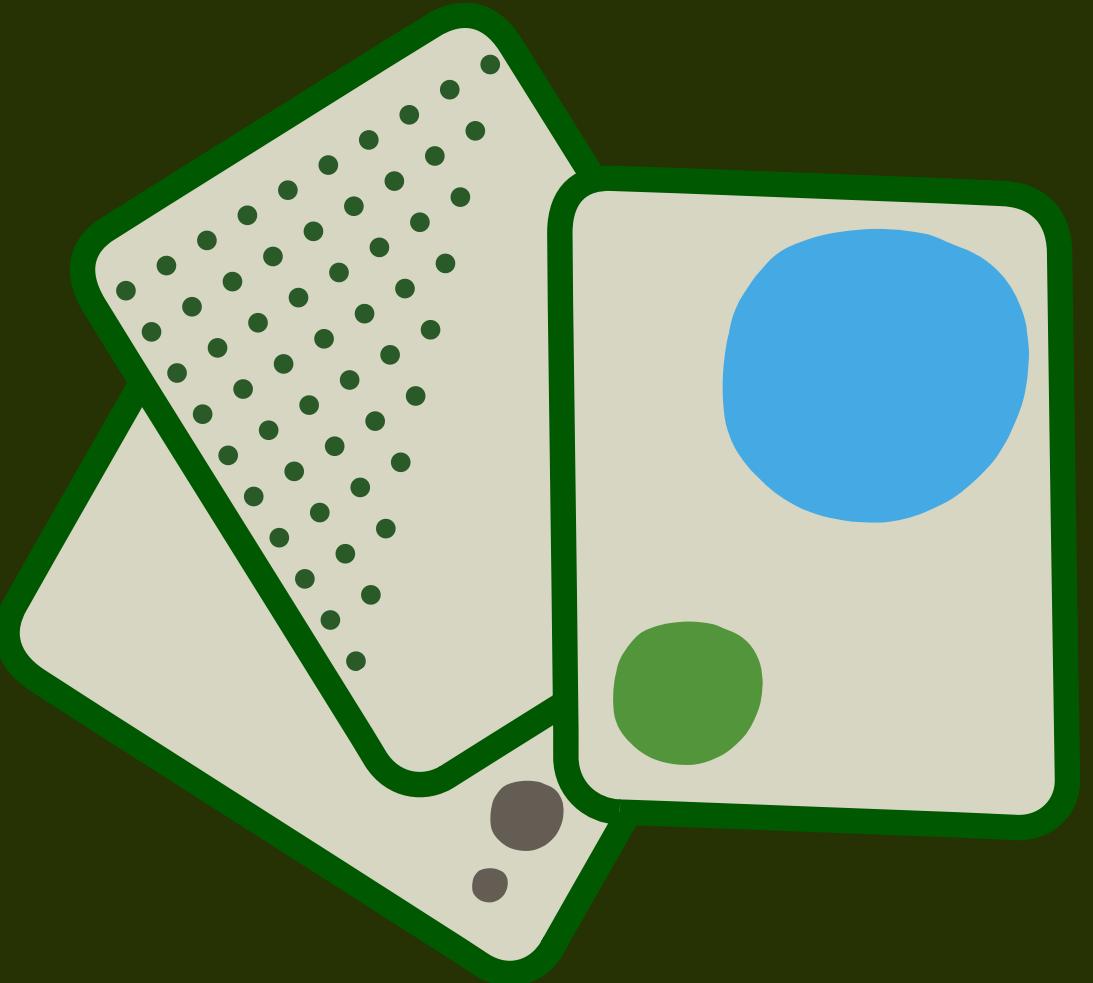


Babylonian Pandemonium is a tabletop game inspired by the myth of Babel Tower.



GAME SETTING & STORY

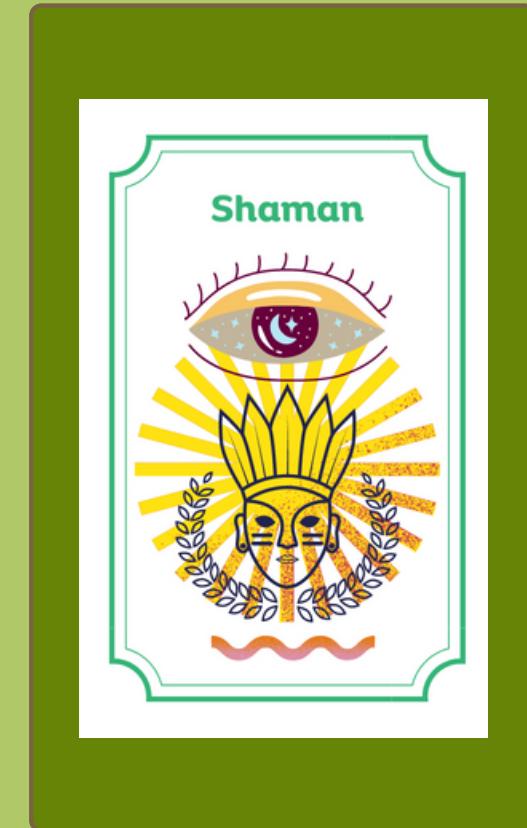
The game is set in the ancient city of Babylon where people decide to reach the heavens and live there after being sick of living on earth.



The 3 major nations of Babylon comes together to build a tower to reach this goal. God notices their plan and uses various ways to cause them failure.

With time running out every turn that passes, we will see who will achieve their goal.

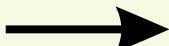
GAME AESTHETIC



CORE LOOP



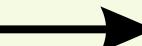
START



ROLES



NEW ROUND



NEW ROLES

Start the game as
God or a
Babylonian.

Testing new roles
and different
tactics.

Completing the
round.

Switch roles.

**Babylonians collect
resources/
God prevent them from
that**

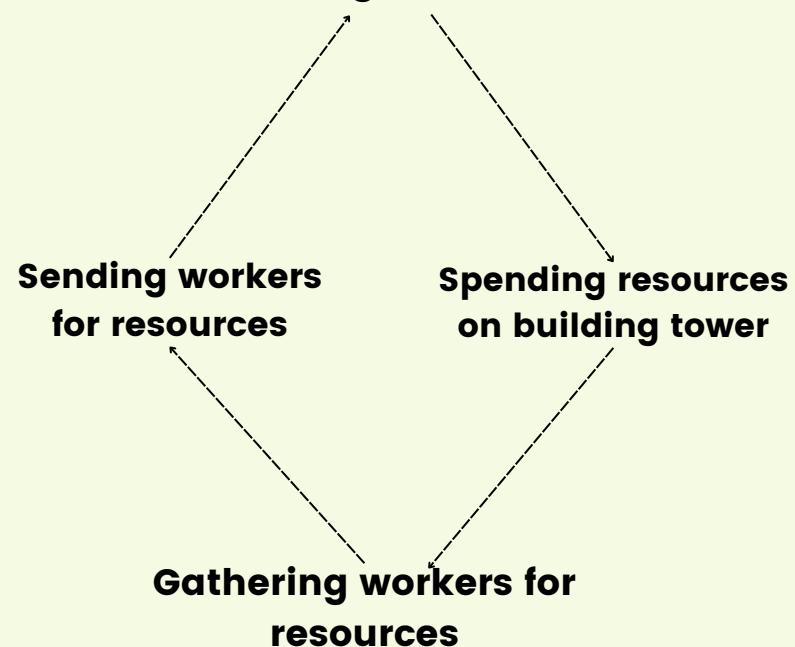
Choosing 1 out of 9 roles for babylonians

Gathering wood/coins/stone/marble or "God's" points

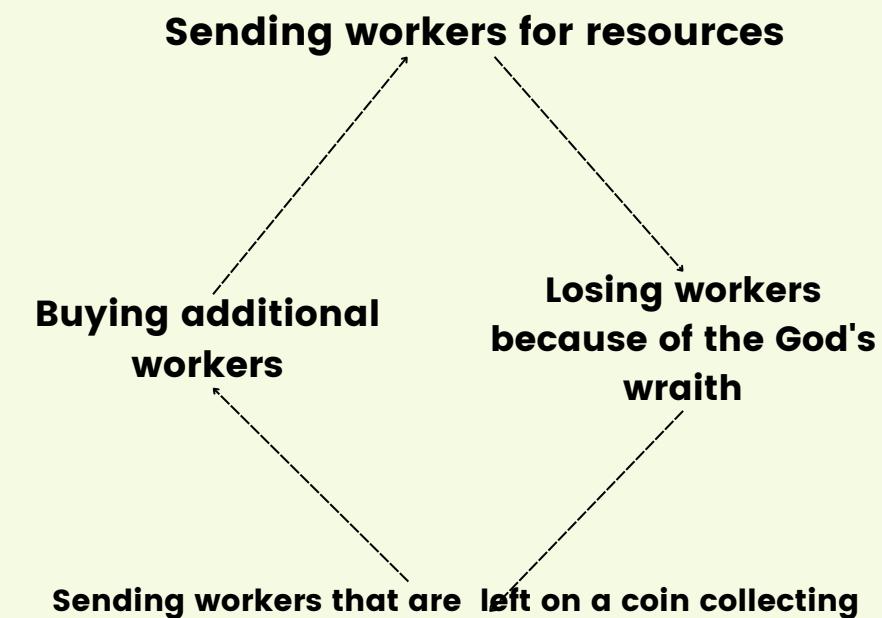
Babylonians need to build a tower that consists out of 13 blocs

ECONOMY LOOPS

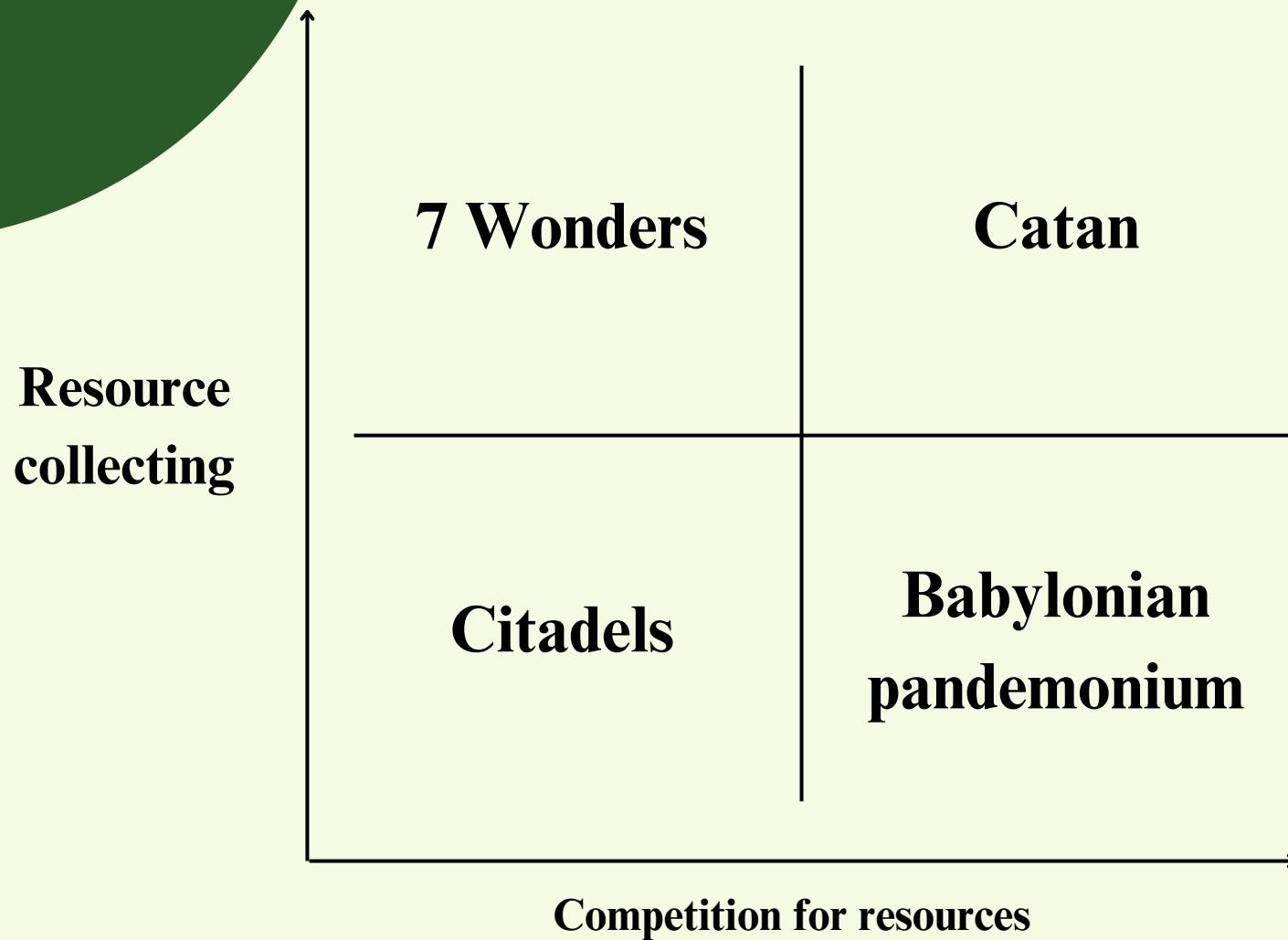
Resource collecting(Wood, Stone, Marble)



Sending workers for resources



COMPETITIVE RESEARCH

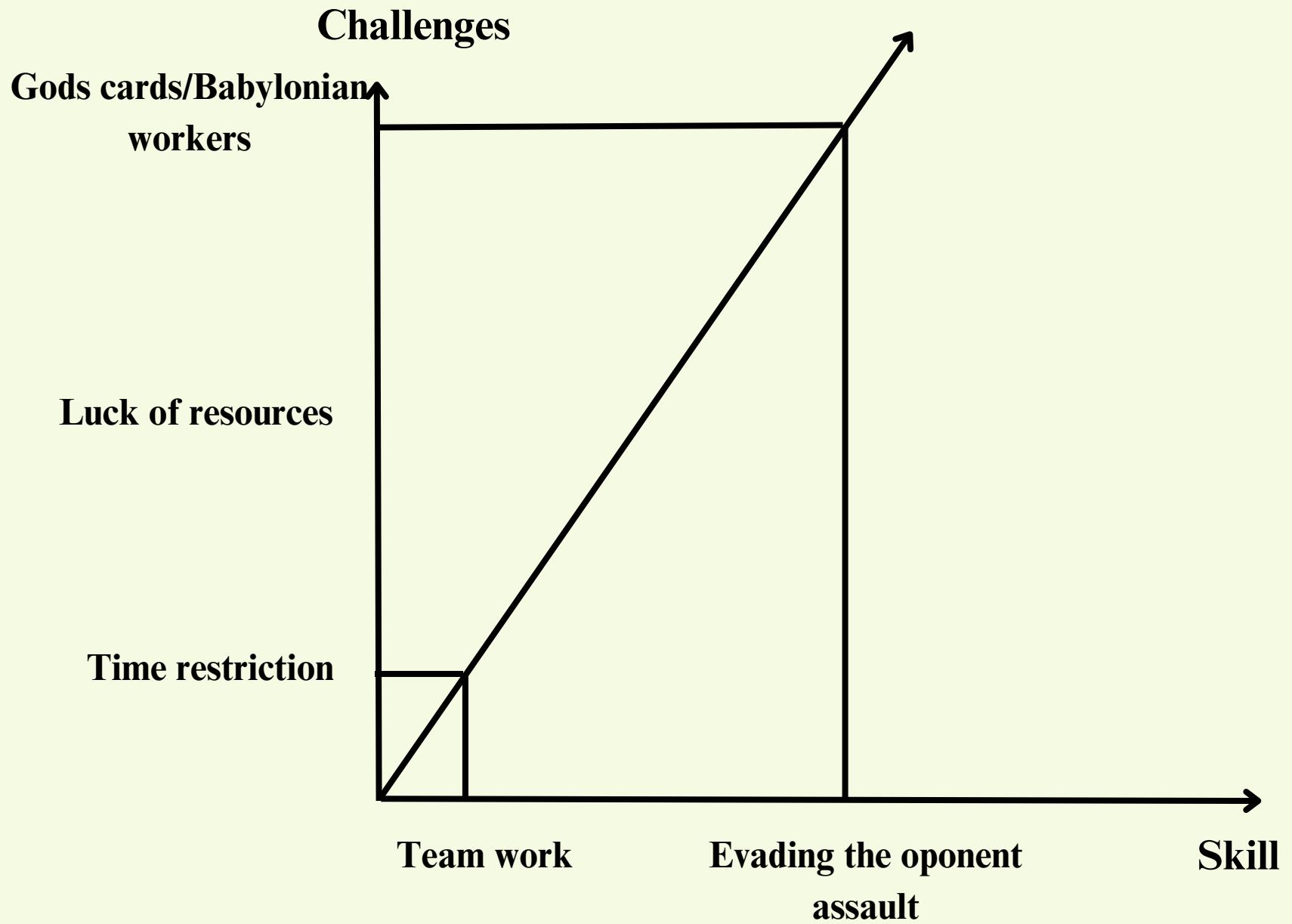


**Game "Catan"- aproximetly earned
2mil.\$**

**Game "7 Wonders"- aproximetly earned
1mil.\$**

**Game "Citadels"- aproximetly earned
300.000 \$**

GAME FLOW OF THE GAME



GAME MECHANICS



01

The players have 9 roles to choose from, these roles will help them with their purpose of building 13 blocks in time.

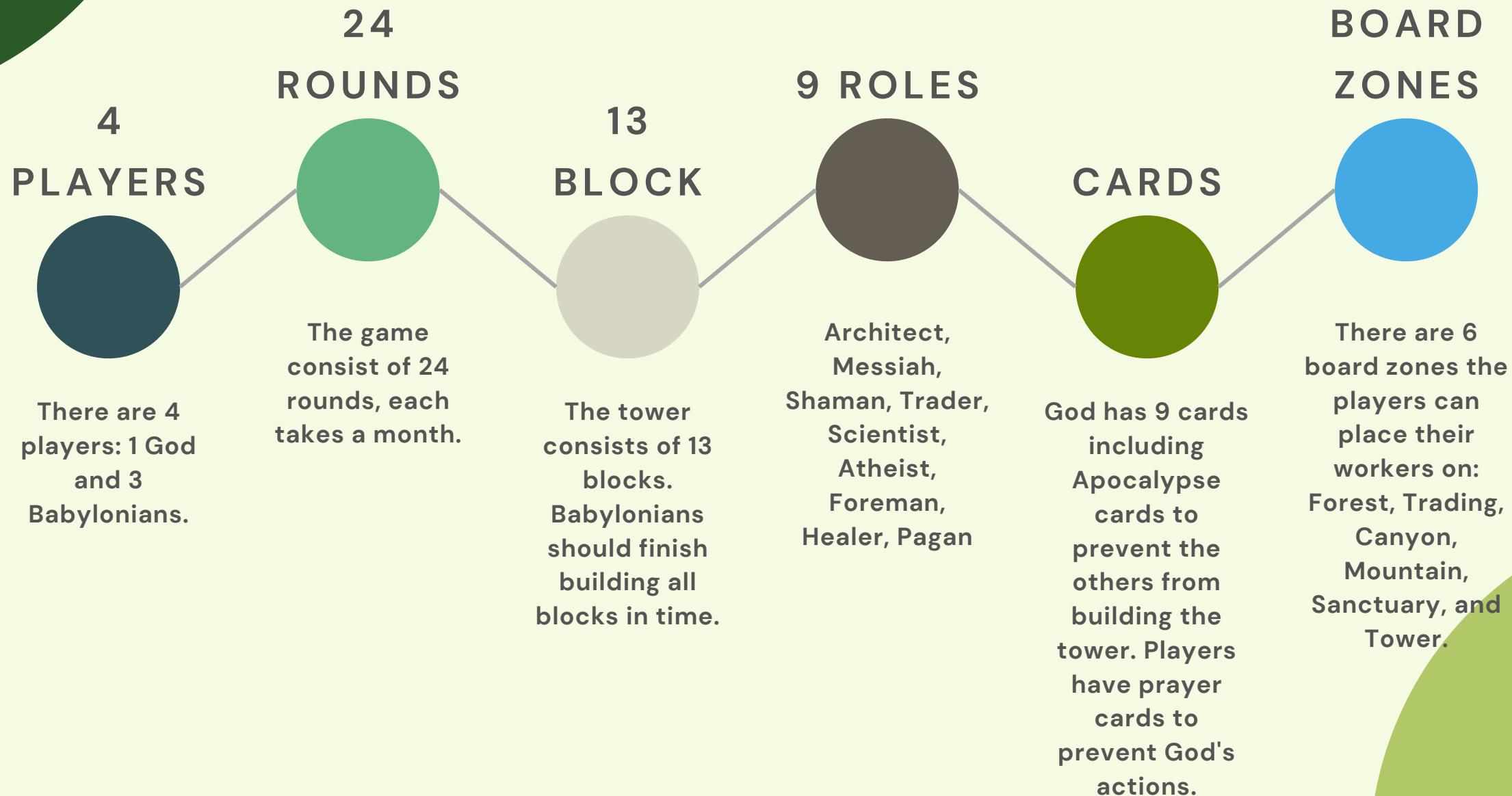


02

There are cards that will help God to prevent Babylonians building the tower and cards that help Babylonians to fail God.

If Babylonians cannot build the tower in time, God wins.

GAME MECHANICS



GOD PLAYER



The main role of God is to prevent Babylonians from building the tower. God receives some of the cards at the beginning of the game and then receive 1 for every turn.

Every successful attempt will grant God special faith points that he can exchange for Missionary or Apocalypse Disaster Cards (they can destroy 2 players at 1 turn when used right).

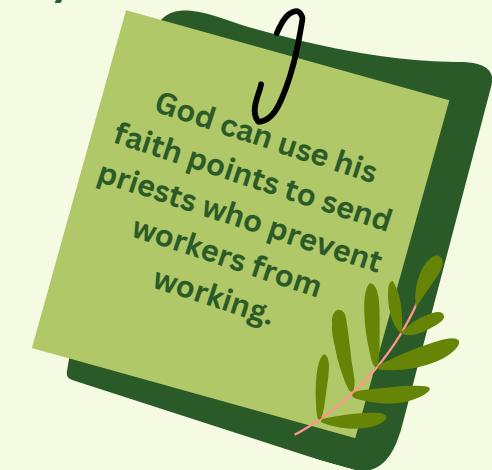
God player goes first at the beginning of every round!

NORMAL CARDS

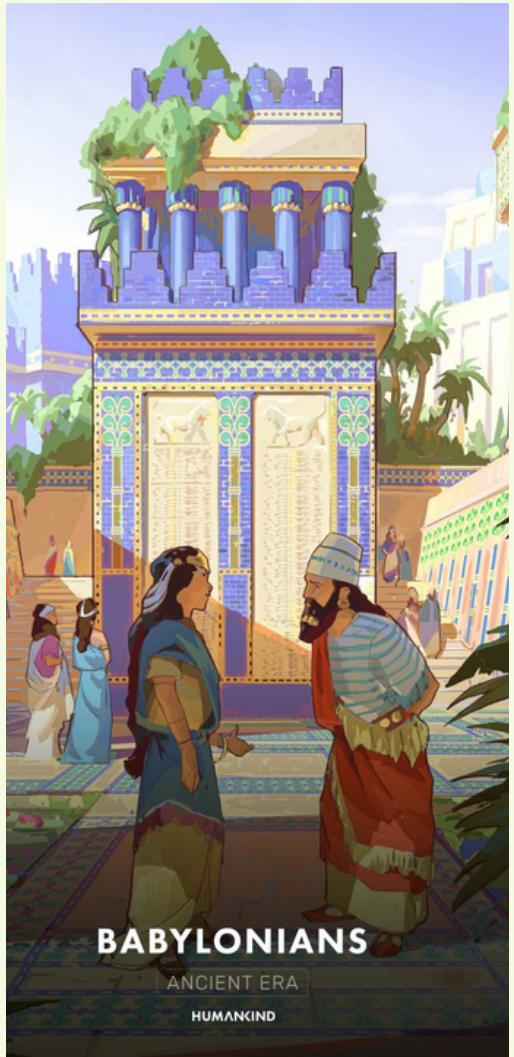
- Float: No marble
- Lightning: No wood
- Hurricane: Can't work on the tower
- Storm: No money
- Permutation: Change of positions
- Extreme heat: No stone

APOCALYPSE CARDS

- Mosquitos: Workers who work on tower or stone building are dead.
- Plague: Workers that were sent on resources are dead.
- Egyptian Night: No active abilities this turn, only passive.



BABYLONIANS



Babylonians will have several steps made from blocks that represents the Tower. Every Babylonian has workers. It takes 1 turn for a worker to build 1 block after getting together 1 wood, 1 stone and marble which player need to merge together. Only 1 worker can work on the Tower.

Babylonians can send their workers for resources or building together or separately. They need to act wisely and guess which card God used so they dont lose their workers. If they lose a worker, they need to pay 3 gold to hire another one.

Babylonians need resources such as stone, woon, marble and money to finish the tower. If they do not finish building 13 blocks in 24 rounds, God wins.

9 ROLES

Babylonians have 9 roles they can choose from for each round, on the next round that role will be banned. The roles will remain banned until all the roles are used. After all the roles are used, Babylonian can choose a role out of 9 again.

- Architect: Can build 2X as much blocks with the same amount of workers
- Messiah: God cannot strike his workers
- Shaman: Any disaster will be changed for a float for this round
- Trader: Raises more money
- Scientist: Raises more natural resources
- Atheist: Priests cannot stop workers from working on this turn
- Foreman: An additional worker
- Healer: Do not lose any worker because of a disaster
- Pagan: God's wrath will be targeting this Babylonian for this turn

BOARD ZONES

Forest: Gain 1 wood

Trading: Gain 3 gold

Canyon: Gain 1 marble

Mountain: Gain 1 stone

Sanctuary: Gain 1 prayer card

Tower: Work on the tower for 1 turn

SANCTUARY

Babylonians can move their workers to the sanctuary. God can not strike workers or send priests to the sanctuary. Babylonians receive 1 prayer card after placing one of their workers here. There are 12 prayer cards in total (3 for each color). Babylonians should place the prayer card on the corresponding color from the faith section on the board.

Red Prayer Card: The effect of God cards are nullified for this round.

Blue Prayer Card: Babylonians can activate the effect of an already placed worker for a second time for this round.

Green Prayer Card: The resources that were gained are doubled for this round.

Yellow Prayer Card: Babylonians can send workers to anywhere without restrictions for 2 rounds.

GAME BOARD



GAME BOARD

FIRST ROUND EXAMPLE



God chooses a card and places on the map to reveal it at the end of the round.



Each Babylonian choose their role openly.

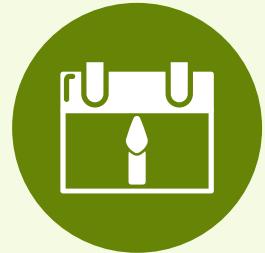


Babylonians secretly discusses what they want and what their move will be.



God reveals his card. Babylonians only receive the resources that wasnt damaged by God.

TARGET AUDIENCE



Ages of 19-45



Competitive
strategic
game players



Socializers



Gameplay video

