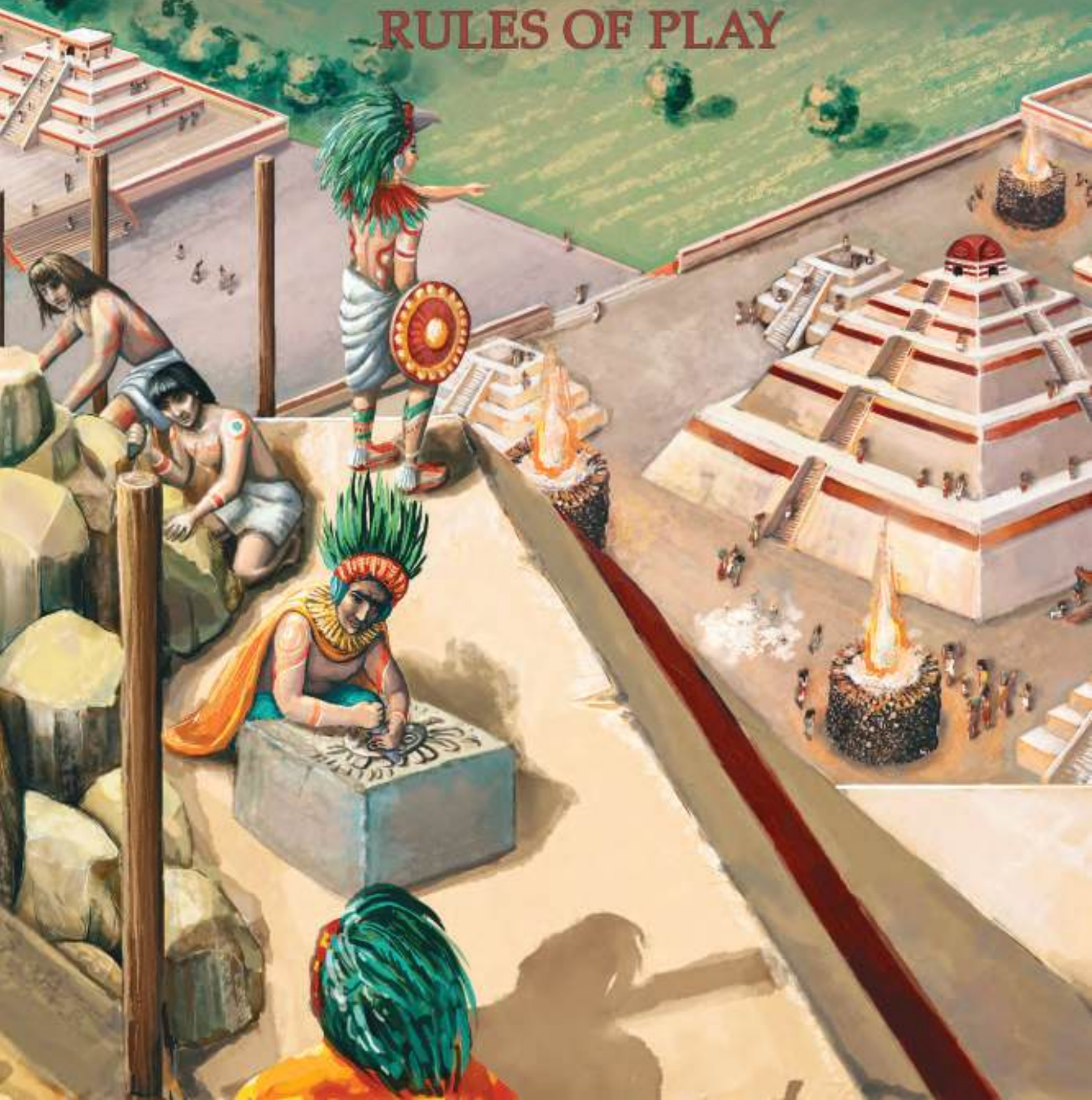


# TEOTIHUACAN

## LATE PRECLASSIC PERIOD

### RULES OF PLAY





Teotihuacan is bustling with action! The city is ever expanding and growing, drawing inhabitants from nearby areas to make Teotihuacan their new home. A glorious new temple has just been constructed, attracting local governors to seek the blessings of the gods as they continue to build and decorate the city. With the rapid progress also come new challenges, as the influx of people and activity demand adaptability to the seasons of change.




Explore new options to enrich and expand your gaming experience! Teotihuacan: Late Preclassic Period is a modular expansion for Teotihuacan: City of Gods and requires a copy of the base game to play. All modules herein are compatible with one another and can be enjoyed together or individually.

If anything in this rulebook contradicts a previous rule in the base game, this rulebook takes precedence.



### 3 new Action Boards

- Nobles (6) Action Board with  temple sidebar
- Architecture (7) Action Board
- Development (8) Action Board



### 1 Tile board



### 8 Season tiles



### 16 Priest and Priestess tiles (10 player tiles, 6 Teotibot tiles)





- 1 Expansion game board



- 8 Wooden discs in 4 colours (2 per player)



- 16 Wooden worshippers in 4 colours (4 per player)



## MODULE SUMMARY & USE OF COMPONENTS

### List of modules

- **Priests and Priestesses (M1):** Devout worshippers grant special effects and abilities.
- **Height of Development (M2):** Expanded board and new temple offer fresh challenges.
- **Seasons of Progress (M3):** Variable effects impact each season and eclipse.
- **Architecture (M4):** Renewed plans for beautifying the Pyramid of the Sun.
- **Development (M5):** Build the pyramid using new engineering techniques.

### New components

Each player should use wooden worshippers instead of discs to mark their progress on each of the temples..

The wooden discs are still used to track the progress on the score track, on the Avenue of the Dead, and on the Pyramid track.

Players will use their remaining wooden discs as Technology markers and to mark abilities acquired on the temple depicted on the expansion board, if that module is in play.

The rules for each module outline changes to game setup as well as game play, without reiterating the base game rules.

#### First time playing

##### Teotihuacan: Late Preclassic Period

For your first few expansion games, we recommend introducing one or two modules at a time, as each module comes with its own unique set of challenges. Introducing all five modules at once may be an overwhelming challenge before you gain experience playing with this expansion.





## MODULE 1 — PRIESTS AND PRIESTESSES

*This module introduces asymmetrical player powers in the form of priests and priestesses, worshippers of the many deities in Teotihuacan. Each such character will provide you with a unique effect or special benefit throughout the game.*

### Components

- 16 Priest and Priestess tiles (10 player tiles, 6 Teotibot tiles)

### Player setup

After selecting (or drafting) Starting tiles, shuffle the 10 Priest and Priestess player tiles and deal 2 to each player.

Each player simultaneously chooses one tile to keep, returning the other to the game box.

Refer to the Appendix for an explanation of the ongoing benefit of each Priest and Priestess tile.


### Teotibot: Solo Rules

During setup, shuffle the 6 Priest and Priestess Teotibot tiles and deal 1 to Teotibot.


## MODULE 2 — HEIGHT OF DEVELOPMENT

*A prestigious fourth temple, orange in colour, is added to the game. Unlike the existing temples, which provide you with a one-time bonus each time you advance thereon, the orange temple will allow you to unlock your choice of permanent powerful abilities. While you will have fewer opportunities to advance on this temple than the others, the rewards will be worth the effort.*

### Components

- Expansion game board
- The new Nobles (6) Action Board with  temple sidebar
- Extra Wooden discs for each player

### Board setup

Place the expansion game board face-up next to the main game board. When placing Discovery tiles and Temple Bonus tiles, remember to also place these tiles on their dedicated spots on the  temple.

Before shuffling the Action Boards, the new Nobles (6) Action Board replaces the Nobles (6) Action Board provided in the base game.







### Player setup

Each player should place a worshipper on the bottom step of each temple. The wooden discs will be used by each player as follows:

- Special Ability markers: 6 discs
- Technology markers: 6 discs
- Pyramid, Avenue of the Dead, and score tracks: 3 discs

### The orange temple

The new orange  temple functions just as the other temples in the game, though you are offered only limited ways to advance on the orange temple:


- The Worship space on the new Nobles (6) Action Board allows you to Worship at the  temple
- The  temple advancement icon can be used to advance on any temple, including .

When you advance onto a step that allows you to gain a Special Ability, choose an ability of the appropriate level (I/II/III) and place one of your Special Ability markers (wooden discs) adjacent to the chosen ability to mark that you now have that




ability for the remainder of the game. Refer to the Appendix for an explanation of the ongoing benefit of each Special Ability.



**Important:** You may never choose an ability of a lower level or the same ability twice. Of course, different players may choose the same ability, if they so desire.

**1-2**  When advancing onto this step, you may choose one of your unlocked workers anywhere on the board, and move it 1 or 2 spaces backwards (counter-clockwise).



## Teotibot: Solo Rules

Teotibot does not advance on the orange  temple during the game.

During setup, place one of Teotibot's worshippers on the Temple Bonus tile of the orange  temple.

At the start of the first Eclipse, Teotibot places a Special Ability marker on  : .

At the start of the second Eclipse, Teotibot places a Special Ability marker on  :  +2.

At the start of the third Eclipse, Teotibot places a Special Ability marker on  :  +1.



## MODULE 3 — SEASONS OF PROGRESS

*A game of Teotihuacan is divided into three Seasons, the first ending in the first Eclipse, the second Season ending in the second Eclipse, and so on. Each Season, a tile will be revealed, slightly altering some aspect of the game for all players. The following Season, a different effect will apply instead, giving constant variety to the game.*

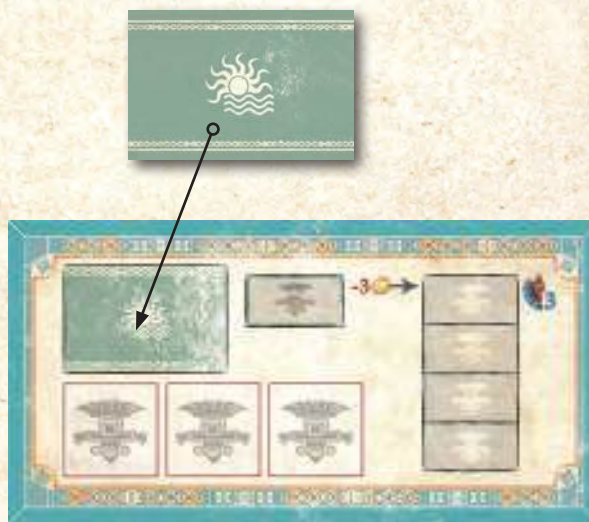
## Components

- 1 Tile board
- 8 Season tiles

## Board setup

Place the tile board next to the main game board.

Shuffle the Season tiles and place one random tile on the designated spot on the tile board.



## Season effects

The effect of the active Season tile remains until the end of the next Eclipse. After each Eclipse, exchange the Season tile with a randomly drawn replacement. Refer to the Appendix for an explanation of the effects of each Season tile.



# Teotibot: Solo Rules

Teotibot is not affected by the Season tiles numbered 1, 3, 4, 7 or 8.

- Season tile #2: This effect applies to Teotibot as normal.
- Season tile #5: Teotibot will always take advantage of this effect, if able.
- Season tile #6: This effect applies to Teotibot as normal.



*Renewed plans for beautifying the Pyramid of the Sun have been presented. Discover new ways to decorate and contribute to the construction of the central Pyramid, using the new Architecture (7) Action Board. As before, this Action Board will deal with the adding of Decorations to the Pyramid, though in a different way than before.*

## Components

- 1 Tile board
- 1 Architecture (7) Action Board

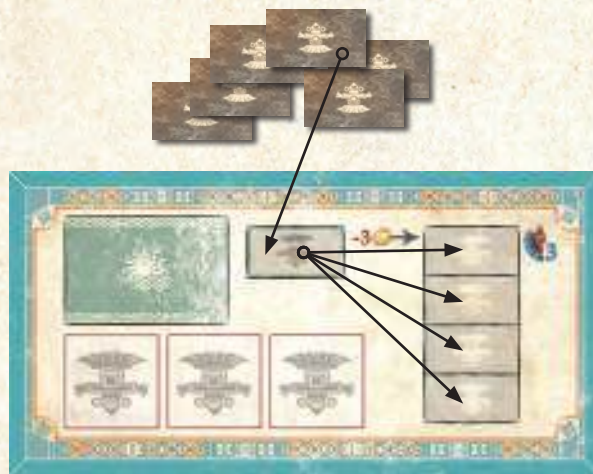
## Board setup

Before shuffling the Action Boards, the new Architecture (7) Action Board replaces the Decorations (7) Action Board provided in the base game.



Place the tile board next to the main game board.

After shuffling the Decoration tiles, place them on the corresponding spots on the tile board (4 Decoration tiles face up, and the remaining Decoration tiles as a face-down pile).



**Important:** During the game, after one or more Decoration tiles have been built, these spaces are refilled following the normal rules.

## Main action

All game effects which refer to the Decorations (7) Action Board also apply to the new Architecture (7) Action Board.

When taking the Main action on the new Architecture (7) Action Board, resolve the action following the same method as when resolving the Main action on the Forest (2), Stone Quarry (3), or Gold Deposits (4) Action Boards.

If any game effect (for example, but not limited to, from a Technology tile, Discovery tile, or Special Ability) instructs you to “treat the action as if you had an additional worker present”, treat that additional (“virtual”) worker as a worker with power equal to the lowest value worker you have on that Action Board.

## reward

Add a Decoration tile to the Pyramid, following the normal rules with regards to cost, placement, scoring, and temple advancement.

**Important:** If the cell allows you to add more than one Decoration tile to the Pyramid, do not draw new Decoration tiles to refill the offer until the end of your turn.



If the cell also gives gold as a reward, you may choose to gain the gold first.

You must be able to add at least one Decoration tile!



Choose one of your locked workers (anywhere, if any) and unlock it for free.

## Teotibot: Solo Rules

This module does not alter Teotibot's Decorations action.



*Build the Pyramid of the Sun using brand new engineering techniques. A new Development (8) Action Board will present new ways for you to build Pyramid tiles, requiring a slight shift in the timing of your work force.*

## Components

- 1 Tile board
- 1 Development (8) Action Board

## Board setup

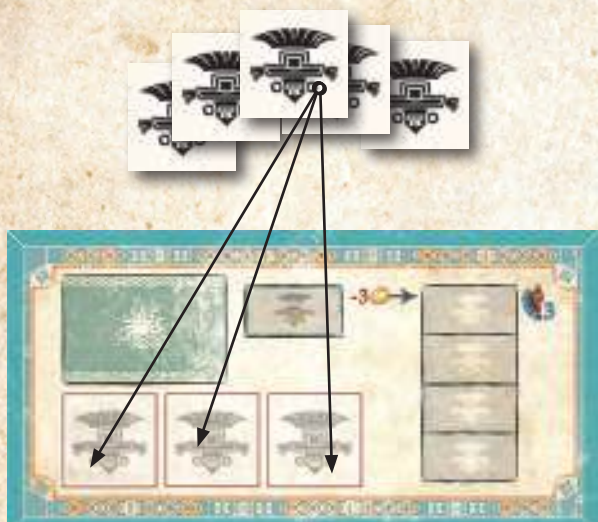
Before shuffling the Action Boards, place the new Development (8) Action Board on top of the Construction (8) Action Board depicted on the game board.



Place the tile board next to the main game board.



After shuffling the Pyramid tiles, place them in several face-down piles next to the tile board, then draw 3 Pyramid tiles and place them face up on the indicated spaces on the tile board.



**Important:** During the game, after one or more Pyramid tiles have been built, these spaces are refilled following the normal rules.

## Main action

All game effects which refer to the Construction (8) Action Board also apply to the new Development (8) Action Board.

When taking the Main action on the new Development (8) Action Board, resolve the action following the same method as when resolving the Main action on the Forest (2), Stone Quarry (3), or Gold Deposits (4) Action Boards.

If any game effect (for example, but not limited to, from a Technology tile, Discovery tile, or Special Ability) instructs you to “treat the action as if you had an additional worker present”, treat that additional (“virtual”) worker as a worker with power equal to the lowest value worker you have on that Action Board.



### reward

Add a Pyramid tile to the Pyramid, following the normal rules with regards to cost, placement, scoring, and temple advancement.

You must be able to add at least one Pyramid tile!



### reward

Choose one of your locked workers (anywhere, if any) and unlock it for free.

## Teotibot: Solo Rules

This module does not alter Teotibot's Construction action.



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Special thanks to: Kaleb Åhlfors, Thomas Aikens, McKenna Aikens, and many others.

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[boardanddice.com/customer-support/](http://boardanddice.com/customer-support/)

to receive replacements swiftly, and with our sincere apologies.



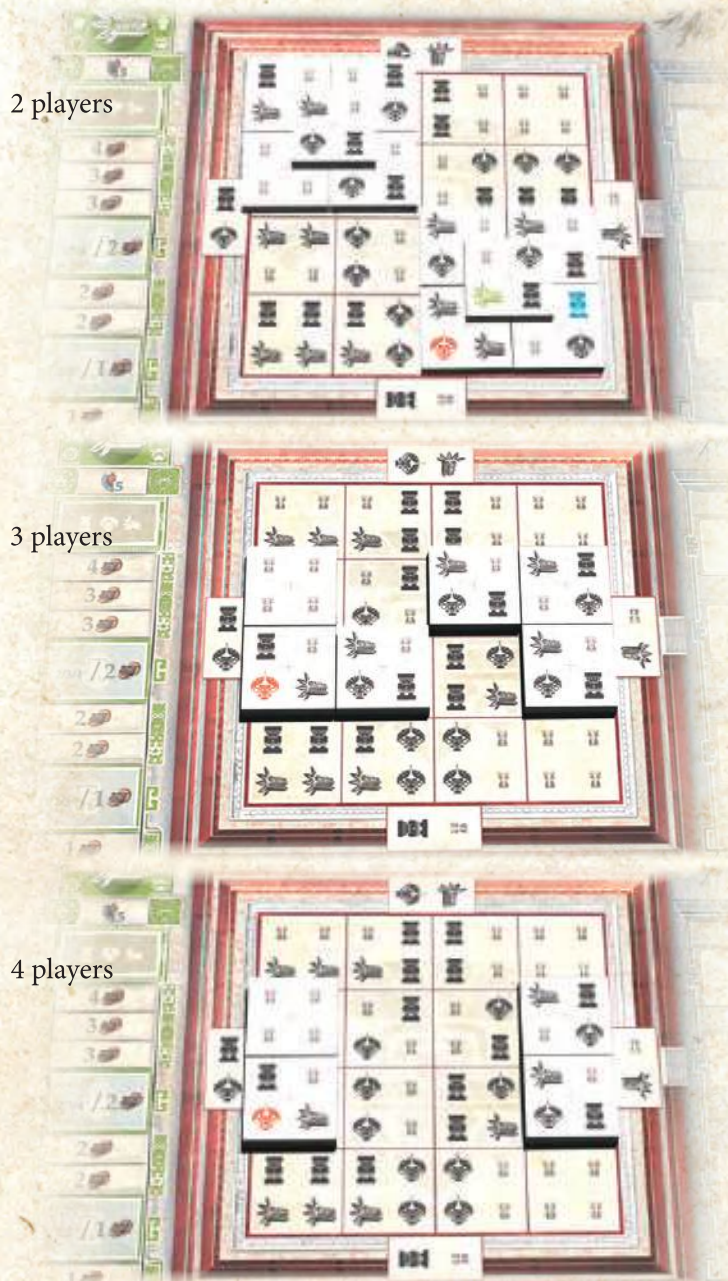
## OPTIONAL RULES

### Expert pyramid variant

For expert players, designers recommend an alternative scoring for pyramid tiles. Instead of gaining 1/3/5/7 Victory Points (plus the points for matching symbols) when building pyramid tiles, reduce those values to 1/2/3/4 Victory Points (plus the points for matching symbols).

### Expert setup variant

For a more challenging game, you can update point 10 of the base game setup as follows:



## APPENDIX

### Priests and Priestesses



#### 01. Quetzalcohuātl — Serpent god of life, light, and wisdom.

- Immediately after claiming a mask Discovery tile, advance on a temple of your choice and gain 1 resource of your choice.
- You may never claim non-mask Discovery tiles.



#### 02. Tlāloc — God of rain, lightning, and thunder.

- After paying the cocoa cost as normal, when resolving the Main action on the Forest (2), Stone Quarry (3), or Gold Deposits (4) Action Board, you may treat one unlocked worker belonging to another player as if it were your own.
- When placing a Building or Pyramid tile you must pay 1 additional resource of your choice.



#### 03. Chalchiuhtlicue — Goddess of water, lakes, rivers, and streams.

- The cost of performing the Main action on any Action Board is always exactly 1 cocoa.







#### 04. Oxomoco — Goddess of the night and stars.

- When performing the Main action on the Nobles (6) or Decorations/Architecture (7) Action Board, treat the action as if you had an additional worker present.



#### 05. Xipe Totēc — God of life, death, and rebirth; god of agriculture and diseases.

- You do not have to pay any cocoa costs associated with unlocking another player's worker or when choosing both options of a Worship space.
- When paying cocoa to unlock your own workers, pay 2 cocoa per worker, but not more than 5 cocoa total.



#### 06. Xolotl — God of death.

- During each Ascension, choose two rewards (same or different).
- When receiving any temple advancement, you must first pay 1 cocoa or 3 Victory Points. If unable (or unwilling) to pay, that temple advancement is forfeited.



#### 07. Ehēcatl — God of wind.

- During a normal turn, your workers can move 1 additional space. (In other words: when taking a normal turn, you may advance your worker by 1, 2, 3, or 4 Action Boards in a clockwise direction. When combined with the Season tile #07, this movement instead becomes 2–5 Action Boards.) Alternatively, you may pay 3 cocoa to move one of your workers directly to ANY Action Board.
- When taking the Collect Cocoa action, collect 1 fewer cocoa than normal (minimum 0 cocoa).
- You may never pay cocoa to unlock your own workers.



#### 08. Tōnacāchiuātl — Goddess of fertility.

- Keep all four Starting tiles dealt to you. Gain the benefits of two tiles at the start of the game, gain the benefit of the third one after the first Eclipse and the benefit of the fourth tile after the second Eclipse. (If you are using the Starting Tile Draft variant and are dealt this tile, draw a replacement)
- When performing the Main action on the Nobles (6), Decorations/Architecture (7), or Construction/Development (8) Action Board, you must pay 1 additional wood resource.



#### 09. Huītzilōpōchtli — God of war.

- Any time you gain 1 or more Victory Points, gain 1 additional Victory Point.
- During each Eclipse, when calculating the salary for your workers, you must pay 1 additional cocoa for each worker you have.



#### 10. Xōchipilli — God of flowers, art, dance, and song.

- The gold cost of each Technology is reduced by 1 gold (minimum 0 gold).
- You may always research any available Technology, even if you only have one worker on the Alchemy (5) Action Board.
- You may never choose to Worship.
- When advancing onto a major temple step, you may never choose to claim one of the Discovery tiles.







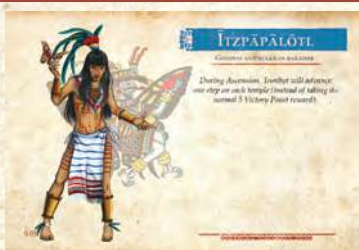
### S01. Metztli — Goddess of the moon.

- Teotibot gains 3 cocoa each time you move one of your workers to the same Action Board as one of Teotibot's unlocked workers.



### S02. Tlāhuizcalpantecuh — God of dawn and the morning star.

- When rolling a 2 or 3 for Teotibot's action — if able, Teotibot will immediately pay 2 cocoa to:
  - First perform the action in position "2, 3" as normal.
  - Afterwards perform the action in position "11, 12" as an extra action. (Remove and replace the activated tile as normal after each action. Flip and move the Direction tile only after both actions are taken.)
- When rolling an 11 or 12 for Teotibot's action — if able, Teotibot will immediately pay 2 cocoa to:
  - First perform the action in position "11, 12" as normal.
  - Afterwards perform the action in position "2, 3" as an extra action. (Remove and replace the activated tile as normal after each action. Flip and move the Direction tile only after both actions are taken.)



### S03. Itzpāpālōtl — Goddess and ruler of paradise.

- During Ascension, Teotibot will advance one step on each temple (instead of taking its normal 5 Victory Point reward).



### S04. Tezcatlipōca — God of obsidian, divination, and temptation.

- After successfully collecting a mask Discovery tile — if able, Teotibot will spend 1 stone to build 1 Pyramid tile (following the normal rules), and then, if able, Teotibot will spend 1 gold to place 1 Decoration tile (following the normal rules).
- After failing to collect a mask Discovery tile — Teotibot gains 2 additional cocoa (for a total of 7 cocoa).



### S05. Chantico — Goddess of fires and volcanoes.

- After successfully performing the Decorations action — if able, Teotibot will spend 1 stone to build 1 Pyramid tile (following the normal rules).
- After successfully performing the Construction action — if able, Teotibot will spend 1 gold to place 1 Decoration tile (following the normal rules).



### S06. Mictēcacihuātl — Goddess of the underworld.

- You never score Victory Points when Teotibot acquires a Technology which you already have.
- After successfully performing the Alchemy action — if Teotibot has 1 or more gold remaining, Teotibot resolves the action one more time.
- After failing to perform the Alchemy action — Teotibot gains 5 cocoa in addition to resolving the normal condition for failure.





## Season tiles



During Eclipse scoring, pay a salary of 1 cocoa per worker, and an additional cocoa for each worker with a power of 5.



Each time you advance a step on the Avenue of the Dead, immediately score 2 Victory Points.



After Ascension, your "new" worker may be placed on an Action Board of your choice.



Do not count workers of your own colour when Collecting Cocoa or Paying for Main action.



After advancing on one of the temples ( / / / ) you may pay 2 cocoa to advance on a different temple ( / / ).



During Eclipse scoring, each step on the Pyramid track is worth 5/4/3 Victory Points depending on whether this is the first/second/third Eclipse.



When taking a normal turn, you must advance your worker by 2, 3, or 4 Action boards in a clockwise direction.



No special Season effect.  
OPTIONAL RULE: You may return this tile to the game box before setup if you want to ensure that a Season effect will be in play each Eclipse.

## Special Abilities



The cocoa cost of performing the Main action on the Forest (2), Stone Quarry (3), or Gold Deposits (4) Action Board is reduced by 1 (minimum 0 cocoa).



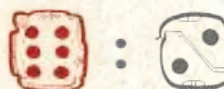
When performing a Worship action, you may choose both options at no cocoa cost.



When performing the Main action on the Decorations/Architecture (7) Action Board, treat the action as if you had an additional worker present.



Gain 1 resource when claiming a Discovery tile (may be used to help pay the cost of the tile).



Your "new" worker (after Ascension) starts with a power of 2.



During Eclipse scoring, calculate your position on the Avenue of the Dead as if it were 2 higher.



During Eclipse scoring, you no longer need to pay any cocoa salary for your workers.



During Eclipse scoring, score your highest scoring mask set as if it had one additional mask.

A set of 8 different masks is worth 36 Victory Points.  
A set of 9 different masks is worth 45 Victory Points.  
A set of 10 different masks is worth 55 Victory Points.

