

TEOTIHUACAN

SHADOW OF XITLÉ



RULES OF PLAY

The devastating force of the eruption of Xitle completely buried and destroyed Cuicuilco and Copilco, both significant civic and religious cities. The survivors have scattered across Mesoamerica, many settling in and around Teotihuacan. The rapid infusion results in accelerated growth of Teotihuacan and leads to the adoption of new technologies as Teotihuacan establishes itself as a seat of power in the region.

CREDITS

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Missing or damaged components? Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us via boardanddice.com/customer-support/ to receive replacements swiftly, and with our sincere apologies.



This is a promo Artifact for *Trismegistus: The Ultimate Formula*. It can be simply added to that game and used together with the rest of the Artifact tiles from the base game.

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COMPONENTS



10 Technology tiles (#00, 02, 06, 08, 10, 12, 14, 16, 18 and 20)



10 Starting tiles

GENERAL CONSIDERATIONS

Experiment with new starting setups and new technologies which deepen your gaming experience! *Teotihuacan: Shadow of Xitle* is an expansion for *Teotihuacan: City of Gods* and requires a copy of the base game to play. All content herein is compatible with both solitaire play and the first expansion, *Teotihuacan: Late Preclassic Period*.

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

EXPANSION SETUP

Add these tiles to those from the base game, in their respective categories. Refer to the Appendix for an explanation of each tile. It's that simple!

APPENDIX

Technology tiles



Each time you move a worker onto or past the Palace (1) Action Board, you may immediately exchange up to 4 resources of one type (wood, stone, or gold) into the same number of resources of a different type



When taking the Collect Cocoa action, collect 1 more cocoa than normal.



At the end of your turn, if you unlocked one or more of your workers, gain 4 Victory Points.



When claiming a mask Discovery tile, gain 2 Victory Points.

If you acquired both this Technology and a mask Discovery tile as a benefit from your Starting tiles, immediately apply the benefit of this Technology.



During Eclipse scoring, after paying the salary for your workers as normal, you may pay 1 additional cocoa for each worker you have. If you do so, immediately gain 2 Victory Points for each worker you have.



After performing the Main action of the Decorations/Architecture (7) Action Board, if you placed one or more Decoration tiles, advance your marker one additional step on the Pyramid track.



At the end of your turn, if you unlocked all of your locked workers – either by paying cocoa (normally 3 cocoa) or by unlocking them for free (in lieu of taking a normal turn) – advance your marker once on a temple of your choice.



When performing the Main action of the Decorations/Architecture (7) Action Board, you may place Decoration tiles without consideration for which way the arrow is pointing.



After performing the Main action of the Nobles (6) Action Board, if you placed one or more Buildings, advance your marker once on a temple of your choice.



Before taking a normal turn, you may move one of your unlocked workers exactly 1 space backwards (counter-clockwise), but without performing an action with that worker. Afterwards, move a different unlocked worker, and perform an action on the Action Board the second worker moved to, as normal.

Starting tiles

	<p>Take two separate Worship actions with two of your workers. You may activate the Worship space ability AND claim the Discovery tile without paying 1 cocoa to doing so. These two workers will begin the game locked.</p>		<p>Advance on the orange temple (gaining its reward) and gain 3 cocoa and 2 stone. You may place two of your starting workers on the Nobles (6) Action Board. (If you are playing without the Height of Development module from Teotihuacan: Late Preclassic Period, advance on the red  temple instead of the orange temple.)</p>
	<p>Gain your 4th worker with a power of 3. Then select a valid reward from the Ascension wheel. (All four of your workers must be placed on different Action Boards, if possible.)</p>		<p>Advance on the orange temple (gaining its reward) and gain 2 wood and 3 gold. (If you are playing without the Height of Development module from Teotihuacan: Late Preclassic Period, advance on the blue  temple instead of the orange temple.)</p>

  	<p>Advance on two different temples of your choice (gaining rewards) and gain 2 cocoa.</p>	  	<p>Advance on two different temples of your choice (gaining rewards) and gain any 1 resource.</p>
  	<p>Advance on the Pyramid track and gain 2 wood and 2 gold.</p>	  	<p>Advance on the Pyramid track and gain 3 cocoa and 1 stone.</p>
  	<p>Select the highest numbered Technology tile on the Alchemy (5) Action Board and place your marker on it for free. Gain the associated temple advancement (and its reward) plus any 1 resource. You may place two of your starting workers on the Decorations/Architecture (7) Action Board.</p>	  	<p>Select the highest numbered Technology tile on the Alchemy (5) Action Board and place your marker on it for free. Gain the associated temple advancement (and its reward). You may claim a random Discovery tile (by paying its cost). You may look at the Discovery tile before deciding to pick this tile.</p>