Teotihuacan – City of Gods

# Setup guide (includes base game, all expansions, and all promos)

**Note (1) – The following abbreviations will be used throughout this guide:**

**L – Late Pre-classic Period Expansion**

**E – Expansion Period Expansion**

**P – official Print and Play module which can be found on BoardGameGeek.com.**

**Note (2) – Neither Shadow of Xitle expansion nor the promo tiles add any module to the game and their inclusion does not change setup. They instead add new Discovery, Technology, Decoration, Pyramid, and Starting tiles to be used with the base game or with any combination of modules. This guide assumes that if available, these tiles are already mixed in with the base game tiles. Module specific tiles are listed in the guide to be added as needed.**

**Note (3) - This guide assumes you are not using the “First Game” setup or the Starting tile draft variant.**

**Note (4) – This guide goes through setup as described in the base game rulebook and adds modules from there. When individual modules change the setup rules; any changes are indicated in the guide using the module numbers from the table below.**

Module Reference Table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Exp.** | **Module Name** | **No.** | **Exp.** | **Module Name** |
| **M1** | **L** | **Priests and Priestesses** | **M6** | **E** | **Obsidian** |
| **M2** | **L** | **Height of Development** | **M7** | **E** | **Mansion** |
| **M3** | **L** | **Seasons of Progress** | **M8** | **E** | **Altars and Shamans** |
| **M4** | **L** | **Architecture** | **M9** | **E** | **Expanding the Empire** |
| **M5** | **L** | **Development** | **IW** | **P** | **Increased Workforce** |

**Note (5) – If playing with module M7 (Mansions), M8 (Altars and Shamans) or M9 (Expanding the Empire) module M6 (Obsidian) must also be used. Otherwise, you can use any combination of modules together.**

**Note (6) – For easier setup it is recommended to keep the 3 Technology tiles and 2 Starting tiles specific to module M6 (Obsidian), the 3 Royal tiles specific to module M7 (Mansion) and the 2 Mask tiles specific to module M9 (Expanding the Empire) separate from the other tiles of the same types.**

**Note (7) – The Increased Workforce module introduces common workers and a 5th player. Components for both options are left up to the players. This guide assumes you have already worked out the components for the common workers and 5th player (both are needed, even if playing less than 5 players). For a 2 – 4 player game with the Increased Workforce module you will need 3 suitable markers (blank white dice are suggested) and 2 markers of a color not already represented in the game (green, black, or purple dice are suggested).**

# **Board Setup**

1. **Set the main board in the middle of the table.**
2. **M3, M4, M5 – Place the tile board next to the main board.**
3. **M9 – Place the empire board next to the main game board.**
4. **Place the light calendar disk on space 0 of the calendar track. Then place the dark calendar disk on space 10 for a 2-player game, space 11 for 3 players, or space 12 for 4 players.**
   1. **IW – For a 5-player game the eclipse marker is placed on space 12 as in a 4-player game.**
5. **Place a wooden building on all but the leftmost space of the buildings row.**
6. **Gather all the temple bonus tiles and randomly choose 3 of them. Place 1 on the 2nd highest step of the blue, red, and green temples.**
   1. **M2 – Also place a temple bonus tile on the orange temple track.**
7. **M3 – Shuffle the season tiles, and place 3 random season tiles face down on the designated space on the board. Then, flip the top tile of the stack face up.**
   1. **M8 – Be sure to add the season tile (9) for this module with the other season tiles before shuffling.**
8. **Place all resources (wood, stone, gold, cocoa, and if being used, obsidian) near the board.**
9. **Gather action boards as shown in the table below, based on the modules you are using for this game. Then shuffle action boards (2 -7) and lay them out randomly on the action board spaces 2 – 7 printed on the main board. Action boards 1 & 8, when used, always cover the matching action space printed on the main board.**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Board** | **Action board name and description** | **No Mod \*** | **M2** | **M4** | **M5** | **M6** | **M7** | **M8** | **M9** |
| **1** | **Mansion** | **-** | **-** | **-** | **-** | **-** | **X** | **-** | **-** |
| **2, 3, 4** | **Forest, Stone Quarry, Gold Deposits (no Obsidian)** | **X** | **X** | **X** | **X** | **-** | **-** | **-** | **-** |
| **Forest, Stone Quarry, Gold Deposits (with Obsidian)** | **-** | **-** | **-** | **-** | **X** | **X** | **X** | **X** |
| **5** | **Alchemy (Technology)** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| **6** | **Nobles (neither M2 nor M9)** | **X** | **-** | **X** | **X** | **X** | **X** | **X** | **-** |
| **Nobles (with orange temple) (with M2 and not M9)** | **-** | **X** | **-** | **-** | **-** | **-** | **-** | **-** |
| **Conquest (no orange temple) (with M9 and not M2)** | **-** | **-** | **-** | **-** | **-** | **-** | **-** | **X** |
| **Conquest (with orange temple) (with both M2 and M9)** | **-** | **X** | **-** | **-** | **-** | **-** | **-** | **X** |
| **7** | **Decorations (with space for tiles)** | **X** | **X** | **-** | **X** | **X** | **X** | **X** | **X** |
| **Architecture (without spaces for tiles)** | **-** | **-** | **X** | **-** | **-** | **-** | **-** | **-** |
| **8** | **Development** | **-** | **-** | **-** | **X** | **-** | **-** | **-** | **-** |

**\* Modules M1 & M3 are not listed because they do not require the use of specific action boards.**

1. **M8 – Shuffle the 4 altar tiles and randomly place one to the left and right of action board 1 & 8. Orient the tiles so that the arrow on the center line is pointing towards the middle of the main board.**
2. **Sort the royal tiles into stacks of A, B, and C tiles as shown on the top-left corner of each tile. Shuffle each stack and place 1 tile from each stack on the indicated space on the Palace (1) action board.**
   1. **M7 – Be sure to include the 3 new royal tiles before shuffling. Then after choosing 1 A, B, and C tile shuffle those 3 tiles together and randomly place 1 on each of the 3 spaces on the Mansion (1) action board.**
3. **Gather all the technology tiles and randomly choose 6 of them. Place them in numerical order, from lowest to highest, on the 6 space of the Alchemy (5) action board, starting at the top left space.**
   1. **M6 – Before choosing tech tiles, be sure to include the 3 obsidian related tech tiles (1½, 3½, 5½)**
4. **Shuffle all decoration tiles and place them into a face down pile on the Decorations (7) action board. Then draw the top 4 tiles and place them face up in the 4 spaces provided for them.**
   1. **M4 – Place the decoration tiles onto the tile board instead.**
5. **Shuffle all the pyramid tiles into face down stacks. Then randomly draw 3 of them and place them face up on the Construction (8) action board.**
   1. **M5 – Place 3 pyramid tiles on the tile board instead.**
6. **Draw enough random pyramid tiles to create the starting pyramid as shown below. Refer to page 9 of the Late Pre-Classic Period expansion rulebook for alternative expert pyramid variants.**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **2 Player** |  |  | **3 Player** |  |  | **4 Player** |  |  |

1. **Shuffle the discovery tiles into face down piles. Draw 5 at random and place them face up on the worship spaces of the Palace (1), Forest (2), Stone Quarry (3), Gold Deposits (4), and Decorations (7) action boards.**
   1. **M7 – Only draw 4 tiles. Do not place a tile on the Mansion (1) action board.**
2. **Draw 6 discovery tiles to place face up on the avenue of the dead. Place 3 tiles on the 3rd space, 2 tiles on the 6th space, and 1 tile on the 9th space.**
   1. **IW – If playing a 5-player game, add 1 more tile to each space.**
3. **Draw discovery tiles as needed and place them face up on the major steps of each temple based on the player count and as indicated by the spaces on the temple tracks.**
   1. **M2 – Also place discovery tiles on the orange temple track.**
   2. **M7 – Place the 3 mansion ownership tiles on top of the discovery tiles on the 1st major step of the blue, red, and green temples.**
   3. **IW – If playing a 5-player game, add 1 more discovery tile on each of the major steps of all temples.**
4. **Place any remaining discovery tiles in a face down pile near the main board.**
   1. **M9 - Place the 2 special mask tiles near the empire board. Do not mix them with the discovery tiles.**
5. **M7, M8, or M9 - Shuffle the major discovery tiles into a face down pile near the main board.**
   1. **M7 – Place a major discovery tile face up onto the Mansion (1) action board.**
   2. **M8 – On each altar place a number of major discovery tiles face up equal to the number of players.**

# **Player Setup**

1. **Each player chooses a color and takes all the pieces for that color.**
2. **Determine a 1st Player by your chosen means. Give that player the 1st player order token.**
3. **The player to the right of the 1st player is the last player. Give them the player order token that shows the total number of players for the game (4 in a 4-player game, etc.). This will be known as the last player token.** 
   1. **IW – If playing a 5-player game, use a suitable token to indicate the 5th player.**
4. **Give each player between 1st and last a player order token matching their position clockwise from the 1st player.**
5. **The 1st player takes 1 cocoa, the last player takes 3 cocoa, and all other players take 2 cocoa.**
6. **Each player places 1 worshipper (or disk) in their player color in the area below each temple track.**
   1. **M2 – also place a worshipper (or disk) at the base of the orange temple track.**
7. **Each player places 1 disk in their player color on the 0 space of the pyramid track, on the 0 space of the VP track, and below the avenue of the dead.**
8. **IW – Each player returns 1 dice in their color to the box.**
9. **Each player places 1 die in their color showing a value of 3 onto the spaces in the middle of the ascension wheel. Then set all other dice in all colors to 1 and place them near the board.**
10. **Deal each player 4 random starting tiles. If any of these tiles show the discovery tile icon, that player draws a random discovery tile to pair with the starting tile.**
    1. **M6 – Before dealing starting tiles, be sure to include the 2 obsidian related starting tiles.**
    2. **IW – If playing a 5-player game with IW and the base game, each player only receives 3 starting tiles.**
11. **Each player then simultaneously picks 2 of their 4 starting tiles and returns the 2 unchosen tiles to the box.**
12. **Each player gains all benefits listed on their 2 chosen starting tiles.**
    1. **If taking a discovery tile, the cost must be paid from other starting resources or it cannot be taken.**
    2. **If gaining an advancement on a temple track, gain all benefits shown on the attained space.**
    3. **If taking a technology tile that has a right pointing arrow above the tech tile icon, place 1 of your markers on the highest numbered technology tile. You do not pay any gold, but you do receive the temple bonus.**
    4. **If taking a technology tile with no arrow above the tech tile icon, place 1 of your markers on the lowest numbered technology tile. You do not pay any gold, but you do receive the temple bonus.**
13. **M1 – Shuffle the 10 priest and priestess tiles and deal 2 to each player. Each player then chooses 1 to keep and returns the other tile to the game box.**
    1. **M6 – be sure to include the Coatlicue priestess tile (11) from EP before dealing tiles.**
    2. **M8 – be sure to include the Xiuhtecuhtli priest tile (12) from EP before dealing tiles.**
14. **IW – Gather all unused starting tiles and randomly choose 2 of them. The 3 common workers start on the 1st 3 unique action boards shown on these 2 starting tiles.**
15. **In player order, each player then places their remaining dice onto the general area of different action boards as indicated by their starting tiles (you cannot have 2 workers on 1 action board). No cocoa is paid for this placement.**
16. **For a 3-player game draw 2 of the unused starting tiles and place 3 dice of the unused color onto the 1st 3 unique action boards shown between those 2 tiles.**
    1. **IW – Draw only 1 tile and place 2 workers onto the action boards shown.**
17. **For a 2-player game draw 2 more of the unused starting tiles and place 3 workers of the 2nd unused color onto the 1st 3 unique action boards shown between those 2 tiles (can be the same as the other unused color).**
    1. **IW – Draw only 1 tile and place 2 workers onto the action boards shown.**
18. **IW –For a 4-player game draw 1 unused starting tile and place 2 dice of the 5th player color on the 2 action boards shown.**
19. **M8 – In reverse player order each player places their shaman onto an empty altar tile space. No benefit is received.**
20. **M9 – In player order, each player places 1 warrior into the Teotihuacan region on the empire board (this will trigger warriors being moved for every player after the 1st player).**
21. **Set aside unused starting tiles, face-down, for determining neutral dice placement after the 1st and 2nd eclipse:**
    1. **IW – For a 4-player game set aside 2 unused tiles.**
    2. **For a 3-player game, set aside 4 unused tiles.**
    3. **For a 2-player game set aside 8 unused tiles.**
       1. **IW – For a 2-player game set aside 6 unused tiles.**
22. **Return all the starting tiles not set aside in step 20 (if any) to the box.**
    1. **M1 – A player using** Tōnacācihuātl (08) does not return their unused starting tiles to the box.
23. **Any discovery tiles paired with starting tiles that were not taken are returned to the discovery tile supply.**
24. **Return any unused player pieces for unused modules to the box. They will not be used.**
25. **You are now ready to begin play. V1.0**

# **Additional setup instructions for use with Teotibot**

Note (1) - Perform the setup for a 2-player game with whatever modules you prefer to use. This guide also includes setup rules for Module S1: Alternate Teotibot Movement.

1. The human player takes the 1st player token and 1 cocoa.
2. Teotibot starts with 2 gold, 2 stone, 2 wood, and 0 cocoa.
3. Move Teotibots markers on each temple to the 1st space. Teotibot gains no rewards for this.
4. Move Teotibots marker to the 1st space of the avenue of the dead.
5. Place 1 of Teotibots markers on the top right technology tile. Teotibot does not advance on the green temple for this
6. Place Teotibots workers on the following boards set at the power indicated:

|  |  |  |
| --- | --- | --- |
| **Action board** | **Section of board** | **Power** |
| Gold Deposits (4) | General area | 2 |
| Nobles (6) | General area | 2 |
| Construction (8) | General area | 2 |
| Decorations (7) | Worship space | 1 |

1. M8 – Replace the mask collection Teotibot action tile with the activate shaman Teotibot action tile
2. Gather the 7 Teotibot action tiles. Randomly select 6 of them and create Teotibots action pyramid from them (3 on base level, 2 in middle, 1 on top). Place the 7th tile next to the action pyramid.
3. Place Teotibots 2 direction tiles face up next to the action pyramid one below the other, with random sides face up.
   1. S1 – include the 2 additional direction tiles, creating a column of 4 tiles.
4. Place 2 dice of an unused player color near Teotibots action pyramid.
5. M1 – Shuffle the 6 Teotibot Priest and Priestess tiles and randomly deal 1 to Teotibot to use for this game.
6. M2 – Place 1 of Teotibots worshippers on the orange temple bonus tile. Then place 3 of Teotibots disks near the orange temple, to be placed during each of the 3 eclipses.
7. M8 – Draw a random starting tile and place Teotibots shamn to the 1st altar to the left of the action board that is listed first on the starting tile.
8. M9 – Place the 4 Teotibot path tiles face down near Teotibots action pyramid. Teotibot does not place a warrior during setup, therefore your warrior will start the game in Teotihuacan.

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Teotihuacan – City of Gods

# Setup guide (includes base game, all expansions, and all promos)

**Note (1) – The following abbreviations will be used throughout this guide:**

**L – Late Pre-classic Period Expansion**

**E – Expansion Period Expansion**

**P – official Print and Play module which can be found on BoardGameGeek.com.**

**Note (2) – Neither Shadow of Xitle expansion nor the promo tiles add any module to the game and their inclusion does not change setup. They instead add new Discovery, Technology, Decoration, Pyramid, and Starting tiles to be used with the base game or with any combination of modules. This guide assumes that if available, these tiles are already mixed in with the base game tiles. Module specific tiles are listed in the guide to be added as needed.**

**Note (3) - This guide assumes you are not using the “First Game” setup or the Starting tile draft variant.**

**Note (4) – This guide goes through setup as described in the base game rulebook and adds modules from there. When individual modules change the setup rules; any changes are indicated in the guide using the module numbers from the table below.**

Module Reference Table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Exp.** | **Module Name** | **No.** | **Exp.** | **Module Name** |
| **M1** | **L** | **Priests and Priestesses** | **M6** | **E** | **Obsidian** |
| **M2** | **L** | **Height of Development** | **M7** | **E** | **Mansion** |
| **M3** | **L** | **Seasons of Progress** | **M8** | **E** | **Altars and Shamans** |
| **M4** | **L** | **Architecture** | **M9** | **E** | **Expanding the Empire** |
| **M5** | **L** | **Development** | **IW** | **P** | **Increased Workforce** |

**Note (5) – If playing with module M7 (Mansions), M8 (Altars and Shamans) or M9 (Expanding the Empire) module M6 (Obsidian) must also be used. Otherwise, you can use any combination of modules together.**

**Note (6) – For easier setup it is recommended to keep the 3 Technology tiles and 2 Starting tiles specific to module M6 (Obsidian), the 3 Royal tiles specific to module M7 (Mansion) and the 2 Mask tiles specific to module M9 (Expanding the Empire) separate from the other tiles of the same types.**

**Note (7) – The Increased Workforce module introduces common workers and a 5th player. Components for both options are left up to the players. This guide assumes you have already worked out the components for the common workers and 5th player (both are needed, even if playing less than 5 players). For a 2 – 4 player game with the Increased Workforce module you will need 3 suitable markers (blank white dice are suggested) and 2 markers of a color not already represented in the game (green, black, or purple dice are suggested).**

# **Board Setup**

1. **Set the main board in the middle of the table.**
2. **M3, M4, M5 – Place the tile board next to the main board.**
3. **M9 – Place the empire board next to the main game board.**
4. **Place the light calendar disk on space 0 of the calendar track. Then place the dark calendar disk on space 10 for a 2-player game, space 11 for 3 players, or space 12 for 4 players.**
   1. **IW – For a 5-player game the eclipse marker is placed on space 12 as in a 4-player game.**
5. **Place a wooden building on all but the leftmost space of the buildings row.**
6. **Gather all the temple bonus tiles and randomly choose 3 of them. Place 1 on the 2nd highest step of the blue, red, and green temples.**
   1. **M2 – Also place a temple bonus tile on the orange temple track.**
7. **M3 – Shuffle the season tiles, and place 3 random season tiles face down on the designated space on the board. Then, flip the top tile of the stack face up.**
   1. **M8 – Be sure to add the season tile (9) for this module with the other season tiles before shuffling.**
8. **Place all resources (wood, stone, gold, cocoa, and if being used, obsidian) near the board.**
9. **Gather action boards as shown in the table below, based on the modules you are using for this game. Then shuffle action boards (2 -7) and lay them out randomly on the action board spaces 2 – 7 printed on the main board. Action boards 1 & 8, when used, always cover the matching action space printed on the main board.**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Board** | **Action board name and description** | **No Mod \*** | **M2** | **M4** | **M5** | **M6** | **M7** | **M8** | **M9** |
| **1** | **Mansion** | **-** | **-** | **-** | **-** | **-** | **X** | **-** | **-** |
| **2, 3, 4** | **Forest, Stone Quarry, Gold Deposits (no Obsidian)** | **X** | **X** | **X** | **X** | **-** | **-** | **-** | **-** |
| **Forest, Stone Quarry, Gold Deposits (with Obsidian)** | **-** | **-** | **-** | **-** | **X** | **X** | **X** | **X** |
| **5** | **Alchemy (Technology)** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| **6** | **Nobles (neither M2 nor M9)** | **X** | **-** | **X** | **X** | **X** | **X** | **X** | **-** |
| **Nobles (with orange temple) (with M2 and not M9)** | **-** | **X** | **-** | **-** | **-** | **-** | **-** | **-** |
| **Conquest (no orange temple) (with M9 and not M2)** | **-** | **-** | **-** | **-** | **-** | **-** | **-** | **X** |
| **Conquest (with orange temple) (with both M2 and M9)** | **-** | **X** | **-** | **-** | **-** | **-** | **-** | **X** |
| **7** | **Decorations (with space for tiles)** | **X** | **X** | **-** | **X** | **X** | **X** | **X** | **X** |
| **Architecture (without spaces for tiles)** | **-** | **-** | **X** | **-** | **-** | **-** | **-** | **-** |
| **8** | **Development** | **-** | **-** | **-** | **X** | **-** | **-** | **-** | **-** |

**\* Modules M1 & M3 are not listed because they do not require the use of specific action boards.**

1. **M8 – Shuffle the 4 altar tiles and randomly place one to the left and right of action board 1 & 8. Orient the tiles so that the arrow on the center line is pointing towards the middle of the main board.**
2. **Sort the royal tiles into stacks of A, B, and C tiles as shown on the top-left corner of each tile. Shuffle each stack and place 1 tile from each stack on the indicated space on the Palace (1) action board.**
   1. **M7 – Be sure to include the 3 new royal tiles before shuffling. Then after choosing 1 A, B, and C tile shuffle those 3 tiles together and randomly place 1 on each of the 3 spaces on the Mansion (1) action board.**
3. **Gather all the technology tiles and randomly choose 6 of them. Place them in numerical order, from lowest to highest, on the 6 space of the Alchemy (5) action board, starting at the top left space.**
   1. **M6 – Before choosing tech tiles, be sure to include the 3 obsidian related tech tiles (1½, 3½, 5½)**
4. **Shuffle all decoration tiles and place them into a face down pile on the Decorations (7) action board. Then draw the top 4 tiles and place them face up in the 4 spaces provided for them.**
   1. **M4 – Place the decoration tiles onto the tile board instead.**
5. **Shuffle all the pyramid tiles into face down stacks. Then randomly draw 3 of them and place them face up on the Construction (8) action board.**
   1. **M5 – Place 3 pyramid tiles on the tile board instead.**
6. **Draw enough random pyramid tiles to create the starting pyramid as shown below. Refer to page 9 of the Late Pre-Classic Period expansion rulebook for alternative expert pyramid variants.**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **2 Player** |  |  | **3 Player** |  |  | **4 Player** |  |  |

1. **Shuffle the discovery tiles into face down piles. Draw 5 at random and place them face up on the worship spaces of the Palace (1), Forest (2), Stone Quarry (3), Gold Deposits (4), and Decorations (7) action boards.**
   1. **M7 – Only draw 4 tiles. Do not place a tile on the Mansion (1) action board.**
2. **Draw 6 discovery tiles to place face up on the avenue of the dead. Place 3 tiles on the 3rd space, 2 tiles on the 6th space, and 1 tile on the 9th space.**
   1. **IW – If playing a 5-player game, add 1 more tile to each space.**
3. **Draw discovery tiles as needed and place them face up on the major steps of each temple based on the player count and as indicated by the spaces on the temple tracks.**
   1. **M2 – Also place discovery tiles on the orange temple track.**
   2. **M7 – Place the 3 mansion ownership tiles on top of the discovery tiles on the 1st major step of the blue, red, and green temples.**
   3. **IW – If playing a 5-player game, add 1 more discovery tile on each of the major steps of all temples.**
4. **Place any remaining discovery tiles in a face down pile near the main board.**
   1. **M9 - Place the 2 special mask tiles near the empire board. Do not mix them with the discovery tiles.**
5. **M7, M8, or M9 - Shuffle the major discovery tiles into a face down pile near the main board.**
   1. **M7 – Place a major discovery tile face up onto the Mansion (1) action board.**
   2. **M8 – On each altar place a number of major discovery tiles face up equal to the number of players.**

# **Player Setup**

1. **Each player chooses a color and takes all the pieces for that color.**
2. **Determine a 1st Player by your chosen means. Give that player the 1st player order token.**
3. **The player to the right of the 1st player is the last player. Give them the player order token that shows the total number of players for the game (4 in a 4-player game, etc.). This will be known as the last player token.** 
   1. **IW – If playing a 5-player game, use a suitable token to indicate the 5th player.**
4. **Give each player between 1st and last a player order token matching their position clockwise from the 1st player.**
5. **The 1st player takes 1 cocoa, the last player takes 3 cocoa, and all other players take 2 cocoa.**
6. **Each player places 1 worshipper (or disk) in their player color in the area below each temple track.**
   1. **M2 – also place a worshipper (or disk) at the base of the orange temple track.**
7. **Each player places 1 disk in their player color on the 0 space of the pyramid track, on the 0 space of the VP track, and below the avenue of the dead.**
8. **IW – Each player returns 1 dice in their color to the box.**
9. **Each player places 1 die in their color showing a value of 3 onto the spaces in the middle of the ascension wheel. Then set all other dice in all colors to 1 and place them near the board.**
10. **Deal each player 4 random starting tiles. If any of these tiles show the discovery tile icon, that player draws a random discovery tile to pair with the starting tile.**
    1. **M6 – Before dealing starting tiles, be sure to include the 2 obsidian related starting tiles.**
    2. **IW – If playing a 5-player game with IW and the base game, each player only receives 3 starting tiles.**
11. **Each player then simultaneously picks 2 of their 4 starting tiles and returns the 2 unchosen tiles to the box.**
12. **Each player gains all benefits listed on their 2 chosen starting tiles.**
    1. **If taking a discovery tile, the cost must be paid from other starting resources or it cannot be taken.**
    2. **If gaining an advancement on a temple track, gain all benefits shown on the attained space.**
    3. **If taking a technology tile that has a right pointing arrow above the tech tile icon, place 1 of your markers on the highest numbered technology tile. You do not pay any gold, but you do receive the temple bonus.**
    4. **If taking a technology tile with no arrow above the tech tile icon, place 1 of your markers on the lowest numbered technology tile. You do not pay any gold, but you do receive the temple bonus.**
13. **M1 – Shuffle the 10 priest and priestess tiles and deal 2 to each player. Each player then chooses 1 to keep and returns the other tile to the game box.**
    1. **M6 – be sure to include the Coatlicue priestess tile (11) from EP before dealing tiles.**
    2. **M8 – be sure to include the Xiuhtecuhtli priest tile (12) from EP before dealing tiles.**
14. **IW – Gather all unused starting tiles and randomly choose 2 of them. The 3 common workers start on the 1st 3 unique action boards shown on these 2 starting tiles.**
15. **In player order, each player then places their remaining dice onto the general area of different action boards as indicated by their starting tiles (you cannot have 2 workers on 1 action board). No cocoa is paid for this placement.**
16. **For a 3-player game draw 2 of the unused starting tiles and place 3 dice of the unused color onto the 1st 3 unique action boards shown between those 2 tiles.**
    1. **IW – Draw only 1 tile and place 2 workers onto the action boards shown.**
17. **For a 2-player game draw 2 more of the unused starting tiles and place 3 workers of the 2nd unused color onto the 1st 3 unique action boards shown between those 2 tiles (can be the same as the other unused color).**
    1. **IW – Draw only 1 tile and place 2 workers onto the action boards shown.**
18. **IW –For a 4-player game draw 1 unused starting tile and place 2 dice of the 5th player color on the 2 action boards shown.**
19. **M8 – In reverse player order each player places their shaman onto an empty altar tile space. No benefit is received.**
20. **M9 – In player order, each player places 1 warrior into the Teotihuacan region on the empire board (this will trigger warriors being moved for every player after the 1st player).**
21. **Set aside unused starting tiles, face-down, for determining neutral dice placement after the 1st and 2nd eclipse:**
    1. **IW – For a 4-player game set aside 2 unused tiles.**
    2. **For a 3-player game, set aside 4 unused tiles.**
    3. **For a 2-player game set aside 8 unused tiles.**
       1. **IW – For a 2-player game set aside 6 unused tiles.**
22. **Return all the starting tiles not set aside in step 20 (if any) to the box.**
    1. **M1 – A player using** Tōnacācihuātl (08) does not return their unused starting tiles to the box.
23. **Any discovery tiles paired with starting tiles that were not taken are returned to the discovery tile supply.**
24. **Return any unused player pieces for unused modules to the box. They will not be used.**
25. **You are now ready to begin play. V1.0**

# **Additional setup instructions for use with Teotibot**

Note (1) - Perform the setup for a 2-player game with whatever modules you prefer to use. This guide also includes setup rules for Module S1: Alternate Teotibot Movement.

1. The human player takes the 1st player token and 1 cocoa.
2. Teotibot starts with 2 gold, 2 stone, 2 wood, and 0 cocoa.
3. Move Teotibots markers on each temple to the 1st space. Teotibot gains no rewards for this.
4. Move Teotibots marker to the 1st space of the avenue of the dead.
5. Place 1 of Teotibots markers on the top right technology tile. Teotibot does not advance on the green temple for this
6. Place Teotibots workers on the following boards set at the power indicated:

|  |  |  |
| --- | --- | --- |
| **Action board** | **Section of board** | **Power** |
| Gold Deposits (4) | General area | 2 |
| Nobles (6) | General area | 2 |
| Construction (8) | General area | 2 |
| Decorations (7) | Worship space | 1 |

1. M8 – Replace the mask collection Teotibot action tile with the activate shaman Teotibot action tile
2. Gather the 7 Teotibot action tiles. Randomly select 6 of them and create Teotibots action pyramid from them (3 on base level, 2 in middle, 1 on top). Place the 7th tile next to the action pyramid.
3. Place Teotibots 2 direction tiles face up next to the action pyramid one below the other, with random sides face up.
   1. S1 – include the 2 additional direction tiles, creating a column of 4 tiles.
4. Place 2 dice of an unused player color near Teotibots action pyramid.
5. M1 – Shuffle the 6 Teotibot Priest and Priestess tiles and randomly deal 1 to Teotibot to use for this game.
6. M2 – Place 1 of Teotibots worshippers on the orange temple bonus tile. Then place 3 of Teotibots disks near the orange temple, to be placed during each of the 3 eclipses.
7. M8 – Draw a random starting tile and place Teotibots shamn to the 1st altar to the left of the action board that is listed first on the starting tile.
8. M9 – Place the 4 Teotibot path tiles face down near Teotibots action pyramid. Teotibot does not place a warrior during setup, therefore your warrior will start the game in Teotihuacan.

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