

TEOTIHUACAN

CITY OF DEAD



This module introduces common workers which do not belong to any specific player. Common workers enable playing the game with up to 5 players, but can also be used in games with 2–4 players.

Needed components

- 3 Common workers
 - White “blank” dice are suggested, but any distinguishable marker will do.
- 5th player components — (any color; grey or purple recommended)

The precise components and quantities may vary, depending on whether you include other expansion content from *Late Preclassic Period*, *Shadow of Xitle*, or *Expansion Period*. You will need a minimum of the following:

- 4 Dice, representing workers
- 12 Wooden discs (to be used as Technology markers and Track markers)

Board setup

In 5-player games only:

Follow normal 4-player setup rules with the following exception: when drawing and placing Discovery tiles for the Avenue of the Dead and major steps of the temples, draw and place one more tile than the number indicated for each spot.

In 2-to-4-player games:

Follow normal setup rules.

Starting tiles

In 5-player games only, if you only have the base game Starting tiles:

Deal only 3 Starting tiles to each player, or use the Starting tile draft variant with an offering of 12 Starting tiles.

Player setup

After the players have chosen their 2 Starting tiles, but before they place their starting workers:

- Gather and shuffle all unused Starting tiles.
- Draw 2 Starting tiles and place the 3 common workers on the first 3 (different) Action Boards shown on the Starting tiles. **Note:** This method is only used to determine the **starting** locations of the common workers.
- Return 1 worker from each player to the game box. Each player will place only 2 starting workers, following the normal placement rules.

Then, in 2-to-4-player games:

- In a 4-player game, draw 1 Starting tile and place 2 workers of an unused color on the Action Boards shown on the Starting tile.
- In a 3-player game, repeat this process to place 2 workers of a second unused color.
- In a 2-player game, repeat this process to place 2 workers of the third unused color.
- These “neutral” workers count as a different colored worker for all game purposes, as normal.



This Discovery tile functions slightly differently when using the Increased Workforce module.

If both workers are common workers, they may only move 1 space, following the common worker movement rules.

Otherwise, the two workers may move up to 3 spaces, even if one of them is a common worker. In this case, any movement across the Palace (1) Action Board is still counted.

Player turns

When taking a normal turn, you must either:

- Select one of your unlocked workers and advance it by 1, 2, or 3 Action Boards in a clockwise direction OR
- Select any common worker and advance it exactly 1 Action Board in a clockwise direction. When moving a common worker, you may choose to skip the Palace (1) Action Board.

IMPORTANT:

- Common workers always count as being workers of your color.
- Common workers can never be placed in any locked space.

Performing Main actions

If one or more common workers are present on the Action Board, resolve the Main action as if you have exactly 1 additional worker of your color with power equal to the lowest value worker you have on that Action Board. If you have no other worker of your own color on that Action Board, resolve the action as if you have a single worker with a power of 3.

IMPORTANT: There is no added benefit from common workers beyond the first.

Calculating various effects dependent on “each worker” you have

When a game effect is dependent on how many total workers you have or their individual values, always determine the effect as if you have exactly 1 additional worker with power equal to the lowest value worker you have **anywhere**.

Examples of such effects:

- Paying the salary for each of your workers during Eclipse scoring
- Temple Bonus tile which allows you to score Victory Points for your workers.

Eclipse scoring

Calendar and neutral workers

If this is the first or second Eclipse, reset the light disc on the Calendar to its starting position and adjust the dark disc based on the number of players:

- 2 plays:
 - First Eclipse: set to 9.
 - Second Eclipse: set to 8.
 - Additionally, draw 1 Starting tile and place 2 workers of an unused color on the Action Boards shown on the Starting tile. Repeat this process for the two remaining unused colors.
- 3 players:
 - First Eclipse: set to 10.
 - Second Eclipse: set to 9.
 - Additionally, draw 1 Starting tile and place 2 workers of an unused color on the Action Boards shown on the Starting tile. Repeat this process for the remaining unused color.
- 4 players:
 - First Eclipse: set to 11.
 - Second Eclipse: set to 10.
 - Additionally, draw 1 Starting tile and place 2 workers of an unused color on the Action Boards shown on the Starting tile.
- 5 players:
 - First Eclipse: set to 11.
 - Second Eclipse: set to 10.

