



TEOTIHUACAN CITY OF GODS

DELUXE MASTER SET



Teotihuacan: City of Gods was released in 2018. In the years that followed, the game saw the release of three expansions—*Late Preclassic Period* (2019), *Shadow of Xitle* (2020), and *Expansion Period* (2021)—as well as various promotional materials and expert challenges.

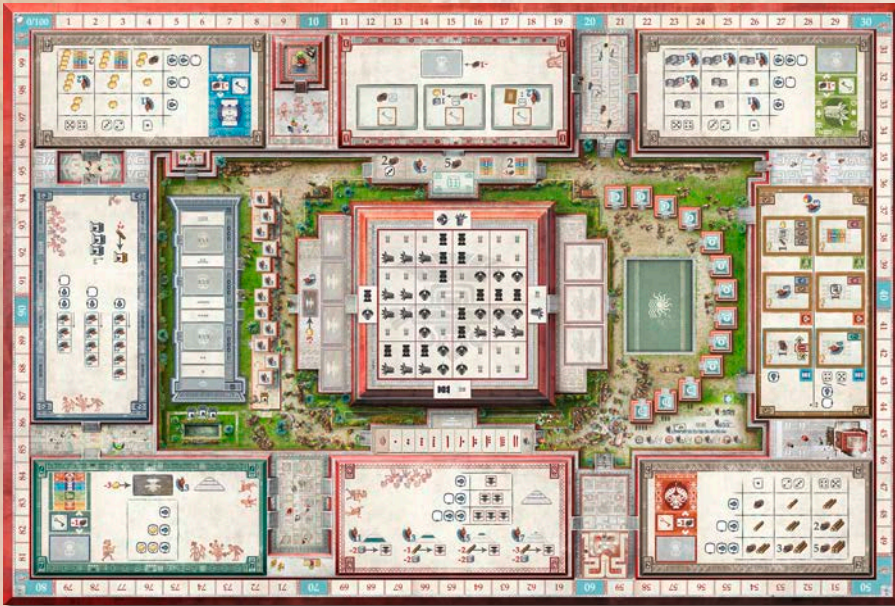
Teotihuacan: Deluxe Master Set is a celebration of the five years that have passed. Within this game box, you will find all the content ever produced for the game, released as a single *deluxe master set*. While the award-winning gameplay remains unchanged, the game has received numerous aesthetic upgrades, including deluxe wooden components and consolidated and updated rules.

Thank you for being part of the ride!

COMPONENTS

GENERAL COMPONENTS

1 DOUBLE-SIDED GAME BOARD



1 DOUBLE-SIDED TEMPLE BOARD



6 ACTION BOARDS



14 ROYAL TILES



23 TECHNOLOGY TILES



92 TECHNOLOGY REFERENCE TILES



11 BUILDINGS



7 TEMPLE BONUS TILES



2 CALENDAR MARKERS



14 DICE SETUP CARDS



32 STARTING CARDS



33 PYRAMID TILES
+ BAG



CACAO (20×1; 8×5)



18 DECORATION TILES
+ BAG



WOOD (20×1; 5×5)



54 DISCOVERY TILES
+ BAG



STONE (20×1; 5×5)



1 FIRST
PLAYER MARKER



1 LAST
PLAYER MARKER



GOLD (20×1; 5×5)



Both cacao and the three resources (wood, stone, and gold) are meant to be unlimited.
Though unlikely, should they run out, use any suitable substitute.

PLAYER COMPONENTS

1 PLAYER BOARD
per player



3 TEMPLE MARKERS
per player color



6 TECHNOLOGY MARKERS
per player color



2 VICTORY POINT
MARKERS
per player



1 AVENUE OF THE DEAD
MARKER
per player color



4 DICE, REPRESENTING
WORKERS
per player color



1 SCORING MARKER
per player color



1 PYRAMID MARKER
per player color



1 PLAYER AID
per player



1 PLAYER
COLOR TOKEN
per player color



COMPONENTS

MODULES

1 EMPIRE BOARD (Module 9)



26 MAJOR DISCOVERY TILES + BAG (Modules 7, 8, 9)



9 ACTION BOARDS (Modules 4, 5, 6, 7)



4 ALTAR TILES (Module 8)



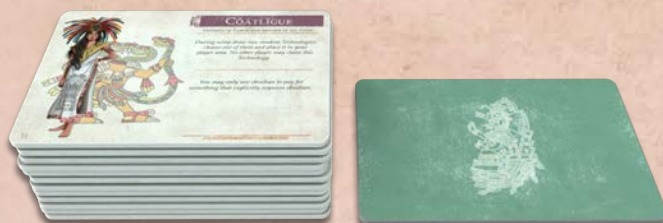
3 MANSION OWNERSHIP TILES (Module 7)



2 SPECIAL MASK TILES (Module 9)



13 PRIEST AND PRIESTESS TILES (Module 1)



OBSIDIAN (20X1; 5X5) (Module 6)



10 WARRIORS per player color (Module 9)



9 SEASON CARDS (Module 3)



3 CLAIM MARKERS per player color (Module 7)



1 SHAMAN per player color (Module 8)



32 ORANGE TEMPLE ABILITY REFERENCE TILES (Module 2)



1 EXTRA TEMPLE MARKER per player color (Module 2)



SOLO MODE

8 ACTION TILES



4 PATH TILES



6 DIRECTION TILES



4 TEMPLE PRIORITY TOKENS



9 TEOTIBOT PRIEST AND PRIESTESS TILES



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LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proofreading and editing, occasionally the need for rules corrections or minor gameplay adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

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 to receive replacements swiftly and with our sincere apologies.

Customer support:

<https://boardanddice.com/customer-support/>

SETUP

FIRST TIME PLAYING *TEOTIHUACAN*?

If this is your first time playing *Teotihuacan*, we strongly recommend returning all Temple Bonus tiles, Action Boards, Royal tiles, and Technology tiles to the game box and using the preprinted options on the Game Board instead. Do not use the Orange temple.

Board Setup: Follow the instructions for step 1, then continue from step 6.

Player Setup: Follow the instructions for steps 1–11, then continue from step 13.

BOARD SETUP

1. Lay out the Game Board in the middle of the table, and place the Temple Board along one of its short sides **1**.
2. Randomly select three Temple Bonus tiles, and place one on the penultimate step of each temple (covering the preprinted Temple Bonus) **2**.
3. Shuffle the Action Boards, and place them face up onto Action Board spaces “2”–“7” on the Game Board (covering up the preprinted Action Boards) **3**. **Note:** Action Board spaces “1” and “8” should not be covered.
4. Each Royal tile is categorized by an A, B, or C in the top-left corner of the tile. Randomly select three Royal tiles, one from each category, and place them face up on the corresponding spaces of the Palace (1) Action Board **4**.
5. Each Technology tile is denoted by a reference number in the top-right corner of the tile. Randomly select six Technology tiles, and order them by their reference numbers. Place these tiles face up on the Alchemy (5) Action Board in ascending order, from left to right, beginning with the top row **5**.
6. Place the light Calendar marker on space “0” of the Calendar track **6**. Place the dark Calendar marker on the space corresponding to the player count **7**.

- For 2 players: space “10.”
- For 3 players: space “11.”
- For 4 players: space “12.”

7. Place a Building on each space next to the Avenue of the Dead, excluding the bottommost space **8**.
8. Place all Pyramid tiles into the appropriate bag **9**. Randomly select three Pyramid tiles, placing them face up to the right of the Pyramid grid in the middle of the Game Board **10**.
9. If you are using the Pyramid Frame **11A** place it in the center of the Game Board so that it matches the pyramid base shape. At random, draw additional Pyramid tiles,



placing them face up onto the Pyramid grid (in any orientation) to form the pattern corresponding to the player count **11** (setup example is for a 4-player game). Afterwards, set the bag aside, near the Game Board.



2 players

3 players

10. Place all Decoration tiles into the appropriate bag **12**. Draw four Decoration tiles, placing them face up to the left of the Pyramid grid **13**. Afterwards, set the bag aside, near the Game Board.

11. Place all Discovery tiles into the appropriate bag **14**. Randomly draw and place one tile, face up, on the



corresponding spaces of each of the following Action Boards: Palace (1) **15**, Forest (2) **16**, Stone Quarry (3) **17**, Gold Deposits (4) **18**, and Decorations (7) **19**.

12. Randomly draw six more Discovery tiles, placing them face up on the corresponding spaces along the Avenue of the Dead: three tiles on the bottom space, two on the middle space, and one tile on the top space **20**.

13. Draw and place additional Discovery tiles, face up, on the corresponding spaces of the temples. Each space indicates how many tiles should be placed here, depending on the player count. The first number corresponds to a 2-player game, the second number to a 3-player game, and the third number to a 4-player game **21**. Afterwards, set the bag aside, near the Game Board.

14. Place all cacao and resources (wood, stone, and gold) near the Game Board and within easy reach of all players **22**.

15. Each player has a number of markers that should be placed at various locations around the Game Board:

- **Scoring marker** → space “0” of the Scoring track around the Game Board **(23)**,
- **Pyramid marker** → space “0” of the Pyramid track below the Pyramid grid **(24)**,
- **Avenue of the Dead marker** → space “0” of the Avenue of the Dead **(25)**, and
- **Temple marker** (×3) → bottom space of each temple **(26)**.



PLAYER SETUP

1. Give each player one complete set of player components in their chosen color.
2. Randomly determine the first player. Give that player 2 cacao **A** and the First Player marker **B1**.
3. Give the *last* player (in clockwise order) 3 cacao and the Last Player marker **B2**. Give all other players, if any, 2 cacao.
4. Place the six Technology markers on the reserved spaces of your Player Board **C**.
5. Place one of your dice onto the reserved space of your Player Board. Set that die to value 3 **D**. This die can later be unlocked as a fourth worker.
6. For each of the six Technology tiles present on the Alchemy (5) Action Board, locate the corresponding Technology Reference tiles. Give one copy of each of these tiles to every player. Return *all other* Technology Reference tiles to the game box, as they will not be needed during the game.
7. Each Technology Reference tile is denoted by a reference number in the top-right corner of the tile. Place these tiles face up next to your Player Board **E**.

8. For now, set your remaining 3 dice to value 1, and leave them in your player area **F**, along with the two Victory Point markers (+100/+200 and +300/+400) **G** and the Player Aid.
9. Place your Player Color token on your board **N**.

GENERAL AREA

The rules often refer to the “general area” of an Action Board. The general area contains the main action associated with that Action Board.

Boards 2, 3, 4, and 7 each have both a temple sidebar and a general area. Board 1 also has a general area, despite there being no main action associated with that Action Board.

Every worker (except those locked in Worship spaces—explained later) is considered to be in the general area of that Action Board.

When instructed to place a worker in the “general area,” place it in a way so that it does not cover any icons.



A - spaces for resources; B - space for the First or Last Player player marker; C - space for Technology markers and active Technology Reference tiles; D - space for 4th worker; E - inactive Technology Reference tiles; H - spaces for mask (Discovery) tiles; N - space for Player Color token. The highlighted spaces (I, J, K, L, M) are only used when playing with specific modules.

IS THIS YOUR FIRST GAME?

- Return all Starting cards to the game box, and use the predetermined setup options below instead.
- In addition to the cacao already received, players receive the following:
 - The *first* player receives
 - 5  (cacao),
 - 1  (wood),
 - 2  (stone),
 - 4  (gold), and
 - one advancement on the green  temple (for which they receive 1 more .
 - The *second* player receives
 - 5  (cacao),
 - 4  (wood),
 - 1  (stone),
 - one advancement on the red  temple (for which they receive 1  (Victory Point), and
 - one advancement on the blue  temple (for which they receive 1 .
 - The *third* player (if any) receives
 - 4  (cacao),
 - 3  (wood),
 - 4  (stone),
 - one advancement on the Avenue of the Dead , and
 - one advancement on the blue  temple (for which they receive 1 .
 - The *fourth* player (if any) receives
 - 2  (wood),
 - 5  (gold),
 - one advancement on the green  temple (for which they receive 1 more , and
 - a Technology marker on the 3rd lowest-numbered Technology tile  (rightmost tile on the top row), which grants another advancement on the green  temple (for which they receive yet another .
- Finally, each player must place their remaining three dice, as starting workers, in the general area (see *General Area* on page 8) of various Action Boards.
 - The *first* player:
 - Nobles (6); also set this die to value 2
 - Forest (2)
 - Construction (8)

- The *second* player:
 - Decorations (7); also set this die to value 2
 - Forest (2)
 - Stone Quarry (3)
- The *third* player (if any):
 - Palace (1)
 - Forest (2)
 - Decorations (7)
- The *fourth* player (if any):
 - Stone Quarry (3)
 - Gold Deposits (4)
 - Alchemy (5)

NOT YOUR FIRST GAME?

- Shuffle the Starting cards, and deal four to each player.
- If you receive one or more Starting cards depicting a Discovery  icon, for each such card, immediately draw a random Discovery tile from the bag. (You may lay out your Starting cards in front of you to help keep track of which Discovery tile belongs with which Starting card.)
- Simultaneously, all players choose two of their Starting cards to keep (discarding the other two).
- Receive all benefits of your chosen Starting cards. (See the Appendix booklet for a comprehensive list of all benefits.) Return any unclaimed Discovery tiles to the bag.
- At the bottom of the Starting cards there are numbers referencing Action Boards on the Game Board. Place your three starting workers in the general areas of three unique Action Boards matching three numbers on your chosen Starting cards. **Unless explicitly allowed by the benefits of a chosen Starting card, no two dice belonging to the same player may start the game on the same Action Board.** (See the Appendix booklet for additional information about worker starting locations.)
- Return *all* Starting cards to the game box, as they will not be needed again during the game.

10. **In games with 4 players:** Return all Dice Setup cards to the game box, as they will not be needed during the game.

11. **In games with 3 players:**

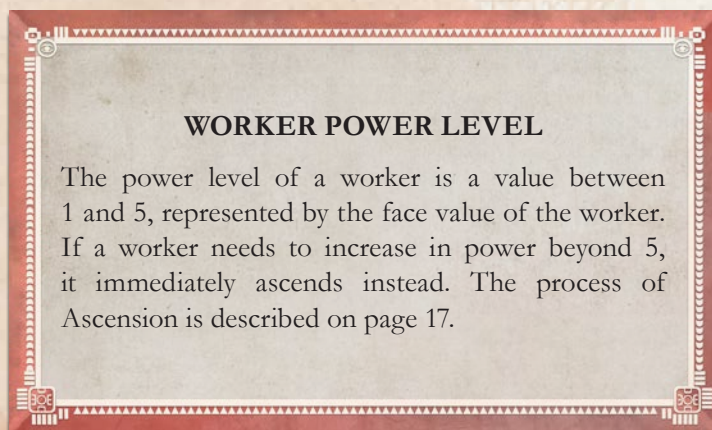
- Shuffle the Dice Setup cards, and reveal the top card. Referencing the 3-player side of the card (marked with ) , place three workers of the unused color in the general areas of the Action Boards indicated at the bottom of the card.
- These “neutral” workers count as workers of a different color for all game purposes.
- Set aside the remainder of the Dice Setup cards deck. It will be needed twice more during the game.
- Discard the card to the bottom of the deck.

12. **In games with 2 players:**

- Shuffle the Dice Setup cards, and reveal the top card. Referencing the 2-player side of the card (marked with ) , place three workers of one of the unused colors in the general areas of the leftmost three Action Boards indicated at the bottom of the card. Similarly, place

three workers of the *second* unused color in the general areas of the rightmost three Action Boards indicated at the bottom of the card.

- These “neutral” workers count as workers of a different color for all game purposes.
- Set aside the remainder of the Dice Setup cards deck. It will be needed twice more during the game.
- Discard the card to the bottom of the deck.



RULES OF PLAY

Beginning with the first player, each player takes a turn as outlined below. Play proceeds clockwise, continuously. There are no phases or steps in *Teotihuacan*. Players simply resolve their turns, one after another, until an Eclipse (scoring) is triggered (described later).

PLAYER TURNS

On your turn, you must choose one of these two options:

- Take a normal turn.

OR

- Unlock all of your locked workers, at no cost (see *Workers, Locked and Unlocked* on page 11).

Afterwards, proceed to the next player in clockwise order for their turn.

At the end of the round, after all players have taken one turn, advance the light marker one space on the Calendar track. This might trigger an Eclipse (described later).

IMPORTANT: The light Calendar marker should **always** be advanced at the end of the last player's turn unless it is already on top of the dark Calendar marker.



TAKING A NORMAL TURN

When taking a normal turn, select exactly one of your unlocked workers (see *Workers, Locked and Unlocked* below) and advance it clockwise by one, two, or three Action Boards.

WORKERS, LOCKED AND UNLOCKED

Workers can be either locked or unlocked. Spaces with a key depicted are referred to as Worship spaces. A worker on a Worship space is considered *locked*. Locked workers can never be moved.



Any worker in the general area of an Action Board is considered *unlocked*.



At any time during a normal turn, you can pay 3 to unlock *all* of your locked workers. **Doing so does not count as an action.** Alternatively, you may spend your entire turn to unlock *all* of your locked workers at no cost. When unlocking a worker, slide it to the general area on the same Action Board.



Note: You can choose to unlock workers (whether by paying 3 or spending your entire turn doing so) even if not all of your workers are locked.

After moving the worker you must perform one of three possible actions on the Action Board your worker ends its movement on:

- Collect Cacao,
- Worship, or
- Perform the main action.

Note: If you do not have any unlocked workers available or are not willing or able to pay to unlock your workers, you cannot take a normal turn; you must choose the no-cost unlock option instead.

COLLECT CACAO

You can take the Collect Cacao action on any Action Board. Before placing your moved worker in the general area of the Action Board, count the number of unlocked workers of different colors already present on the board (disregarding any locked worker in the Worship space). You gain that much **plus 1**. Place the moved worker in the general area of the Action Board in question.

EXAMPLE: Black moves a worker to the Stone Quarry (3) Action Board to take a Collect Cacao action. There are two colors of unlocked workers present (Red and Yellow), so Black collects 3 . Neither the locked Blue worker nor the arriving Black worker are counted.



WORSHIP

The Worship action can only be performed on the following Action Boards:

- Palace (1),
- Forest (2),
- Stone Quarry (3),
- Gold Deposits (4), and
- Decorations (7).

The Palace (1) Action Board has three Royal tiles with one space each; the other four Action Boards have a temple sidebar, each with one space.

1. Select a Worship space on the Action Board. If there is already a worker belonging to another player on that space, pay 1 to the general supply, and unlock that worker (move it to the general area of that Action Board). Then, place your moved worker in the selected Worship space. You cannot unlock your own workers this way!

2. Choose one of the following options:

- Activate the Worship space ability.

OR

- Claim the Discovery tile near the Worship space by paying any costs depicted on the tile. Then, draw a replacement tile from the bag. (See *Claiming Discovery Tiles* below.)

OR

- Pay 1  to choose both of these options, activated in any order.

EXCEPTION: When Worshiping on the Palace (1) Action Board, you must activate a Worship space ability. You may not choose to only claim the Discovery tile, though you may still pay the additional cost of 1  to both activate the effect of the Royal tile and claim the Discovery tile.

Note: Any  costs associated with unlocking another player's worker or choosing both options of a Worship space must be paid before resolving any effects associated with the Worship action.

CLAIMING DISCOVERY TILES

You claim a Discovery tile by paying the cost indicated in the top-left corner of the tile (if nothing is printed here, then the tile has no cost). This cost must be paid regardless of how the tile was obtained: from a Worship action, from a temple, or from the Avenue of the Dead. If unable or unwilling to pay the cost, you are not allowed to claim the tile. After claiming the tile:

- If it is a mask, place it on the corresponding space of your Player Board (stacking it on top of any identical mask(s) you already have). Masks are scored during every Eclipse.
- If it is *not* a mask, place it face up in front of you. Once, at any time during any of your turns (including immediately after claiming it), you may flip the tile face down to receive its benefits. Keep face-down tiles in front of you, as they may be scored during the final Eclipse. (See the Appendix booklet for a comprehensive list of all benefits.)

WORSHIP SPACE ABILITIES

- Palace (1)
 - See the Appendix booklet for a comprehensive explanation of the effect of each Royal tile.
- Forest (2), Stone Quarry (3), Gold Deposits (4)
 - Advance once on the depicted temple. (See *Advancing on Temples* below.)
- Decorations (7)
 - Advance once on *any* temple of your choice.

ADVANCING ON TEMPLES

When advancing on one of the temples, move your Temple marker up by one step.

If it is a minor step, immediately receive the benefit depicted on that step.



Note: The  icon represents *any* resource (, , or ).

If it is a major step, you may either claim one of the Discovery tiles present on the step (if any remain) **OR** receive the benefit depicted on that step.



If it is the penultimate step, nothing happens. You simply qualify for additional end-game  according to the Temple Bonus depicted on that step.



If it is the topmost step, immediately score the  depicted on that step. (You still qualify for the Temple Bonus.)



Note: You may only advance onto the topmost step of the temple if no other player has a marker there. If for any reason you cannot advance further, you simply do not advance and do not receive any further benefit(s).

A photograph of the board game 'Mummy Madness'. The game board features a green path with Egyptian symbols. A red pyramid is in the center, with a yellow arrow pointing to a card with a green face. To the right, three chocolate-covered marshmallows are shown.

Place the moved worker in the general area of the Action Board in question.

When counting how many workers you have on the Action Board, for purposes of resolving any of the main actions, you are always limited to three. Therefore, even if you happen to have all four of your workers on the same Action Board when resolving a main action, it still counts as having three workers. When counting workers for the action's effects, always include the worker you just placed there.

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MAIN ACTIONS

PALACE (1)

The Palace (1) Action Board does NOT have a main action. When moving a worker here, you may only place it on a Royal tile to perform a Worship action or in the general area to take a Collect Cacao action.

FOREST (2), STONE QUARRY (3), GOLD DEPOSITS (4)

Count the number of your unlocked workers on the Action Board in question (including the worker you just moved) to select a row on the Action Board. Use the power of your lowest-value worker to select a column on the Action Board. Gain the rewards (cacao beans, stone, gold, or temple advancements) shown in the corresponding cell.

Afterwards, power up one of your workers on the same Action Board. If you have three or more workers on that Action Board, power up twice instead (still powering up only workers on the same Action Board).

EXAMPLE: Blue performs a main action on the Forest (2) Action Board with two workers with a power of 2 and a power of 5. Since the lower value is 2, this grants them 2 cacao beans and the ability to power up one worker on the Forest (2) Action Board.



ALCHEMY (5)

Select one Technology tile on the Alchemy (5) Action Board, observing the following restrictions:

1. If you have only one worker on this Action Board, you must select from the top row.
2. If you have two or more workers on this Action Board, you may select from either row.
3. **EXCEPTION:** If you have only one worker on this Action Board but its power is 4 or 5, you may still choose from the bottom row, but doing this will forfeit the power-up you would otherwise receive from this action.

Pay the cost in gold shown on the selected tile, and move one of your Technology markers from your Player Board onto the tile to mark that you have acquired this Technology. You can **never** acquire the same Technology twice. Any other player who already had a marker on the Technology you have just acquired immediately scores 3 points.

After placing your Technology marker, advance once on the corresponding temple, depending on which column the selected Technology belongs to: left column, center column, or right column.

Then, move the corresponding Technology Reference tile onto the space on your Player Board freed by the Technology marker you have just used. This will help remind you of the benefit provided by the Technology. (Refer to the Appendix booklet for an explanation of the ongoing benefit of each Technology tile.)

Afterwards, power up one of your workers on the Alchemy (5) Action Board (unless you used a single power-4 or -5 worker to acquire a bottom-row Technology).

EXAMPLE: Blue is performing the main action on the Alchemy (5) Action Board using a single worker with a power of 4. They can either acquire a Technology from the top row and power up the worker or acquire a Technology from the bottom row *without* powering up the worker (because of the exception rule).



POWER-UPS



When an ability or effect instructs you to power up one of your workers, select one of your *unlocked* workers and rotate the die representing the worker to the side showing a one-higher number, thereby increasing its power. If a worker needs to increase in power beyond 5, it immediately ascends instead. The process of Ascension is described on page 17.

If an ability or effect instructs you to power up twice, either power up the same worker twice or two different eligible workers once each.

All power-ups are **mandatory**.

NOBLES (6)

Pay 2 to take the first available (bottommost) Building from the Buildings row on the Game Board (it is important that these Buildings are always taken from the bottom up), and add it to the leftmost available space of one of the Building rows on the Nobles (6) Action Board:

- If you have one worker on this Action Board, add the Building to the leftmost empty space of the top row.
- If you have two workers on this Action Board, add it to the leftmost empty space of the second row. If there are no empty spaces on the second row, add the Building to the top row instead.
- If you have three workers on this Action Board, add it to the leftmost empty space of the bottom row. If there are no empty spaces on the bottom row, instead add the Building to one of the rows above.

You cannot choose to perform the main action if it is impossible for you to legally add a Building. (You may, however, perform this main action even if you are at the top of the Avenue of the Dead.)

Score a number of equal to the printed value of the space you covered with the Building, and advance once on the Avenue of the Dead, up to a maximum of 9.

Afterwards, power up one of your workers on the Nobles (6) Action Board. If you have three or more workers on that Action Board, power up twice instead (still powering up only workers on the same Action Board).

EXAMPLE: Red is performing the main action on the Nobles (6) Action Board using two workers. Red pays 2 and places a Building on the leftmost space of the second row.



Red advances their marker on the Avenue of the Dead one step and immediately scores 4 VP.



DECORATIONS (7)

Pay 3 to select one of the four available Decoration tiles. For each additional worker you have on this Action Board, receive a discount of 1 (to a minimum of 1).

Add the selected Decoration tile to the Pyramid, observing the following restrictions:

- The tile must be placed in one of the marked spaces (see the example image below).



- You can only place the tile on a space marked with “2” if there is a layer of Pyramid tiles under both of its squares AND there is a Decoration on the nearest space marked with “1” (i.e., the step below).
- You can only place the tile on a space marked with “3” if there are two layers of Pyramid tiles under both of its squares AND there is a Decoration on the nearest space marked with “2.”
- You can only place the tile on a space marked with “4” if there are three layers of Pyramid tiles under both of its squares AND there is a Decoration on the nearest space marked with “3.”

You cannot choose to perform the main action if it is impossible for you to legally add a Decoration. (You may, however, perform this action even if you are at the end of the Pyramid track.)

When placing the tile, orient it so that its arrow points towards the center of the Pyramid. Score 3  and advance your Pyramid marker one step, up to a maximum of 10.

Check the icons you are covering. For each icon covered by an icon of the same type on the newly placed Decoration tile, immediately score 1 additional .

If you scored 1  for an icon that is red , green , or blue  on the newly placed Decoration tile (the color of the icon that is being covered does not matter), also advance one step on the corresponding temple. (If you receive two temple advancements, freely choose which temple advancement should be resolved first.)

Afterwards, power up one of your workers on the Decorations (7) Action Board. Finally, draw a new Decoration tile to refill the tile offer.

 **Special Decoration Symbol:** For the purpose of matching the covered icon below it, this symbol counts as the generic icon . When used to cover a generic icon, in addition to scoring 1  as normal, you may advance one step on *any* temple of your choice.

EXAMPLE: Black is placing a Decoration tile showing one blue  and one red  icon in the space shown on the second level. One of the icons matches the covered icon below it, so Black scores $1+3 = 4$  and advances once on the blue temple. Although Black would have liked to place the Decoration tile on level three so that both icons match, this is not allowed, since the second-level space is not yet covered by a Decoration.



CONSTRUCTION (8)

Select one of the three available Pyramid tiles, and add it to the Pyramid as follows:

- At the cost of 2 , you can place a Pyramid tile on the first (bottom) level. Score 1 , and advance your Pyramid marker one step, up to a maximum of 10.
- At the cost of 2  and 1 , you can place a Pyramid tile on the second level, over the intersection of four tiles of the first level. Score 3 , and advance your Pyramid marker one step, up to a maximum of 10.
- At the cost of 2  and 2 , you can place a Pyramid tile on the third level, over the intersection of four tiles of the second level. Score 5 , and advance your Pyramid marker one step, up to a maximum of 10.
- At the cost of 2  and 3 , you can place a Pyramid tile on the fourth level (thus completing the Pyramid) over the intersection of the four tiles that comprise the third level. Score 7 , and advance your Pyramid marker one step, up to a maximum of 10.

You cannot choose to perform the main action if it is impossible for you to legally add a Pyramid tile. (You may, however, perform this action even if you are at the end of the Pyramid track.)

When placing the tile, you can rotate it any way you choose.

Check the icons you are covering. For each icon covered by an icon of the same type on the newly placed Pyramid tile, immediately score 1 additional .

If you scored 1  for an icon that is red , green , or blue  on the newly placed Pyramid tile (the color of the icon that is being covered does not matter), also advance one step on the corresponding temple.

For each additional worker you have on this Action Board, you may optionally add one more tile.

If adding more than one tile to the Pyramid, always fully resolve all of the effects of adding one tile before adding the next tile, including the scoring of , advancing on the Pyramid track, as well as temple advancements, if any.

Afterwards, power up one of your workers on the Construction (8) Action Board. If you have three or more workers on that Action Board, power up twice instead (still powering up only workers on the same Action Board). Finally, draw new Pyramid tile(s) to refill the offer.

EXAMPLE: Blue is placing the tile shown onto the Pyramid, rotating the tile to maximize placement benefits. The cost of this placement is 2  and 2  (as the newly added Pyramid tile is being placed on the third level), and will score $5+3=8$ , 5 for being placed on the third level and an additional 3 for matching the icons being covered with the icons on the Pyramid tile. Additionally, they advance once on the blue temple, as one of the icons that scored 1  is .



IMPORTANT: If the Pyramid has been completed (by having a tile placed on the fourth level), the *final* Eclipse has been triggered. Advance the light Calendar marker all the way to the space occupied by the dark marker.

ASCENSION

Your workers are constantly increasing in power during the game. If a worker needs to increase in power beyond 5, it immediately ascends instead.

When this happens, resolve **all** of the following steps:

1. Advance your Avenue of the Dead marker one step, up to a maximum of 9.
2. Move the die representing the newly ascended worker to the Palace (1) Action Board (placing it in the general area), and reset it to a power of 1. This is now a “new” worker.
3. Select one of the ascension rewards shown:
 - Score 5 .
 - Gain 5 .
 - Advance your Temple marker one step on a temple of your choice.
 - Pay 3  to advance your Temple marker one step twice (either once each on two different temples or twice on the same temple).
 - If you have only three workers in play, receive your 4th worker (with a starting power of 3), moving it from your Player Board to the general area of the Palace (1) Action Board. Additionally, gain 2 .
4. Advance the light marker on the Calendar track one space, if this is your first ascension during this turn. This may trigger an Eclipse (see next page).

It is possible for more than one of your workers to ascend on the same turn. If this happens, for each ascended worker, fully resolve all but step 4 of the above steps (i.e., **only advance the light marker once** per turn where an ascension occurs).

ECLIPSE & END OF GAME

An Eclipse is triggered when the light marker reaches the space occupied by the dark marker on the Calendar track.

If any game effect would move the light marker beyond the space occupied by the dark marker, ignore any additional movement. The light marker stops moving as soon as it reaches the dark marker.

- **If the Eclipse was triggered on the last player's turn:** Play one more full round (each player takes one more turn, including the last player), then proceed to the Eclipse (Scoring) procedure outlined below.
- **If the Eclipse was triggered on any other player's turn (i.e., not the last player's turn):** Finish the current round (giving all players an equal number of turns), then play one more full round (each player takes one more turn, including the last player) before proceeding to the Eclipse (Scoring) procedure outlined below.

EXAMPLE: In a 4-player game, a worker ascends during the second player's turn, moving the light Calendar marker onto the space occupied by the dark marker. After the second player finishes their turn, the third and fourth (last) players still take their turns as normal. After that, each player gets one more turn (i.e., a full round is played) before the Eclipse is resolved.

ECLIPSE (SCORING)

During an Eclipse, resolve all of the following steps:

1. Avenue of the Dead

- Find the lowest visible number on the Buildings row on the Game Board (the topmost empty space). Each player scores this many for each step they have moved up on the Avenue of the Dead.

EXAMPLE: The topmost empty space on the Building row shows 2. Therefore, Blue scores $2 \times 7 = 14$, Yellow and Red score $2 \times 5 = 10$ each, and Black scores $2 \times 4 = 8$.



2. Pyramid track

- The player (or players) furthest ahead on the Pyramid track scores 4.
- Each player scores for each step they have moved up on the Pyramid track:
 - 4 if this is the first Eclipse,
 - 3 if this is the second Eclipse, or
 - 2 if this is the third Eclipse.
- Reset the Pyramid track for all players by moving all player Pyramid markers back to the "0" space.

EXAMPLE: Red scores 4, as they are the furthest ahead on the Pyramid track. Additionally Red scores $3 \times 4 = 12$, as this is the second Eclipse. Black scores $3 \times 3 = 9$ and both Blue and Yellow score $3 \times 2 = 6$.



3. Masks

- Each player determines how many mask sets they have.
- A “set” is comprised of one or more *different* masks.
- Each** set scores points depending on *the number of masks* in that set:
 - 1 mask → 1 🧑,
 - 2 different masks → 3 🧑,
 - 3 different masks → 6 🧑,
 - 4 different masks → 10 🧑,
 - 5 different masks → 15 🧑,
 - 6 different masks → 21 🧑, and
 - 7 different masks → 28 🧑.

Though, in the base game, it is impossible to have more than 7 different masks, various expansion modules make it possible to have larger sets. In such cases:

- 8 different masks → 36 🧑,
- 9 different masks → 45 🧑,
- 10 different masks → 55 🧑, and
- 11 different masks → 66 🧑.

Note: All of your masks will score again during the next Eclipse.

EXAMPLE: Blue has two sets of masks. They score 15 🧑 for the larger set and 3 🧑 for the smaller one.



4. Worker Salary

- Each player must now pay the combined salaries for all their workers (whether locked or unlocked):
 - For every worker with a power of 1, 2, or 3 → 1 🧑.
 - For every worker with a power of 4 or 5 → 2 🧑.

- For every 🧑 a player is unwilling or unable to pay, that player loses 3 🧑. (You can never be reduced below zero total 🧑.)

EXAMPLE: Blue has three workers on the Game Board. They have to pay 4 🧑: 1 🧑 for the dice of value 1 and 3 and 2 🧑 for the die of value 5.



If this was the third Eclipse, or if this Eclipse was triggered by the completion of the Pyramid, proceed to End of Game on the next page.

Otherwise:

- Move the light marker back to space “0” on the Calendar track.
- In games with 4 players:**
 - Adjust the dark Calendar marker based on which Eclipse this was.
 - First Eclipse:** set to “11.”
 - Second Eclipse:** set to “10.”
- In games with 3 players:**
 - Adjust the dark Calendar marker based on which Eclipse was scored.
 - First Eclipse:** set to “10.”
 - Second Eclipse:** set to “9.”
 - Reveal the top card of the Dice Setup cards deck. Referencing the 3-player side of the card (marked with 🧑), reposition the three neutral workers (of the unused color) to the Action Boards indicated at the bottom of the card.
 - Discard the card to the bottom of the deck.
- In games with 2 players:**
 - Adjust the dark Calendar marker based on which Eclipse was scored.
 - First Eclipse:** set to “9.”
 - Second Eclipse:** set to “8.”

- Reveal the top card of the Dice Setup card deck. Referencing the 2-player side of the card (marked with ) , reposition the three neutral workers of one of the unused colors to the leftmost three Action Boards indicated at the bottom of the card. Similarly, reposition the three neutral workers of the *second* unused color to the rightmost three Action Boards indicated at the bottom of the card.
- Discard the card to the bottom of the deck.

END OF GAME

At the conclusion of the final Eclipse, the game is over.

Each player whose Temple marker has reached the penultimate or topmost step of a temple scores additional  according to the Temple Bonus depicted. (See the Appendix booklet for a comprehensive list of all Temple Bonuses.)

The player with the most  is the winner. In case of a tie, the tied player with the most  remaining is the winner. If still tied, the tied player who is first in turn order is the winner.

COMMON QUESTIONS

1. WHAT RESOURCES DO I NEED TO HAVE IN ADVANCE OF PERFORMING AN ACTION? CAN I USE THE BENEFIT OF ONE EFFECT TO PAY THE COST OF A SIMULTANEOUS EFFECT?

After moving your worker, you always declare which action you are performing and pay the associated  cost first. It does not matter if you are activating a Worship space or the main action area—you must always have the required .

If activating a Worship space in a temple:

- 0  if only advancing on a temple OR claiming the Discovery tile,
- 1  if choosing both options, and
- 1  if also unlocking another player's worker first.

If activating a Royal tile on the Palace (1) Action Board:

- 0  if only performing the Worship action provided by the Royal tile,
- 1  if also claiming the Discovery tile, and
- 1  if also unlocking another player's worker first.

If performing a main action:

- 1  per worker color already present in the general area before your worker moved in.

That  cost always has to be paid first!

Additionally, if you are performing a main action that requires spending resources (as is the case on Action Boards 5, 6, 7, and 8), you must also have enough resources on hand to actually perform the action itself. In case of the Construction (8) Action Board, this means you must have enough resources to be able to add at least 1 tile to the Pyramid.

Any resources gained as a direct result of performing the action cannot be used to pay for any of the costs listed in the left column.

However, resources acquired in one step of the action can be used to pay any resource costs required to continue the action.

EXAMPLE 1: On your turn, you have just 1  but no other resources. You move a worker onto the Worship space on the Gold Deposits (4) Action Board. The Discovery tile present at this Worship space happens to cost 1 , which you do not have. You decide to pay 1  in order to choose both options of the Worship space. You choose to resolve the temple advancement first and advance your marker by one step on the blue temple, gaining a resource of your choice. You decide to take 1 . Next, you choose to claim the Discovery tile by paying the 1  you just gained.

EXAMPLE 2: You have just moved a second worker onto the Construction (8) Action Board where you intend to add tiles to the Pyramid. After paying the required cost, you realize that you only have 3 on hand. You decide to pay 2 to add a tile to the bottom level of the Pyramid and manage to match a red icon in the process. After scoring the appropriate number of for this tile placement, you advance your marker by one step on the red temple. This marker just reached a major step on the temple, allowing you to claim one of the available Discovery tiles on this step. You decide to take a tile which grants you an advancement on the blue temple. Then, you advance your marker by one step on the Pyramid track. Left with just 1 but still allowed to add one more tile to the Pyramid, you now activate the Discovery tile you just claimed, thereby advancing your marker by one step on the blue temple, gaining a resource of your choice. You decide to take 1. Since you now have enough on hand to continue your action, you pay the required resources to add a second tile to the Pyramid, scoring possible temple advancement, and so forth.

Such combinations are highly encouraged!

2. WHAT HAPPENS IF THE PYRAMID IS COMPLETED AFTER AN ECLIPSE HAS ALREADY BEEN TRIGGERED?

Normally, completing the Pyramid would trigger an Eclipse—the final Eclipse of the game, to be precise.

However, there is no way to trigger another Eclipse while waiting to resolve the first. An Eclipse is always either triggered or not triggered.

In the case when an Eclipse has already been triggered and the Pyramid is then completed, which would normally trigger the final Eclipse, the already triggered Eclipse will become the final Eclipse and the game will end upon its resolution.

3. IN WHICH ORDER SHOULD I RESOLVE MULTIPLE SIMULTANEOUS EFFECTS?

There are actually only two cases where multiple effects truly take place simultaneously.

- When performing the main action of the Decorations (7) Action Board, it is possible to earn two temple advancements at the exact same time by placing a Decoration that creates a “perfect match.” When

this happens, fully resolve all effects of one temple advancement before resolving the second temple advancement. You may freely choose which temple advancement should be resolved first.

- In the event of simultaneous effects from two (or more) Discovery tiles or Technologies (in any combination), simply stack the benefits and resolve their combined effect. (The Appendix mentions combining the “double-move” and “teleport” Discovery tile effects.)

Instances where it may seem like two effects take place simultaneously:

- Receiving a power-up and the benefit from a Technology related to the main action taken:
 - The power-up is resolved first as it is actually the final step of the main action itself, whereas the Technology benefit generally only applies after the main action has been fully resolved.
- Two (or more) workers ascend at once:
 - Fully resolve all effects of one Ascension before resolving the next Ascension (with the exception of the light Calendar marker, which can be only moved once).



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