

FOUNDERS OF TEOTIHUACAN

A TILE-LAYING GAME



RULEBOOK

Travel back in time to the founding of one of the greatest cities of Mesoamerica, and become once again a part of its history. Design the foundation of a great pre-Columbian civilization, with its buildings, temples, and a grand pyramid in the center. Prove to be the best among competing architects, and your project will secure you a spot among the great Founders of Teotihuacan!

In *Founders of Teotihuacan*, 1 to 4 players compete to create the best-designed city of Teotihuacan. Over the course of three or four rounds, players place their disks on Action spaces, forming towers of varying strength, and perform Actions that allow them to build Temples, Buildings, and the Pyramid central to their vision of Teotihuacan. Once the eclipse comes, all designs are assessed—and the player who scores the most points wins.

COMPONENTS

Your copy of *Founders of Teotihuacan* includes the following components:

MAIN BOARD
(consists of 2 pieces)



4 DOUBLE-SIDED PLAYER BOARDS



15 MASK TILES
(5 in each of 3 colors)



36 WORSHIP TILES
(12 in each of 3 colors)



90 BUILDING TILES
(15 yellow, 40 gray, 35 brown)

5 GOLD SIZE 4



10 GOLD SIZE 3



5 STONE SIZE 4



11 STONE SIZE 3



14 STONE SIZE 2



10 STONE SIZE 1



11 WOOD SIZE 3



14 WOOD SIZE 2



10 WOOD SIZE 1



38 TEMPLE TILES
(13 green, 13 blue, 12 orange)



46 PYRAMID TILES
(14 in each of 3 colors and 4 blank ones)

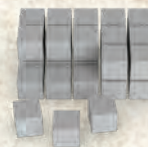


90 RESOURCE CUBES OF 3 TYPES:

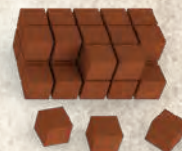
30 GOLD
(yellow)



30 STONE
(gray)



30 WOOD
(brown)



9 BONUS DISKS



1 SUN MARKER



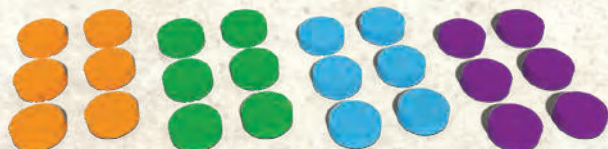
1 ECLIPSE MARKER



1 FIRST PLAYER MARKER



24 ACTION DISKS
(6 in each of 4 player colors)



4 FAVOR TOKENS
(1 in each of 4 player colors)



4 SCORING TOKENS
(1 in each of 4 player colors)



4 ARCHITECTS
(1 in each of 4 player colors)



Resources (Gold, Stone, and Wood) are considered **unlimited**. Should you run out, any suitable substitute may be used. **Everything else** (Buildings, Temples, Pyramid tiles, Mask tiles, etc.) are considered **limited**; if you run out of these, no more are available.

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 proof reading and editing, occasionally the need for rules corrections or minor game play 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/>

GAME SETUP

If this is your first time playing *Founders of Teotihuacan*, carefully punch out all cardboard components.

1. Assemble and place the Main board in the middle of the table, and place the resources within easy reach of all players.
2. According to the player count, place a number of Buildings onto their assigned spaces on the Main board as depicted in the following table. Place all other Buildings (including size 1 Buildings) next to the Main board, forming a general supply.

| 2 players: | |
|--|--|
|  | <ul style="list-style-type: none"> ○ one size 2 Stone Building ○ one size 2 Wood Building ○ one size 3 Stone Building ○ one size 3 Wood Building ○ one size 3 Gold Building ○ one size 4 Stone Building ○ one size 4 Gold Building |
| 3 players: | |
|  | <ul style="list-style-type: none"> ○ two size 2 Stone Buildings ○ two size 2 Wood Buildings ○ one size 3 Stone Building ○ one size 3 Wood Building ○ one size 3 Gold Building ○ one size 4 Stone Building ○ one size 4 Gold Building |
| 4 players: | |
|  | <ul style="list-style-type: none"> ○ two size 2 Stone Buildings ○ two size 2 Wood Buildings ○ two size 3 Stone Buildings ○ two size 3 Wood Buildings ○ two size 3 Gold Buildings ○ one size 4 Stone Building ○ one size 4 Gold Building |

3. Regardless of the number of players, place two Temple tiles on each of the corresponding spaces on the Main board.



Two Green, two Blue, and two Red Temple tile stacks on the Main board

4. Shuffle the Worship tiles (separately, by type), and place them face down in stacks next to the Temple tiles on the Main board. Do not reveal any Worship tiles yet.



Worship tile stacks placed next to Temple tile stacks

5. Place two Pyramid tiles of each color on the Main board. Set the rest of the Pyramid tiles next to the Main board, forming a common pool.

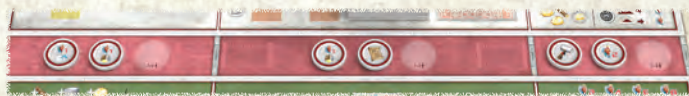


Pyramid tiles placed on the Main board

- Shuffle all Bonus disks face down. Draw and place one disk face up onto each Bonus space on the Main board. Note that some spaces are only for games with 3-4 players and should be left empty (and unused) in 2-player games.



Bonus disks placed on the Main board for a game with 3 or 4 players



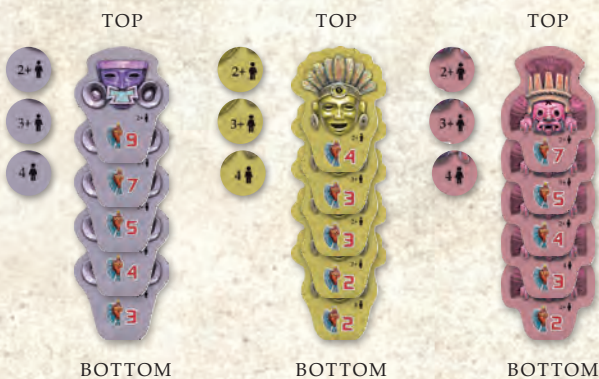
Bonus disks placed on the Main board for a game with 2 players. The spaces marked with "3-4 p" are left empty and will not be used.

- Place the Sun marker on the topmost space of the Round Track. Place the Eclipse marker: the position of the Eclipse marker is dependent on the number of players and is denoted by the symbols for 2, 3, or 4 players printed on the Round Track.



For a 2- or 4-player game, the Eclipse marker is placed on the fourth space of the Round Track **A**. For a 3-player game, the Eclipse marker is placed on the third space of the Round Track **B**.

- Prepare the Mask tiles as follows. If playing with fewer than 4 players, all Mask tiles with a player symbol representing a greater player count should be returned to the game box, as they will not be needed in this game. Separate the remaining Mask tiles by type, and place them in face-up stacks next to the Main board, arranged with the lowest-valued tile on the bottom and the rest in ascending order on top.



The correct order of Mask tiles in each stack for a 4-player game

- Give each player a Player board. Return any remaining Player boards to the game box, as they will not be needed this game.
- If this is your first time playing, we recommend that all players use the A side of their Player board. Otherwise, players may agree to use the B side instead. Each B side is denoted by a symbol in the top-right corner and is asymmetric to other players' B side. All players **must** use the same side of their Player board.



All of the advanced B sides of player boards are marked with this symbol:

- Give each player their Architect, their Favor and Scoring tokens, and all the Action disks of their chosen player color. If playing with 3 or 4 players, however, return 1 Action disk of each color to the game box.

The number of Action disks you will be using depends on the number of players in the game:

- With **2 players**, use 6 Action disks.
- With **3 or 4 players**, use 5 Action disks.

- Give each player one Pyramid tile of each color from the common pool and one blank Pyramid tile. Each player should place the blank tile in the center of their Pyramid grid.



The blank Pyramid tile placed in the center of the Player board

- Give the youngest player the First Player marker. This player should also place their Architect **above** their Player board.
- The second player in clockwise order places their Architect to the **right** of their Player board.
- (If present) the third player in clockwise order places their Architect **below** their Player board.

16. (If present) the fourth player in clockwise order places their Architect to the **left** of their Player board.



The starting position of the Architect

17. Each player places their Favor token on the starting position of the Pyramid track on the Main board.



Favor tokens stacked on the starting position of the Pyramid track

18. Each player places their Scoring token on the “0” space of the Victory Point Track surrounding their Player board.

It is crucial that you read and know the rules before proceeding beyond this step of setup. Make sure that all players know what Rewards they can receive when placing the starting Pyramid tiles on their Player boards.

19. In player order, each player should now place their Pyramid tiles on their Player boards, ignoring their Architect’s Reach, to receive the corresponding Rewards. See the “Build Action: Construct the Pyramid” section on page 12 for additional details. (You do **not** need to pay for a Temple tile if you choose to gain it as a Reward in this way.)
20. Reveal 2 Worship tiles of each color by placing one in the space next to its Worship tile stack, and flipping face up the top Worship tile of each stack.



2 Worship tiles revealed for each color

21. You are now ready to play *Founders of Teotihuacan*!



Game setup steps (excluding step 19)

STRUCTURE OF PLAY

A game of *Founders of Teotihuacan* takes place over three or four rounds, depending on the number of players (a 3-player game is three rounds long, while a 2- and 4-player game is four rounds long). Every round, beginning with the player holding the First Player marker and proceeding in clockwise order, players take turns placing their disks on Action spaces until everyone passes. Once all players have passed, the round ends, the Sun marker moves one space towards the Eclipse marker, and a new round begins. Once the Sun marker reaches the space with the Eclipse marker, this will be the last round of the game, and Final Scoring will be resolved at the end of the round.



PLAYER TURN



On your turn, you **must** either perform an Action or pass. To perform an Action, place between 1 and 3 of your Action disks on an Action space on the Main board that already contains at least one disk (minimum a Bonus disk and possibly also opponent disk(s)), and carry out a corresponding Action. The Action disk(s) should be placed on top of the disk(s) already on that space, forming a stack.

Each Action space can hold a **maximum of 4** Action disks—including Bonus disks!

If you do not have any Action disks remaining or do not wish to perform an Action, you must pass. Once you pass, you may not perform any more Actions until the following round.

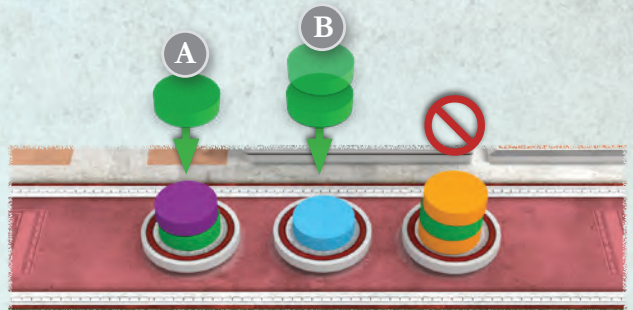


KEY KONCEPT: ACTION STRENGTH



Your Action Strength is equal to the total number of disks (whether yours, an opponent's disks, or Bonus disks) on an Action space.

EXAMPLE



Anna is the green player and wants to perform an Action corresponding to one of the above Action spaces. She may place either:

- A** 1 of her Action disks on the leftmost stack. This would give her a total Action Strength of 4 (as there are already 3 disks in the stack, and she would add the fourth). She may not add more than 1 disk to this Action space, however, as this would exceed the allowable maximum of 4 disks.
- B** 1 or 2 of her Action disks on the middle stack. This would give her a total Action Strength of 3 or 4 (depending on whether she adds 1 or 2 disks, respectively).

Note that Anna is not allowed to place any disks on the rightmost stack, since it already contains the maximum of 4 disks.

KEY KONCEPT: ARCHITECT'S REACH

Buildings and Temples can only be placed within the two Districts—two City quadrants—closest to your Architect. Pyramid tiles can only be placed within the six Pyramid squares closest to your Architect.



Only the part of the City marked with a color and the Pyramid spaces marked with check marks are within reach of the Architect.

While Resources are discussed later in the rules, it is important to place this reminder here: Your Architect's Reach only affects where elements may be **built**; you are always allowed to spend Resources from anywhere within your City.



PERFORMING ACTIONS

Each Action space lets you choose **one** of two options:

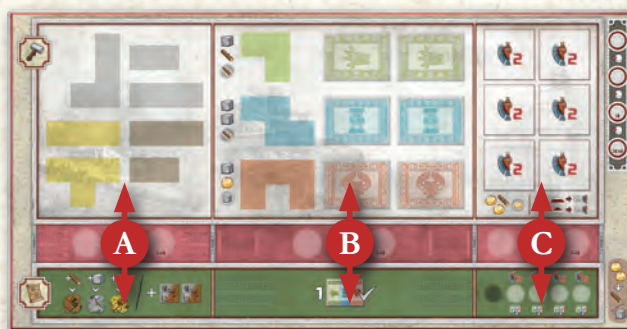


Build Actions are depicted at the top part of the Main board (above the Action spaces). These Actions allow you to add elements to your Player board. When resolving them, you make use of your **Action Strength** and have to observe your **Architect's Reach**.



Influence Actions are depicted at the bottom part of the Main board (below the Action spaces). These Actions grant access to different beneficial effects. These Actions **do not** make use of your **Action Strength** nor your **Architect's Reach**.

Every Action space is connected to exactly one Build Action and one Influence Action .



The Action spaces marked with **A** correspond to the following options:

- Build Action: Construct a Building (top).
- Influence Action: Produce Resources (bottom).

The Action spaces marked with **B** correspond to the following options:

- Build Action: Construct a Temple (top).
- Influence Action: Make an Offering (bottom).

The Action spaces marked with **C** correspond to the following options:

- Build Action: Construct the Pyramid (top).
- Influence Action: Gain Favor (bottom).

If you select an Action space with an available Bonus (i.e., there are no Action disks on top of the Bonus disk, thus its printed Bonus is visible), you may use the printed Bonus either **before** or **after** performing your normal Action. Resolving a Bonus is **optional**; you may ignore it completely. Bonuses cannot be saved for later. Refer to Appendix 1 on page 18 for a complete description of all Bonuses.



BUILD ACTION:

CONSTRUCT A BUILDING

Select any available Building from the Main board, and place it in your City.

STEP 1: DETERMINE REQUIRED ACTION STRENGTH

You may only construct a Building of size equal to or smaller than your current Action Strength:



Size 1 Buildings are constructed using an Influence action, so they do not require any Action Strength.



Size 2 Buildings require 2 or more Action Strength.



Size 3 Buildings require 3 or more Action Strength.



Size 4 Buildings require 4 Action Strength.

Regardless of your Action Strength, you are only allowed to construct **one Building per Action**. Any “extra” Action Strength is lost.

STEP 2: PLACE THE BUILDING IN YOUR CITY

The Building must be placed **completely** within your Architect’s Reach and so that it wholly occupies District spaces equal to its size and shape.

You **may not**:

- place the Building so that any part of it extends beyond your Player board or Architect’s Reach nor in a way that would overlap another Building, Temple, Pyramid tile, or Pyramid square.

You **may**:

- rotate and flip the Building.
- place the Building on top of spaces containing Resources (discarding such Resources immediately).

A Building **may** be placed across the border between two Districts within your City but only if **both** Districts are within your Architect’s Reach.

STEP 3: PLACE RESOURCES

Place 1 Resource (of the same type as the Building) onto each space orthogonally adjacent to the Building.

You **may not**:

- place Resources on top of a Building, Temple, Pyramid tile, or Pyramid square.

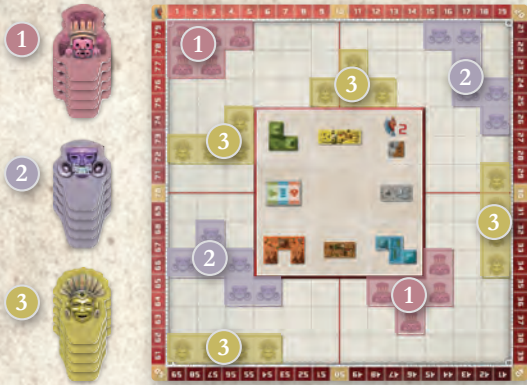
You **may**:

- place Resources on top of spaces containing other Resources (discarding supplanted Resources immediately).
- place Resources on top of Mask spaces.
- place Resources into adjacent Districts, even if that District is outside your Architect’s Reach.

STEP 4: TAKE MASKS

If you covered the last space of a cluster of Mask spaces, take the top tile from the corresponding Mask stack (if any tiles remain). Whenever you take a Mask tile, you immediately receive its Victory Points.

A cluster of Mask spaces consists of between 4 and 6 identical Mask symbols that form a contiguous group:



Whenever all Mask symbols of a single cluster are covered, take the top tile from the corresponding Mask stack.

A Mask space is **only** considered covered when part of a **Building or Temple** is placed on top of it. Resources kept in Mask spaces **are not** counted when determining whether all spaces are covered.

EXAMPLE

On her turn, Anna wants to construct a Building.



Anna has just a single Action disk left, and she wants to construct the size 4 Gold Building **D**. The stack on the Action space marked with **A** already comprises 4 disks, so Anna is not allowed to place her Action disk there. The **B** stack contains only 2 disks, so Anna would only have an Action Strength of 3 if she placed her Action disk on top. However, the **C** stack is perfect: it comprises 3 disks. So Anna places her Action disk on top of it, gaining an Action Strength of 4, which allows her to take the size 4 Gold Building **D**. Note that with this Action Strength, she would be allowed to take any of the available Buildings—she does not have to take a size 4 Building.

EXAMPLE CONTINUATION



Anna now takes her new Building and looks for a suitable location in her City. She would like to cover the final Yellow Mask symbol in a cluster **E**, as this would allow her to take a Mask tile.



Anna places the Gold Building **F** and then places 1 Gold resource in each space orthogonally adjacent to the Building **G** (with the exception of spaces already occupied by the Green Temple and the Stone Building).

Finally, as Anna covers up the last Yellow Mask symbol **E** in a cluster, she also takes the top tile of the Yellow Mask stack **H** and receives 3 Victory Points.



BUILD ACTION:

CONSTRUCT A TEMPLE

Select any available Temple from the Main board, pay its cost in Resources, and place the Temple in your City.

KEY CONCEPT: PAYING RESOURCES

Whenever you need to pay Resources, they must be taken from within your City. Recall that your Architect's Reach **does not** limit access to any Resources. You are always allowed to spend Resources from anywhere within your City.

KEY CONCEPT: USING 2 GOLD AS A WILD RESOURCE

Whenever you need to pay Resources, you may always pay **2 Gold** in place of any other Resource.

STEP 1: DETERMINE REQUIRED ACTION STRENGTH

You may always construct a Temple of any size, regardless of your current Action Strength. However, if the Temple is **larger** than your Action Strength, you must pay **additional** Resources (of the type highlighted in gray below each Temple's cost) to make up the difference.



Size 3 (Green) Temple costs 1 Stone and 1 Wood.

Pay 1 additional Wood for each point of Action Strength below 3.



Size 4 (Blue) Temple costs 2 Stone.

Pay 1 additional Wood for each point of Action Strength below 4.



Size 5 (Red) Temple costs 1 Stone and 1 Gold.

Pay 1 additional Stone for each point of Action Strength below 5.

Regardless of your Action Strength, you are only allowed to construct **one Temple per Action**. Any "extra" Action Strength is wasted. Having an Action Strength higher than necessary does **not** grant any Resources or discounts.

STEP 2: PLACE THE TEMPLE IN YOUR CITY

This step follows the same rules as those of Step 2 of the "Construct a Building" Action (see page 9).

STEP 3: TAKE A WORSHIP TILE

After adding the Temple to your City, do not place any Resources around it. Instead, take one of the face-up Worship tiles associated with the Temple you just constructed, and place it next to your Player board. Immediately replace the taken tile with a new tile from the same stack.



After constructing a Green Temple, take one of the two face-up Green Worship tiles.



After constructing a Blue Temple, take one of the two face-up Blue Worship tiles.



After constructing a Red Temple, take one of the two face-up Red Worship tiles.

Worship tiles are explained in the "Influence Action: Make an Offering" section on page 14.

STEP 4: TAKE MASKS

This step follows the same rules as those of Step 4 of the "Construct a Building" Action (see page 9).

EXAMPLE

Anna wants to construct a Temple. Her Action Strength **A** is 2, but she wants to construct a Blue Temple **B**, which has a size of 4.



Anna needs to pay 2 Stone (the base cost of the Blue Temple) and 2 Wood (for the difference in Temple size and her Action Strength) **B**.



She discards 2 Stone cubes from her City **C** and proceeds to pay Wood. With only 1 Wood **D** in her City, Anna pays the remaining cost by using 2 Gold as a wild Resource, also discarding these Resource cubes from her City **E**.

After placing the Pyramid tile within her Architect's Reach, she selects one of the two Blue Worship tiles **F** and places it next to her Player board, replacing the taken tile with a new Blue Worship tile.



BUILD ACTION:

CONSTRUCT THE PYRAMID

Select any available Pyramid tile from the Main board, pay its cost in Resources, and add the tile to your Pyramid on a Pyramid square.

STEP 1: DETERMINE REQUIRED ACTION STRENGTH

All Pyramid tiles are considered to be of size 4. You may always build a Pyramid tile regardless of your current Action Strength. However, if the Pyramid tile is **larger** than your Action Strength, you must pay **additional** Resources (specifically, Gold, as highlighted in gray) to make up the difference.



Pyramid tiles cost 2 Gold and 1 Wood.

Pay 1 additional Gold for each point of Action Strength below 4.

STEP 2: PLACE THE PYRAMID TILE

Place the Pyramid tile on one of the six squares within your Architect's Reach.

You **may** place the tile on top of other Pyramid tiles as long as

- it is completely supported by 4 Pyramid tiles underneath and
- the 4 tiles underneath are **either** all within your Architect's Reach **or** this tile would form the top of your Pyramid.

STEP 3: RECEIVE VICTORY POINTS AND REWARDS

Immediately receive 2 Victory Points. If the Pyramid tile was placed on the bottom level of the Pyramid, you receive the depicted Reward according to the icon you covered. All Pyramid Rewards are discussed in Appendix 2 on page 18.

EXAMPLE

On her turn, Anna has taken a Pyramid tile **A**. After paying its costs, Anna is deciding on its placement.



With three valid options ✓, Anna elects to place the Blue Pyramid tile **A** on Level 2 **B**.



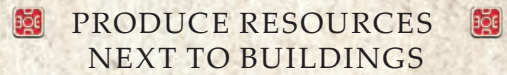
This does not earn her any immediate Reward (apart from 2 Victory Points received simply for performing this Action) but gives her an opportunity to score more Victory Points at the end of the game.



INFLUENCE ACTION:



Either a) add 0 or 1 Resource next to each of your existing Buildings or b) add two size 1 Buildings to your City.



Add 0 or 1 Resource to each of your existing Buildings, ignoring your Architect's Reach.

EXAMPLE

Anna chooses to produce Resources.



She has a total of 4 Buildings **1 2 3 4**, so she produces 4 Resources—1 in each.

EXAMPLE CONTINUATION

Anna produces 1 Stone ① → A, 2 Wood ② → B, ③ → C, and then decides to produce 1 Gold. To do this, she first discards a Wood from the board (E in the previous image) and replaces it with 1 Gold ④ → D.



Note that Anna could have chosen not to produce Gold ④ for her Gold building.

ADD TWO SIZE 1 BUILDINGS

Choose one or two size 1 Buildings from the general supply, and add these to your City. The Buildings may be the same or different. Each Building must be placed **within your Architect's Reach**. After placing each Building, place Resources, following the same rules as those of Step 3 of the "Construct a Building" Action (see page 9).



INFLUENCE ACTION:



Choose one of your Worship tiles, and resolve its effect. Note that some Worship tiles have prerequisites that you must meet. If you cannot meet the prerequisites, then you may not resolve that Worship tile. Once used, a Worship tile is returned face down to the bottom of its stack. You can find a detailed breakdown of all Worship tiles in Appendix 3 on page 20.



INFLUENCE ACTION:



Move your Favor Token to the next space of the Favor Track, and receive the indicated number of Victory Points. Additionally, you **may** return one of your existing Worship tiles (face down to the bottom of its stack) to take **any one** face-up Worship tile from the Main board (replacing the taken Worship tile with a new tile from the same stack).



Whenever you move to a new space on the Favor Track, receive the indicated number of Victory Points A. This icon B reminds you that you have the option to draw one Worship tile and then return one Worship tile to the bottom of its stack.



END OF TURN



After performing an Action (**not** when passing), move your Architect clockwise to the next side of your Player board, signifying the end of your turn. This changes your Architect's Reach for your next turn.

This can be an easily forgotten rule. Try to remember about your Architect, and help remind the other players to move their Architects as well.



END OF ROUND



After all players have passed, the current round ends. If the Sun marker is occupying the same space of the Round Track as the Eclipse marker, the game is over, and you should proceed to Final Scoring. Otherwise, perform the steps of the New Round Setup.



NEW ROUND SETUP



STEP 1: SUN MARKER MOVEMENT

Move the Sun marker to the next space of the Round Track.

STEP 2: REMOVE DISKS

Permanently remove 1 Action disk of each player color. Return remaining Action disks to their respective owners.

STEP 3: SET UP BONUSES

Shuffle all Bonus disks face down. Draw and place 1 disk face up onto each Bonus space on the Main board. (Remember that some spaces remain empty in 2-player games.)

STEP 4: REFILL BUILDINGS AND TEMPLES

Refill the Buildings on the Main board according to the number of players, as explained below. (This is the same as how they were set up at the beginning of the game.)

2 players:



- one size 2 Stone Building
- one size 2 Wood Building
- one size 3 Stone Building
- one size 3 Wood Building
- one size 3 Gold Building
- one size 4 Stone Building
- one size 4 Gold Building

3 players:



- two size 2 Stone Buildings
- two size 2 Wood Buildings
- one size 3 Stone Building
- one size 3 Wood Building
- one size 3 Gold Building
- one size 4 Stone Building
- one size 4 Gold Building

4 players:



- two size 2 Stone Buildings
- two size 2 Wood Buildings
- two size 3 Stone Buildings
- two size 3 Wood Buildings
- two size 3 Gold Buildings
- one size 4 Stone Building
- one size 4 Gold Building

Refill all Temple tiles on the Main board (ensuring there are two of each type).

Refill all Pyramid tiles on the Main board (ensuring there are two of each type).

STEP 5: PASS THE FIRST PLAYER MARKER

Pass the First Player marker to the next player in clockwise order. Start a new round, beginning with the player holding the First Player marker.



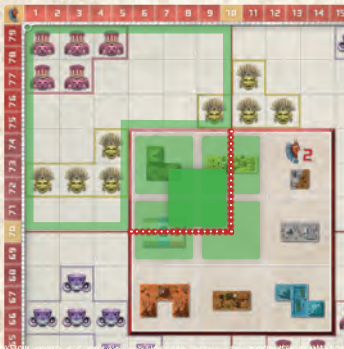
FINAL SCORING



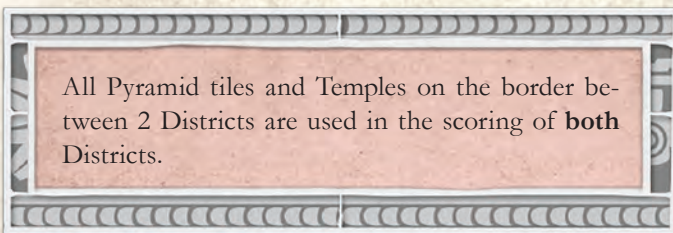
After the game has ended, players score additional Victory Points for how well their Districts complement their Pyramid as outlined below.

For each District in your City, score Victory Points for each Pyramid tile that is either fully or partially within the District as follows:

- If the Pyramid tile is at the bottom of the Pyramid, score 2 Victory Points for each Temple of matching color (that is either fully or partially within the District).
- If the Pyramid tile is at any upper level, score 3 Victory Points for each Temple of matching color (that is either fully or partially within the District). The top (third level) Pyramid tile is partially within all four Districts.



When scoring the District in the above image, Victory Points are awarded based on Pyramid tiles placed on the green spaces and Temples placed at least partially within the green border. Note that the center space may have two Pyramid tiles, one at the bottom of the Pyramid and one on the third level.



The player with the most Victory Points is the winner. In case of a tie, the tied player with the most Pyramid tiles wins. If still tied, the tied players rejoice in their shared victory.

EXAMPLE

It is the end of the game, and Anna is scoring her Pyramid tiles.



Above, you can see her whole City. For clarity, we will go District by District 1, 2, 3, and 4.



All of the Temples and Pyramid Tiles visible in the image above are valid for scoring District 1.

EXAMPLE CONTINUATION

- There is one bottom-level and one second-level Green Pyramid tile **A**. The bottom-level Green Pyramid tile scores 4 (2x2, or 2 VP each as there are 2 Green Temples **B**) Victory Points total, and the second-level Pyramid tile scores 6 (3x2) Victory Points, for a total of 10 Victory Points.
- The Blue Pyramid tile is on the bottom level **C**, and there is one Blue Temple **D**, so it scores an additional 2 (2x1) Victory Points.
- The Red Pyramid tile **E** is partially within this District, as is one Red Temple **F**, so it scores Victory Points. The Red Pyramid tile is on the bottom level, so it scores 2 more (2x1) Victory Points.

With 14 Victory Points scored from this District, we move on to the next one, **2**.

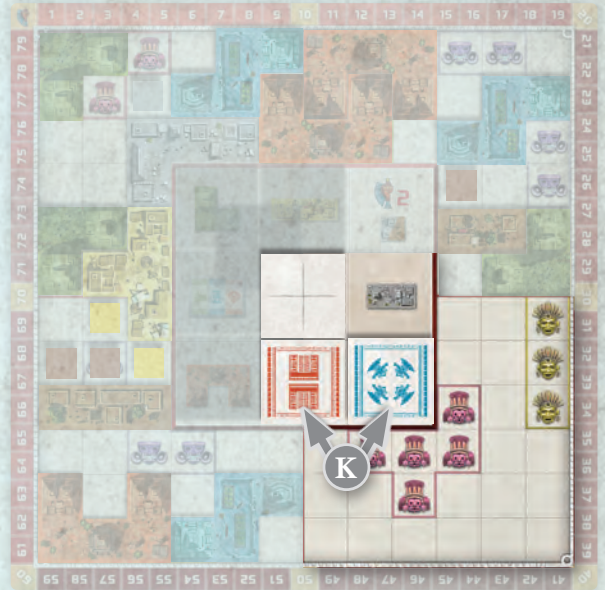


All the Temples and Pyramid tiles visible in the image above are valid for scoring District **2**.

- There is one bottom-level Red Pyramid tile **G** with two matching Temples **H**, scoring another 4 (2x2) Victory Points.
- There are no Blue or Green Pyramid tiles in this District, so no additional Victory Points can be gained, regardless of the presence of a Blue Temple **I** and a Green Temple **J**.

With 4 more Victory Points scored from this District, Anna has received a total of 18 Victory Points so far.

EXAMPLE CONTINUATION



This District, **3**, has Pyramid tiles **K** but no Temples, so it scores no Victory Points.

With the total still at 18 Victory Points, we move on to the final District, **4**.



In this case, there is little to score:

- There are two bottom-level Red Pyramid tiles **L** with one matching Temple **M**, scoring 2 (2x1) Victory Points each. This means Anna receives 4 additional Victory Points.

Anna's final total score for the Districts in her City is 22 Victory Points.

APPENDICES

APPENDIX 1



BONUS DISKS



Whenever you select an Action space with an available Bonus (i.e., there are no Action disks on top of the Bonus disk, thus its printed Bonus is visible), you may use the printed Bonus either

before or **after** performing your normal Action. Resolving a Bonus is **optional**; you may ignore it completely. Bonuses cannot be saved for later.



Perform **any** Influence Action. It does **not** have to be the one below this Action space.



Receive 1 Victory Point and 1 Resource. Take **any one** Resource, and place it in **any** valid space of your City, ignoring your Architect's Reach. You do not have to place the Resource adjacent to a Building, and you do not have to own any Buildings to be able to use this Bonus. You may replace an existing Resource with this Resource.



Perform **any** Build Action. It does **not** have to be the one above this Action space.

- You **must** adhere to your Architect's Reach.
- The Action Strength of this stack is used when performing the Build Action.



Receive 2 Victory Points.



Receive 1 Victory Point, and calculate your Action Strength as if it is 1 higher (meaning your minimum Action Strength is 3 instead of 2).

APPENDIX 2



PYRAMID REWARDS



Whenever you place a Pyramid tile on the bottom level of your Pyramid, receive the Reward that you cover with the tile.



If placing a Pyramid tile during setup allows you to construct a Building or a Temple, there are two special conditions that apply to this placement:

- **Ignore** your Architect's Reach.
- You **may not** place any part of the Temple or Building on top of a Mask symbol.

These conditions are extremely important, which is why they are repeated in all relevant Reward descriptions.



Construct the depicted Building(s), if able.

- **Ignore** your Action Strength.
- Take the Building **from the general supply** (not from the Main board).
- After placing the Building, produce its Resources normally.
- If you are allowed to place two Buildings, you may choose to only place one of them.

If you receive this Reward during setup:

- **Ignore** your Architect's Reach.
- You **may not** place any part of the Temple or Building on top of a Mask symbol.



Construct the depicted Temple, if able.

- **Ignore** your Action Strength and all Temple costs.
- Take the Temple **from the general supply** (not from the Main board).
- After placing the Temple, receive a Worship tile normally.

If you receive this Reward during setup:

- **Ignore** your Architect's Reach.
- You **may not** place any part of the Temple on top of a Mask symbol.



Receive the indicated number of Victory Points, and construct **any** Building of the depicted size.

- **Ignore** your Action Strength.
- Take the Building **from the general supply** (not from the Main board).
- After placing the Building, place its Resources normally.
- You may choose to only receive the Victory Points and not construct the Building.

If you receive this Reward during setup:

- **Ignore** your Architect's Reach.
- You **may not** place any part of the Building on top of a Mask symbol.



Take one face-up Worship tile from the top of **any** stack.



Receive 4 Victory Points.

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APPENDIX 3



WORSHIP TILES



After adding a Temple to your City, take one of the face-up Worship tiles associated with the Temple you just constructed, and place it next to your Player board. The activation of Worship tiles is explained in the “Influence Action: Make an Offering” section on page 14.



Spending **any 5 Resources** to construct **any one** Pyramid tile.

- You **must** adhere to your Architect's Reach.
- Take the Pyramid tile **from the general supply** (not from the Main board).



Spending **any 3 Resources** to construct **any one** Temple.

- You **must** adhere to your Architect's Reach.
- **Ignore** your Action Strength.
- Take the Temple **from the general supply** (not from the Main board).
- After placing the Temple, receive a Worship tile normally.



Spending 2 Wood to receive 3 Victory Points. This may be repeated to a maximum of 12 Victory Points in total.



Spending 2 Stone to receive 3 Victory Points. This may be repeated to a maximum of 12 Victory Points in total.



Spending 1 Gold to receive 1 Victory Point. This may be repeated to a maximum of 10 Victory Points in total.



Spending 1 Gold, 1 Stone, and 1 Wood to receive 4 Victory Points. This may be repeated to a maximum of 12 Victory Points in total.



Spending 2 Resources in any combination to receive 2 Victory Points. This may be repeated to a maximum of 10 Victory Points in total.



Spending exactly 10 Resources in any combination to receive 12 Victory Points.



Spending exactly 8 Resources in any combination to receive 9 Victory Points.



If your City contains the depicted Buildings, receive the indicated number of Victory Points.



If your City contains five size 1 Buildings (of either type and combination), receive 12 Victory Points.



Multiply the number of Green Temples within your City by the number of Wood Buildings you have, and receive that many Victory Points (to a maximum of 9 Victory Points).



Multiply the number of Blue Temples within your City by the number of Stone Buildings you have, and receive that many Victory Points (to a maximum of 9 Victory Points).



Multiply the number of Red Temples within your City by the number of Stone Buildings you have, and receive that many Victory Points (to a maximum of 9 Victory Points).



If your City contains the depicted Temples, receive the indicated number of Victory Points.



Receive the indicated number of Victory Points, and construct **any** Building of the depicted size.

- You **must** adhere to your Architect's Reach.
- **Ignore** your Action Strength.
- Take the Building **from the general supply** (not from the Main board).
- After placing the Building, place its Resources normally.
- You may choose to only receive the Victory Points and not construct the Building.



Receive 3 Victory Points, and perform **any** Influence Action. It does **not** have to be the one below your current Action space.

- You may choose to only receive the Victory Points and not perform the Influence Action.



Receive 3 Victory Points, and perform any Build Action. It does **not** have to be the one above this Action space.

- You **must** adhere to your Architect's Reach.
- Use your **current** Action Strength.
- You may choose to only receive the Victory Points and not construct the Building.