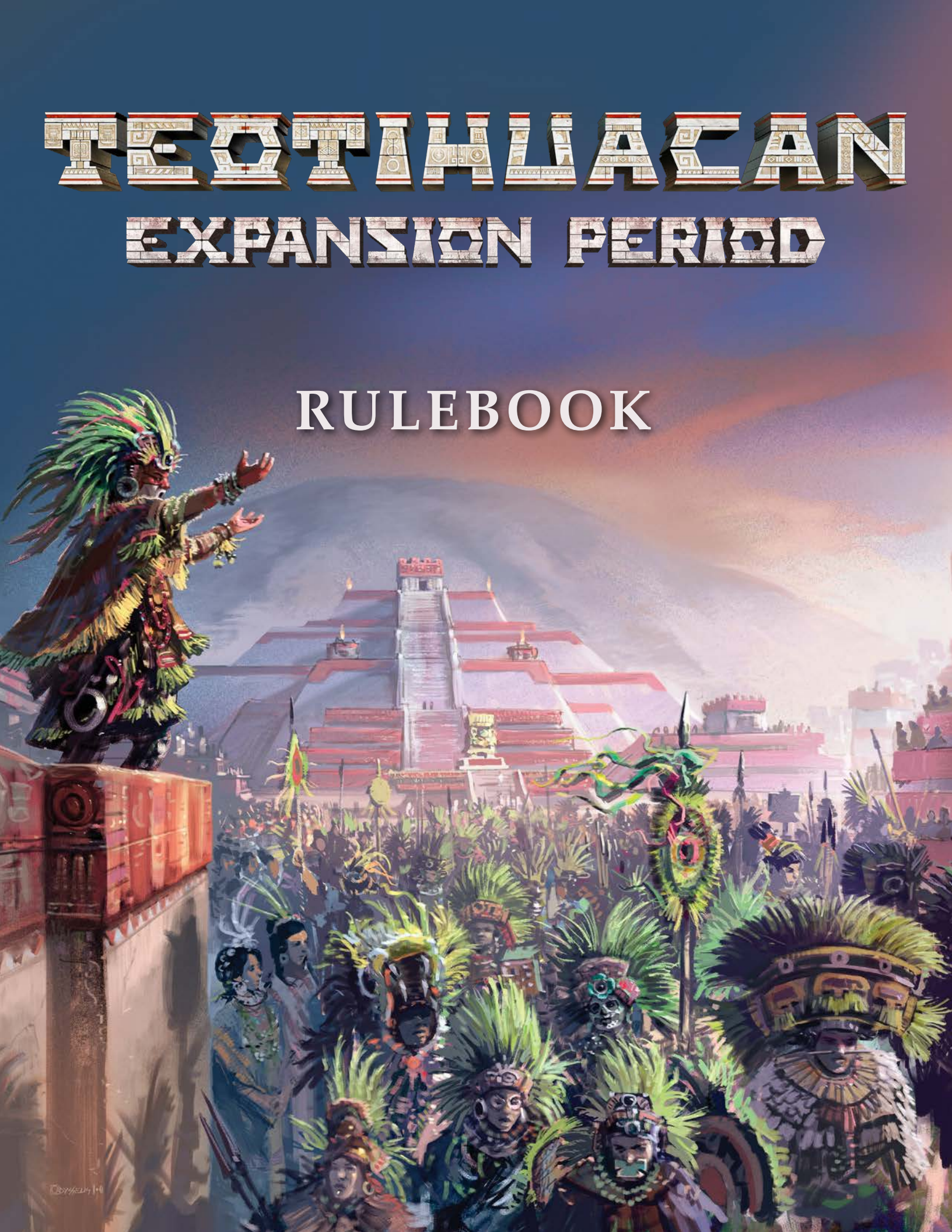
TEOTIHUACAN

EXPANSION PERIOD

RULEBOOK



GENERAL CONSIDERATIONS

Teotihuacan: Expansion Period is an expansion for Teotihuacan: City of Gods and requires a copy of the base game to play. All content herein is compatible with both solitaire play and the first two expansions, Teotihuacan: Late Preclassic Period and Teotihuacan: Shadow of Xitle.

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

COMPONENTS

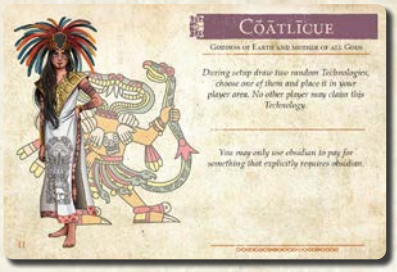
General Components

- 20 obsidian resources
- 26 Major Discovery tiles (used by modules 7, 8, and 9)

Module-Specific Components

- MODULE 6 — OBSIDIAN
  - 3 Technology tiles

  - 1 new Priestess tile (11)



  - 2 new Starting tiles

  - 3 new Forest (2), Stone Quarry (3), Gold Deposits (4) Action Boards

- MODULE 7 — MANSION
  - 3 new Royal tiles

  - 1 new Mansion (1) Action Board

  - 3 Mansion Ownership tiles

  - 3 extra wooden discs (to be used as Claim markers) for each player

- MODULE 8 — ALTARS AND SHAMANS
  - 4 Altar tiles

  - 1 Shaman for each player

  - 1 new Priestess tile (12)

  - 1 new Season tile (09)

- MODULE 9 — EXPANDING THE EMPIRE
  - 1 new Conquest (6) Action Board (2 versions, with and without temple sidebar)

  - 1 Empire board

  - 2 Special Mask tiles

  - 10 Warriors for each player

Solo Components

- MODULE 8 — ALTARS AND SHAMANS: 1 Action tile - Mask Collection & Shaman Activation

- MODULE 9 — EXPANDING THE EMPIRE: 4 Path tiles

- MODULE S1 - ALTERNATIVE TEOTIBOT MOVEMENT: 2 Direction tiles

- 2 Solo Teotibot Priest tiles (S07 and S08)

ADDITIONAL MASKS

With this expansion, players are able to collect larger sets of masks than in the base game alone, especially when combined with the *Teotihuacan: Late Preclassic Period* expansion. Thus, during Eclipse scoring, it is now possible to score more points from sets of masks.

A set of 8 different masks is worth 36 Victory Points.

A set of 9 different masks is worth 45 Victory Points.

A set of 10 different masks is worth 55 Victory Points.

A set of 11 different masks is worth 66 Victory Points.

MAJOR DISCOVERY TILES

The concept of **Major Discovery tiles** is introduced in this expansion, and used in three modules (modules 7, 8, and 9).

These 26 green-backed Major Discovery tiles function exactly like regular Discovery tiles, with one exception: any effect manipulating or counting Discovery tiles **does not** affect Major Discovery tiles.

If playing without the Altars and Shamans (M8) module from the *Late Preclassic Period* expansion remove the following Major Discovery tiles:

If playing without the Height of Development (M2) module, remove the following Major Discovery tile:

During board setup, shuffle the Major Discovery tiles and create a face down stack, just like with the regular Discovery tiles (although separately from these).

MODULE SUMMARY

- **Obsidian (M6)**: Obsidian is a new "wild" resource in the game, more powerful than others, used for special actions in other modules, as well as for faster gameplay, added onto the new resource collection action boards.
- **Mansion (M7)**: A new action board is added to the game to replace the Palace board, providing new options to climb temples and help your workers gain experience.
- **Altars and Shamans (M8)**: This module adds a whole new dimension to the game. Previously empty spaces between Action Boards are now dedicated to Altars, home to Shamans – new game pieces which move counter-clockwise and perform their own set of powerful actions.
- **Expanding the Empire (M9)**: the new Empire board comes with a wealth of opportunities, while integrating perfectly with the base game. The new Conquest board, compatible with previous expansions, allows players to use warriors to reach new lands and then turn them into settlers to advance on the Avenue of the Dead.
- **Alternative Teotibot Movement (MS1)**: New functionalities for Teotibot – your solo opponent – make it compatible with all new content and behave more like a human player.

MODULE 6 – OBSIDIAN

Special

The **Mansion (M7)**, **Altars and Shamans (M8)**, and **Expanding the Empire (M9)** modules require the use of the **Obsidian (M6)** module.

Components

- Obsidian resources
- 3 Technology tiles
- 1 new Priestess tile (11)
- 2 new Starting tiles
- 3 new Forest (2), Stone Quarry (3), and Gold Deposits (4) Action Boards

Board setup

Add the Technology tiles and Starting tiles to those from the base game and previous expansions, in their respective categories.

If playing without the Priests and Priestesses (M1) module from the *Late Preclassic Period* expansion, return the Priestess tile to the game box. **Otherwise**, add the Priestess tile to those from the Late Preclassic Period expansion.

Before shuffling the Action Boards, the new Forest (2), Stone Quarry (3), and Gold Deposits (4) Action Boards replace the corresponding Action Boards provided in the base game.

Obsidian

Some rewards on the new Forest (2), Stone Quarry (3), and Gold Deposits (4) Action Boards allow you to gain obsidian.

Obsidian is a "wild" resource and can be used in place of any other resource (wood, stone, or gold).

Effects which allow you to take "any" resource do not allow obsidian to be taken.

Teotibot: Solo Rules

When gaining resources from the Forest (2), Stone Quarry (3), or Gold Deposits (4) Action Boards, Teotibot gains 1 obsidian and 1 "normal" resource (wood, stone, or gold, respectively).

When determining if Teotibot has "*X or more*" of a given resource, any obsidian the bot has should be included in this count.

When spending resources, Teotibot always spends its obsidian last.

Changes in difficulty

For an increased difficulty, when gaining resources from the Forest (2), Stone Quarry (3), or Gold Deposits (4) Action Boards, Teotibot gains 1 obsidian **in addition to t**he two resources gained normally.

MODULE 7 — MANSION

Special

Requires the use of the **Obsidian (M6)** module.

Components

- 3 new Royal tiles
- 1 new Mansion (1) Action Board
- 3 Mansion Ownership tiles
- 3 extra wooden discs (to be used as Claim markers) for each player

Board setup

Add the new Royal tiles to those from the base game.

Place the new Mansion (1) Action Board on top of the Palace (1) space on the Main Board. Randomly select one Royal tile from each category: A, B, and C. Shuffle these three together and randomly place each of the 3 spaces on the Mansion (1) Action Board. Place a Major Discovery tile on the indicated space.

After placing Discovery tiles onto the major steps of all temples, place Mansion Ownership tiles atop the Discovery tiles present on the **first** major step of the , , and temples.

Player setup

Each player receives 3 additional wooden discs to be used as Claim markers.

Mansion (1) — Worship action

All game effects which refer to the Palace (1) Action Board also apply to the new Mansion (1) Action Board.

When taking the Worship action on the Mansion(1) Action Board, each of your workers present in the **general area** on the Mansion (1) Action Board contributes +1 power level for purposes of determining the effect of the Royal tile Worship space.

EXAMPLE

Example: The Blue Player has two workers present in the general area of the Mansion (1) Action Board, when she places a power 3 worker on the Royal Tile that allows her to purchase sets of 1 cocoa and 2 Victory Points:

The worker temporarily receives a total of +2 power (+1 for each blue worker on the Mansion (1) Action Board), which means that the Blue Player may now spend up to 5 obsidian to receive 5 sets of 1 cocoa and 2 Victory Points.

You may pay the additional cost of 1 cocoa to also take the Major Discovery tile, afterwards replacing it with a new Major Discovery tile. (You may not choose to only claim the Major Discovery tile.)

Mansion Ownership

The first time any player reaches the first major step of the , , or temple, that player takes the Mansion Ownership tile from atop the stack of Discovery tiles (in addition to claiming a Discovery tile or the printed reward as normal).

When taking the Mansion Ownership tile, you must also place one of your Claim markers (wooden discs) next to the Royal tile corresponding to the temple from which you took the Mansion Ownership tile

When using the Worship space of a Royal tile which has been **Claimed** by any player in this manner:

- Before or after activating the effect of the Worship space, you may pay 1 cocoa to advance once on the temple associated with that Royal tile.
- The owner of the Claim marker immediately receives a free power-up. This may trigger an Ascension.

Teotibot: Solo Rules

When playing with this module, we recommend that you also use the Alternative Teotibot Movement (MS1) rules. Otherwise, Teotibot will rarely use the Mansion (1) Action Board.

Teotibot can take a Mansion Ownership tile and place a Claim marker following the same rules as a human player.

When Teotibot moves a worker past the Mansion (1) Action Board (including a Worship move), roll a die.

The result determines which Royal tile is activated.

- On a roll of 1, the **left** Royal tile is activated, **if it was previously Claimed by either you or Teotibot**.
- On a roll of 2, the **middle** Royal tile is activated, **if it was previously Claimed by either you or Teotibot**.
- On a roll of 3, the **right** Royal tile is activated, **if it was previously Claimed by either you or Teotibot**.
- On a roll of 4–6, nothing happens.

If Teotibot activates a Royal tile:

- Discard and replace the Major Discovery tile on the Mansion board.
- If able, Teotibot spends 1 cocoa to advance once on the temple associated with that Royal tile.
- The owner of the Claim marker (whether you or Teotibot) receives a free power-up as normal. In Teotibot's case, it powers up its highest power unlocked worker.
- The Worship effect of the Royal tile is never performed by the Teotibot.

If you activate a Royal tile Claimed by Teotibot:

- Power up its highest power unlocked worker. This may trigger an Ascension.

Changes in difficulty

- For an increased difficulty, Teotibot does not need to pay cocoa to gain the temple advancement from a Claimed Royal tile.

MODULE 8 — ALTARS AND SHAMANS

Special

Requires the use of the **Obsidian (M6)** module.

Components

- 4 Altar tiles
- 1 Shaman for each player
- 1 new Priestess tile (12)
- 1 new Season tile (09)

Board setup

If playing without the Priests and Priestesses (M1) module from the *Late Preclassic Period* expansion, return the Priestess tile to the game box. Otherwise, add the Priestess tile to those from the Late Preclassic Period expansion.

If playing without the Seasons of Progress (M3) module from the *Late Preclassic Period* expansion, return the Season tile to the game box. Otherwise, add the Season tile to those from the Late Preclassic Period expansion.

Place 1 random Altar tile onto each of the 4 large spaces **between** the Action Boards along each long edge of the Main Board. To help orient each Altar tile the right way, in the middle of the tile, the dividing line has arrows which should point in the clockwise direction of normal worker movement around the game board.

Onto each Altar, place a number of face-up Major Discovery tiles equal to the number of players (2/3/4).

Player setup

Give each player their Shaman. After selecting (or drafting) Starting tiles (and, if playing with the Priests and Priestesses (M1) module from the Late Preclassic Period expansion, after selecting a Priest or Priestess tile), in **reverse** player order, place your Shaman, standing, onto an empty Altar space of your choice. **Do not receive any benefit at this time.**

NEW ACTION: Activate Shaman

Instead of taking a normal turn, you may move your Shaman to the next Altar, counter-clockwise, and place it onto either space, standing up.

Immediately receive the benefit associated with that space.

If the space was previously occupied by another player's Shaman (whether standing up or lying down), that player must move their Shaman to the next Altar, counter-clockwise, and place it onto either space, standing up. (They do not receive any benefit from that space.) This may cause a chain effect of further Shaman moves.

Shaman Effect

Each Shaman space "points" to an adjacent Action Board, either to its left or right.

If your Shaman is standing and you perform the Main action of the Action Board that the Shaman space points to, treat the action as if you had an additional worker present. This additional "virtual" worker has a power equal to the lowest value worker you have on that Action Board. After performing the Main action, you must lay the Shaman down.

When playing with the Mansion (M7) module, a standing Shaman contributes +1 power level if its space points to the Mansion (1) Action Board. After using a Worship space there, lay the Shaman down.

If playing without the Mansion (M7) module, a Shaman adjacent to the standard Palace (1) Action Board has no effect.

Altar Benefits

- Claim any Major Discovery tile present on the Altar
- Gain 2 obsidian
- Pay 2 cocoa to gain 4 obsidian
- Gain 1 obsidian and, do the following twice: choose one of your unlocked workers anywhere on the board and move it 1 or 2 spaces backwards (counter-clockwise)
- Gain 1 obsidian and unlock all your locked workers

Eclipse scoring

The Shaman does **not** count as a worker for any scoring or salary purposes.

Teotibot: Solo Rules

Setup

Replace the *Mask collection* Teotibot Action tile with the new *Activate Shaman* action tile.

To determine the starting position of Teotibot's Shaman:

- Draw a random Starting tile.
- Locate the Action Board identified by the first number on the tile.
- Place the Shaman on the Major Discovery space of the first Altar counter-clockwise from that Action Board.

Activate Shaman

1. Teotibot performs the *Mask collection* action as shown in the main rule book.
2. Next, Teotibot moves its Shaman to the next Altar counter-clockwise from its current location.

- If any Major Discovery tile remains on that Altar, place the Shaman on the Major Discovery spot.
  - If the pile contains a Mask that Teotibot does not already have, Teotibot claims that Mask.
  - If there is no Mask present or if Teotibo already owns that Mask, discard the topmost Major Discovery tile instead.
- If no Major Discovery tiles remain on that Altar, place the Shaman on the opposite spot instead, and Teotibot gains 2 obsidian.

Teotibot's Shaman should always be placed lying down and never has any effect on its workers.

If you displace Teotibot's Shaman

If you place your Shaman on the same space as Teotibot's Shaman, move Teotibot's Shaman to the Major Discovery space of the next Altar, counter-clockwise. **Additionally, Teotibot gains 1 obsidian.**

Changes in difficulty

For an increased difficulty, Teotibot gains 1 obsidian when discarding a Major Discovery tile.

MODULE 9 — EXPANDING THE EMPIRE

Special

Requires the use of the **Obsidian (M6)** module.

Components

- 1 new Conquest (6) Action Board (two versions, with and without temple sidebar)
- 1 Empire board
- 2 Special Mask tiles
- 10 Warriors for each player

Board setup

Place the Empire board next to the main game board.

Before shuffling the Action Boards, the new Conquest (6) Action Board replaces the Nobles (6) Action Board provided in the base game. **If you are playing with the Height of Development (M2) module from the *Late Preclassic Period* expansion**, use the new Conquest (6) Action Board with the temple sidebar.

Place the two Special Mask tiles next to the Discovery tile piles, but do not shuffle them in.

Player setup

Give each player their 10 Warriors. After selecting (or drafting) Starting tiles (and, if playing with the Priests and Priestesses (M1) module from the Late Preclassic Period expansion, after selecting a Priest or Priestess tile), in player order, each player places a Warrior in the Teotihuacan region on the Empire board. This will trigger Warriors being moved (see Empire reward section below).

Empire map

In addition to the Teotihuacan region, the Empire map contains 12 regions which are divided into four different areas, depending on their distance from Teotihuacan:

- The • area consists of 4 regions.
- The •• area consists of 4 regions.
- The ••• area consists of 3 regions.
- The ••••• area consists of a single region.

Main action

All game effects which refer to the Nobles (6) Action Board also apply to the new Conquest (6) Action Board.

When taking the Main action on the new Conquest (6) Action Board, resolve the action following the same method as when resolving the Main action on the Forest (2), Stone Quarry (3), or Gold Deposits (4) Action Boards.

Empire reward

Add a Warrior (from your supply, if any remain) to the Teotihuacan region on the Empire map. If none remain, ignore this effect.

If the region is already occupied by another Warrior, that Warrior **must** be moved to an adjacent region (chosen by its owner). **This may trigger other Warriors needing to be moved.** You may move a Warrior into a region which contains a building.

Important: For each Warrior, you must choose whether to take the upper path or the lower path. A Warrior may never cross from one into the other.

The right-most region (marked with •••••) represents areas too far to settle. Any number of Warriors can occupy this region.

Build reward

If able, pay 2 wood to take the first available Building from the left side of the Buildings row on the Main Board (it is important that these Buildings are always taken from left to right).

1. Choose an **unsettled** region (region with no Building) where you currently have a Warrior. **If there is no such region, you may not choose this reward.**
2. Place the Building onto the Building spot, removing the Warrior from the game (do not return it to your supply).
3. **This region is now "settled".** (Thematically, your Warrior has settled down in a new area.)
4. Immediately gain the region benefit, including Victory Points. Refer to the Appendix for an explanation of the benefits of each region.
5. Advance your marker one step on the Avenue of the Dead track.

Important: You can never build in the Teotihuacan region, the farthest region, or in already settled regions.

The farthest region (marked with •••••) represents areas beyond the reaches of the empire. No Buildings can be added to this region and it never becomes settled.

Eclipse scoring

During each Eclipse, resolve the following **before** step 6 (cocoa salary):

All players will score a number of Victory Points for each of their **Warriors** (but not Buildings!), as follows:

- For every Warrior in the • area: 1 Victory Point
- For every Warrior in the •• area: 2 Victory Points
- For every Warrior in the ••• area: 3 Victory Points
- For every Warrior in the ••••• area: 5 Victory Points

A Warrior in the Teotihuacan region itself does not score any Victory Points.

Teotibot: Solo Rules

Setup

Place the 4 Path tiles in a face-down pile near Teotibot's play area.

Teotibot does not place a Warrior during setup. Therefore, your first Warrior starts (and stays) in the Teotihuacan region.

Teotibot's Warrior Movement

When one of its Warriors is pushed out of Teotihuacan, randomly draw a Path tile. The tile shows the region the warrior will move into. Shuffle the Path tile back in the pile once used.

When one of Teotibot's Warriors is pushed into another region, it will move its Warriors so they stay in the same line.

Whenever one of its Warrior moves pushes your Warrior, you may move it into any forward, adjacent region, just as you would in a multiplayer game.

Empire and Build

(This tile is included in Teotihuacan: City of Gods base game.)

1. If Teotibot has at least two wood and a worker on board 6:
   a. It will place **two** Warriors in Teotihuacan, one at a time, resolving all moves as explained in the Empire reward section. If it has no more Warriors, skip this step.
   b. Then, it will build a building (by spending 2 wood): it will attempt to build as far from Teotihuacan as possible and starting in the topmost region available. Teotibot receives rewards shown, see the Appendix for clarifications.
2. If the previous step did not have any effect, and if Teotibot has at least 1 worker on board 2, collect resources from there (note the change due to Obsidian's presence in module 7).
3. If either of the two above steps was successful, Teotibot powers up a worker on the respective Action Board (this might trigger an Ascension, which is resolved normally), then it advances the powered-up worker (or the new worker, if an Ascension was triggered).
4. If neither of the above steps was successful, the bot gains 5 cocoa instead, powers up its lowest powered worker and then advances it.

MODULE S1 – ALTERNATIVE TEOTIBOT MOVEMENT

Setup

During Direction tile set up add the two new direction tiles, shuffle all of those together and lay them out in a column of four.

Direction Tiles

The following rules replace the base game rules (page 19, top-left column):

3. Remove the tile that was activated, and then shift the tiles below it (if any) that are selected by the **top two** Direction tiles one level up. Then place the previously unavailable set-aside tile in the empty space that opened up in the bottom row of the action pyramid.
4. Flip the top Direction tile, and move it below the other Direction **tiles**.

The following rules replace the base game rules (page 20, top, left column) for worker advancement.

When an Action tile instructs the bot to advance a worker it is moved:

- Clockwise to the next Action Board, if the top Direction tile is a base game tile.
- Clockwise to the second Action Board, if the top Direction tile shows Advance 2.
- Clockwise to the third Action Board, if the top Direction tile shows Advance 3.

If a worker ascends while the top tile shows Advance 2 or 3, then move the (new) worker that many boards forward from board 1 (instead of placing it on the next board as usual).

CREDITS

Teotihuacan: Expansion Period

Teotihuacan: City of Gods designed by Daniele Tascini

Expansion design:
Daniele Tascini and Dávid Turczi

Additional Development:
Rainer Åhlfors and Andrei Novac

Solo mode development:
John Albertson

English rules:
Rainer Åhlfors, Dávid Turczi

Rules editing:
Andrei Novac, Błażej Kubacki

Additional playtesting:
Noralie Lubbers, Kaleb Åhlfors, Sergi Alsinet, Mauro Gibertoni, Nick Shaw

Board & Dice

Executive Manager: Andrei Novac

Operations Manager: Aleksandra Menio

Head of Marketing: Filip Głowacz

Head of Sales: Ireneusz Huszcza

Art Direction: Kuba Polkowski

Development Lead: Błażej Kubacki

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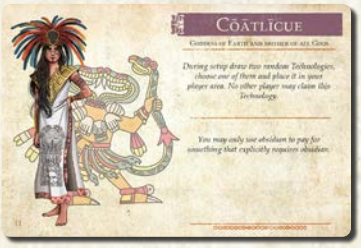
APPENDIX

Priests & Priestesses



11. Cōātlīcue — Goddess of Earth and mother of all gods.

- During setup draw two random Technologies, choose one of them and place it in your player area. No other player may claim this Technology.
- You may only use obsidian to pay for something that explicitly requires obsidian.

12. Xiuhtecuhtli — God of fire, day and warmth.

- Before taking the Collect Cocoa action, Worshiping at a Royal tile, or gaining a mask: Stand your Shaman up.
- During Eclipse scoring, you must pay a salary for your Shaman: 2 cocoa if your Shaman is standing up, otherwise 4 cocoa.

S07. Centeōtl — God of maize.

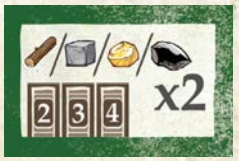
- Teotibot takes a Shaman action in addition to resolving a Worship tile. When one of its workers moves over the Mansion (1) board, it activates a Royal tile (yours or its) on rolls of 1&2, 3&4, and 5&6 respectively instead.

S08. Huixtocihuatl — Goddess of salt and rain.

▫ When rolling a 6, 7, or 8 for Teotibot's action, after resolving that action, if possible, spend 2 obsidian to immediately perform the first option of the Conquest (6) Action Board (placing two Warriors), without any payment.

Major Discovery tiles

Use when resolving the Main action on on any Action Board to treat the action as if you had an additional worker present.

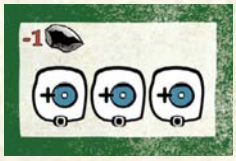


When performing the Main action of Forest (2), Stone Quarry (3), Gold Deposits (4), double the number of resources you receive.

New mask in 3 copies.

Gain 3 obsidian.

Move one of your unlocked workers 1, 2, or 3 spaces backwards (counter-clockwise).



Power up 3 of your unlocked workers (or the same worker multiple times).

Cost: 1 obsidian.

Flip face-up two previously used Discovery tiles. You may use those Discovery tiles again (but do not need to pay their cost a second time).

Cost: 1 obsidian.

Place a marker for free on the Technology tile with the lowest reference number that you do not already have. Receive a temple advancement as usual.

Cost: 1 obsidian.

Use when moving your Shaman to move it one additional space. Gain 2 gold.

Gain 2 cocoa. Stand your Shaman up.

Cost: Power down one of your unlocked workers.

Advance once on any temple.
Advance on the blue / green / red / orange temple.

Cost: 1 cocoa

Technologies

When gaining "any resource" you may gain obsidian instead.

You may spend 1 obsidian in place of up to 3 cocoa. No change is given.

Whenever you perform the Collect Cocoa action or Worship at a Royal tile, gain 1 obsidian.

Starting tiles

Gain an obsidian, increase the power of one of your starting workers, and you may claim a random Major Discovery tile (by paying its cost). You may look at the Major Discovery tile before deciding to pick this tile.

Gain 3 obsidian and 4 cocoa.

Royal tiles

Score 2 Victory Points for whichever is lower: every pair of Major Discovery tiles you own (including face down), or the power of the locked die.

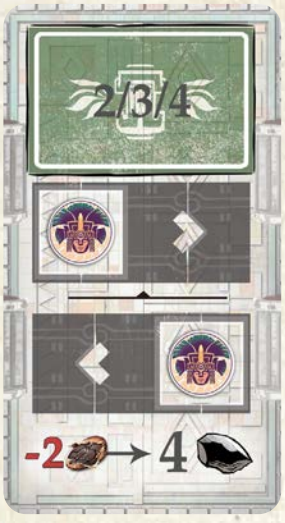
Spend 3 cocoa (once) to receive obsidian equal to the power of the locked die.

Pay 1 obsidian to receive 1 cocoa and 2 Victory Points. Do this up to as many times as the power of the locked die

New Season tile

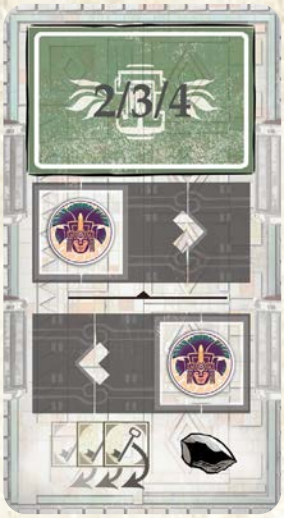
If playing with Shamans (Module 9) and Seasons of Progress (Module 3) from the *Late Preclassic Period* expansion, feel free to include the new Season tile included with the mix. When it is in effect, you **may choose to skip over an Altar** when moving counter-clockwise during your Activate Shaman action, and place your Shaman on either space of the Altar after the next one. (Other players forced to move can still only move one space.)

Altar tiles



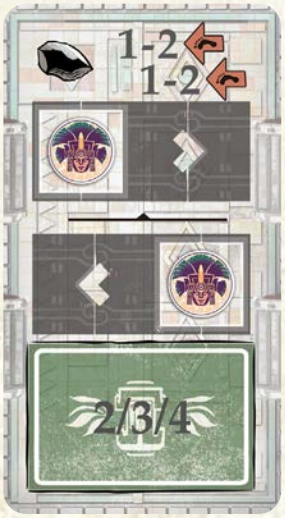
Claim any Major Discovery tile present on the Altar.

Pay 2 cocoa to gain 4 obsidian.



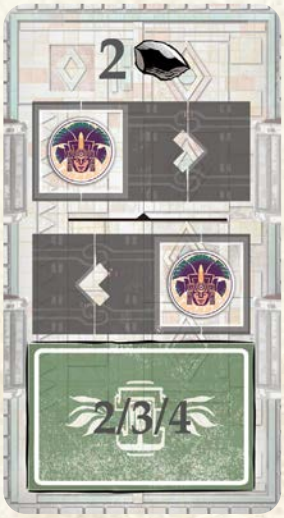
Claim any Major Discovery tile present on the Altar.

Gain 1 obsidian and unlock all your locked workers.



Gain 1 obsidian and, do the following twice: choose one of your unlocked workers anywhere on the board and move it 1 or 2 spaces backwards (counter-clockwise).

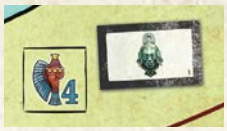
Claim any Major Discovery tile present on the Altar.



Gain 2 obsidian.

Claim any Major Discovery tile present on the Altar.

Region benefits

1		Gain 1 Victory Point. Gain 1 obsidian and 1 cocoa.
2		Gain 1 Victory Point. Advance your marker one step on any temple.
3		Gain 1 Victory Point. After placing the Building, draw 3 Discovery tiles and claim 1 by paying its cost. All unclaimed Discovery tiles are shuffled back into the Discovery tile stacks. Teotibot draws three Discovery tiles. If a Mask it doesn't yet have is drawn it will take that if able to pay for it, all other tiles are discarded. If a Mask isn't taken, it will gain 2 additional Victory Points.
4		Gain 1 Victory Point. Power up 3 different unlocked workers.
5		Gain 2 Victory Points. Take one of the Special Mask tiles. It counts as a Mask during Eclipse scoring.
6		Gain 2 Victory Points. Draw 2 Major Discovery tiles and claim 1 by paying its cost. All unclaimed Major Discovery tiles are shuffled back into the Major Discovery tile stack. Teotibot draws two Major Discovery tiles. If a Mask it doesn't yet have is drawn it will take that, all other tiles are discarded. If a Mask isn't taken, it will gain 4 additional Victory Points.
7		Gain 2 Victory Points. Place a marker for free on the Technology tile with the lowest reference number that you do not already have. Receive a temple advancement as usual.
8		Gain 2 Victory Points. Advance your marker one step each on two different temples.
9		Gain 4 Victory Points. Take one of the Special Mask tiles. It counts as a Mask during Eclipse scoring.
10		Gain 4 Victory Points. Gain 4 obsidian.
11		Gain 4 Victory Points. Score Victory Points for all of your workers: 1 Victory Point for every worker with a power of 1, 2, or 3. 2 Victory Points for every worker with a power of 4 or 5. Teotibot scores a fixed number of 8 Victory Points.