

## TEOTIHUACAN

### MODIFIED TEOTIBOT

This manual describes the rules for playing Teotihuacan in solo. The rules here described slightly differ from the original Teotibot; the only changes concern the mechanism of dice movement and the mask collection.

The goal of this variant is to make the bot more effective in resource management and in pyramid/buildings construction.

In order to improve the usability of this manual, all the rules of the standard solo game are summarized here, not just the modified parts. Aspects that differ from the original Teotibot are written in blue for easier identification.

#### SETUP

- Teotibot is the 2nd player.
- Bot's starting resources: 2 gold, 2 stone, 2 wood, no cocoa.
- Bot's temple markers start on the first step (no reward).
- Bot starts on step 0 of the Pyramid track.
- **Bot starts on step 0 of the Avenue of the Dead.**
- **Bot starts with three dice of values 1-2-3;** they are placed using 2 random starting tiles.
- The fourth die (value 1) is placed on the worship space of board (7).
- **Set aside 1 mask tile per type and shuffle them facedown to create a pile. Place that pile in Bot's area.**
- As per the standard solo rules, use the automa's action tiles to build a pyramid and set the direction tiles near the pyramid, one below the other with random sides face up.

#### TEOTIBOT'S TURN

1. Roll 2 dice, then select an action tile according to the sum of the dice.
2. Extract the selected action tile from the pyramid, then update the pyramid and the direction tiles following the standard rules.
3. Perform the action described by the tile.
4. If Teotibot has 10+ cocoa, discard 10 cocoa and score him 3VP.
5. Advance the calendar marker.

In this rulebook the tiebreaker rules are indicated with the notation "T:"

#### ADVANCE ON ANY TEMPLE

When a tile instructs the bot to advance on any temple, advance it on whichever temple it is currently the highest on (ignoring temples where it has already reached the topmost step). T: blue > red > green.

Then, the bot gains the reward. When gaining resource rewards after moving up on the blue temple, the bot picks whichever resource it has the least of (T: gold > stone > wood).

#### DIE MIN / MAX

Die MIN = die with lowest value

Die MAX = die with greatest value

T: die closest to board (1) counterclockwise is considered lower

#### ASCENSION

The die is reborn/reset with value 1 to board (1) - the Palace.

Bot advances on the Avenue of the Dead and gains 5VP.

Advance 1 step on the calendar.

Please note that, following the standard rules, the Bot's dice can also remain on board (1).

#### ACTION TILES DESCRIPTION



#### Construction

Perform the first valid action among A-B-C.

**A) If Teotibot has 2 stone and a worker among the three boards preceding board (8):**

- Take the die MAX among the three boards and put it on board (8).
- Bot pays 2 stone, places the pyramid tile in the first empty slot (T: reading order > bottom), gains 2VP, advances 1 step on any temple and 1 step on pyramid track.

- Power up (age) the die MAX on board (8).

**B) If Teotibot has a worker among the three boards preceding the board (3):**

- Take the die MAX among the three boards and put it on board (3).
- Teotibot gains 2 stone.
- Power up the die MAX on board (3).

**C) Power up die MIN, advance it 1 step clockwise, Teotibot gains 5 cocoa.**



**Decorations**

Perform the first valid action among A-B-C.

**A) If Teotibot has 2 gold and a worker among the three boards preceding board (7):**

- Take the die MAX among the three boards and put it on board (7).
- Bot pays 2 gold, places the top tile in the first empty slot (clockwise), gains 5VP, advances 1 step on any temple and 1 step on pyramid track.
- Power up the die MAX on board (7).

**B) If Teotibot has a worker among the three boards preceding board (4):**

- Take the die MAX among the three boards and put it on board (4).
- Teotibot gains 2 gold.
- Power up the die MAX on board (4).

**C) Power up die MIN, advance it 1 step clockwise, Teotibot gains 5 cocoa.**



**Nobles**

Perform the first valid action among A-B-C.

**A) If Teotibot has 2 wood and a worker among the three boards preceding board (6):**

- Take the die MAX among the three boards and put it on board (6).
- Bot pays 2 wood, places one building on row 1/2/3 (according to current era 1/2/3), gains the related VP, advances 1 step on the Avenue of the Dead.
- Power up the die MAX on board (6).

**B) If Teotibot has a worker among the three boards preceding board (2):**

- Take the die MAX among the three boards and put it on board (2).
- Teotibot gains 2 wood.
- Power up the die MAX on board (2).

**C) Power up die MIN, advance it 1 step clockwise, Teotibot gains 5 cocoa.**



**Alchemy**

Perform the first valid action among A-B.

**A) If Teotibot has 1 gold and a worker among the three boards preceding board (5):**

- Take the die MAX among the three boards and put it on board (5).
- Bot pays 1 gold, places a disc on a technology tile (T: empty > reading order > occupied > reading order), advances 1 step on the corresponding temple.
- Power up the die MAX on board (5).

**B) Power up die MIN twice (don't move it). No ascension is allowed: if the die would ascend, the aging step is lost.**



**Mastery**

Teotibot performs one action among those of boards (8), (7), (6) regardless of the current position of its workers; the only requirement is the presence of the resources needed for the action (e.g., action (8) requires 2 stone, action (7) requires 2 gold, etc.). If the Bot's resources allow it to perform more actions, it performs the first action (among 8,7,6) that appears within the pyramid tiles (reading order).

Once determined, (action 8, 7 or 6), take the die MAX and put it on the target board (no matter how many movements are required, it is also allowed to advance a complete rotation of the board and place the die back in its original position) and perform the action as described in the previous sections.

If no action is valid among 8, 7 and 6, take the die MAX and put it on the mine board (2, 3 or 4) corresponding to the resources it has least of (T: gold > stone > wood) and perform the action as described in the previous sections. Also in this case no matter how many die movements are required, it is also allowed to completely rotate the board and put the die back in the original position.

**Power up the die MAX on the board just activated.**



#### Worship

Advance the die to the next clockwise Worship space on the temple sidebar (unlock the player's die if present).

Teotibot advances 2 steps on the corresponding temple (three steps if the Worship space corresponds to a wild temple).

Refresh the Discovery tile.



#### Mask collection

Draw a mask tile from the Bot's private pile.

If Bot can pay for it, it buys the tile and discards the required resources.

If Bot does not have the required resources, return the mask tile to the box, then power up die MIN, advance it 1 step clockwise, Teotibot gains 5 cocoa.

#### ECLIPSE SCORING

Teotibot doesn't pay a cocoa salary to its workers.

The scoring is performed following standard rules.

#### FINAL SCORING

- 1 PV per each remaining resource/cocoa;
- 2 PV per disc on Technology tiles;
- 15 PV per Temple Bonus tile reached.

If you want to change the level of difficulty you can apply the modifiers indicated in the standard rules for Teotibot.

#### EXPANSIONS

It is possible to use the rules of the modified Teotibot with all the expansion modules that have been published. Depending on the module you intend to use, you will have to apply the additional Teotibot rules described for that module.



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