FOUNDERS OF TEOTIHUACAN

A TILE-LAYING GAME

SOLO MODE

Founders of Teotihuacan can be played with only one player. When playing alone, you will be facing the First Founders, a solo bot simulating the presence of two other players, and creating specific challenges for you to overcome as you play. Your goal will not be to amass enough Victory Points to prove that you can be a master architect and builder even despite their meddling.

To win the game, you will have to beat the basic score of 80 Victory Points, which may still be modified by the challenges you generate for a given game. Each challenge adds from zero to 20 extra Victory Points needed to the base value of 80, which is then subtracted from your Victory Point total to determine defeat or the quality of your victory.

SOLO COMPONENTS

There is only 1 dedicated solo component: a single eight-sided die, henceforth referred to as the Founder Die.

SOLO SETUP

When setting up the game, follow the normal setup rules for 2 players with the following changes:

1. Do not set up any Player components (Player boards and Favor tokens) but your own.

2. Set the game length to 3 rounds, and take all 6 Action disks for yourself.

3. Select two other colors for the First Founders, prepare all their Action disks, Favor and Scoring tokens, and their Architects.

4. Take 1 Pyramid tile of each color, shuffle them together and place them face-up in a line, thus forming a Priority Track.

5. Take 1 resource of each type (1 Stone, 1 Wood, 1 Gold), randomize them (you can close them in your hands and shake them), and place 1 on each of the 3 Pyramid tiles, starting from the leftmost tile.

6. Place 1 Favor token of a First Founders bot color on the leftmost tile of the Priority Track.

7. Repeat points 4, 5, and 6, this time placing the other Favor token in point 6.

This is how prepared Priority Tracks should look like. For your first solo game, you can even use the exact setup seen above, without randomizing.

8. Take the 6 Action disks of both First Founders colors, and place them in an opaque container (a bag or a cup).

9. Randomly place 1 First Founders Architect on the leftmost Action space on the Main board, and 1 on the middle section of the Action space on the Main board (both should be spaces without a Bonus disk).

10. Randomly assign 1 stack of Mask tiles to each of the 3 sections of the Main board, and place them below the Main board.

Architects and Masks assigned to sections of the Main board. Again, for your first game, you may use this exact setup.

11. Roll the First Founders' die 3 times to generate 1 challenge from each of the 3 categories:

Cluster Challenges		Builder Challenges		Other Challenges	
1	Each of your Districts must score at least 15 VP.	1	Have at least 3 Gold Buildings of any size. **Subtract additional 10 Victory Points from your final score.**	1	Reach the top of the Favour Track, exchanging a tile each time.
2	Have one of your Districts score at least 27 VP. **Subtract additional 10 Victory Points from your final score.**	2	Have at least 4 Wood Buildings (size 2+).	2	Have 15+ VP on resolved Blue Worship tiles. **Subtract additional 10 Victory Points from your final score.)**
3	You may not build Red Pyramid tiles (after setup). **Subtract additional 10 Victory Points from your final score.**	3	Have at least 4 Stone Buildings (size 2+).	3	Have 15+ VP on resolved Red Worship tiles. **Subtract additional 15 Victory Points from your final score.**
4	You may not build Blue Pyramid tiles (after setup). **Subtract additional 10 Victory Points from your final score.**	4	You may not pay more than 1 extra resource when building.	4	Resolve 4 Green Worship tiles. **Subtract additional 5 Victory Points from your final score.**
5	You may not build Green Pyramid tiles (after setup). **Subtract additional 15 Victory Points from your final score.**	5	Your Action Strength is reduced by 1.	5	Have 25+ VP on resolved Worship tiles. **Subtract additional 10 Victory Points from your final score.**
6	You may not build Temples across area boundaries.	6	You may not build adjacent Buildings of the same type. **Subtract additional 15 Victory Points from your final score.**	6	You may not use 2 Gold as one other resource.
7	Have 2+ Temples of each color.	7	You may not build Buildings across area boundaries. **Subtract additional 15 Victory Points from your final score.**	7	You may not place more than one disk on a turn. **Subtract additional 5 Victory Points from your final score.**
8	You must complete your Pyramid.	8	You may not build size 1 Buildings. **Subtract additional 20 Victory Points from your final score.**	8	Consider all Bonus disks as if their printed effect was "3 VP". **Subtract additional 15 Victory Points from your final score.**

EXAMPLE

Anna is preparing the challenges for her solo game. She rolls the die 3 times:

- *The first roll is an 8. This means that in order to win, Anna must complete her Pyramid.*
- *The second roll is a 2. This means that in order to win, Anna must have at least 4 Wood Buildings.*
- *The third and final roll is a 7. This means that Anna is not allowed to place more than 1 of her disks on a single turn. Furthermore, she must subtract additional 5 Victory Points from her total.*

*To win, Anna now needs to have at least 1 Victory Point after subtracting a total of 85 from her final score, **and** she must fulfill all of the challenges listed above.*

12. In the first round, you will be the first player, so place your Architect accordingly.

13. You are now ready to play against the First Founders bot!

PLAYING THE SOLO GAME

Every round, you play your turns normally (respecting any restrictions from challenges). Once you resolve your turn, you must resolve the turn of the First Founders.

RESOLVING A FIRST FOUNDERS TURN

The First Founders bot does not resolve actions the same way a player does - it simply places Action disks and removes a Building, a Temple or a Pyramid tile from the section of the Main board with the Architect of the same color as the just placed Action disk.

To resolve the First Founders bot turn, draw 2 Action disks at random. For each of the disks, resolve the following steps (completely before proceeding to the other disk):

1. Place the Action disk on the Main board section with the Architect in its color.

2. Activate that section of the Main board.

3. Move the matching Favor token to the next section of the Priority Track.

4. Move the Architect to the next Main board section.

You may freely choose the order in which you resolve the activated board sections.

PLACING ACTION DISKS

When placing an Action disk, you must place it in the section with the Architect in its color, on an Action space, respecting the normal limit of 4 Action disks per space (you are not allowed to create stacks higher than 4 disks total, including the Bonus disk). If there is more than one possible placement, you are allowed to choose the Action space freely (from among the possible placements).

EXAMPLE

After drawing 2 Action disks, Anna places the Green Action disk in the section of the Main board with the Green Architect. She is allowed to choose the Action space freely from between the 2 available Ⓐ.

If it is impossible to place the disk in the current section, immediately move the Architect (following the rules outlined below), and repeat the attempt in another section, until the First Founders bot is able to resolve its turn. In the unlikely event of the Architect returning to its original position (where it started its turn), simply set the Action disk aside, and continue without performing any bot actions.

Important: If both Action Disks drawn for the First Founders bot are of the same color, you will place them both on the same action space, thus performing only one action for the bot! These Action disks may not be separated, and if there are no Action spaces where they could be placed together, they are set aside (after the Architect returns to its starting position).
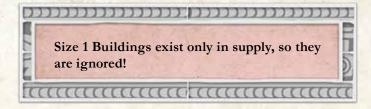
PERFORMING AN ACTION

Depending on the activated section, the First Founders bot performs an action:

In the Building section, the First Founders bot removes a Building tile using the **Resource Priority**. If the section was activated with a single Action disk, the smallest available Building **corresponding to the Resource Priority** is removed. If the section was activated with 2 Action disks, the largest available Building is removed. Buildings are always removed from the Main board to the supply.
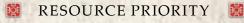
Size 1 Buildings exist only in supply, so they are ignored!

In the Temple section, the First Founders bot removes a Temple tile using the **Color Priority**.

The First Founders bot does not interact with Worship tiles, so they are never removed!

In the Pyramid section, the First Founders bot removes a Temple tile using the **Color Priority**.

The First Founders bot never interacts with the Influence sections of the Main board.

THE PRIORITY TRACKS

Each of the 2 colors used by the First Founders bot uses its own Priority Track created at the start of the game. The Priority Track is used whenever an action requires the player to check Resource Priority or Color Priority:

RESOURCE PRIORITY

To check Resource Priority, observe the resource sharing the Pyramid tile with the Favor token of the same color as the Action disk you have just placed.
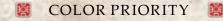

EXAMPLE CONTINUATION

Having placed the single First Founders bot's Action disk **A** *, Anna needs to remove a Building from the Main board. She checks Resource Priority to see that the Green Favor token is on a tile with the Wood resource* **B** *. Anna will remove a Wood Building, and since she placed a single Action disk, this will be the smallest available Wood Building - one of size 2* **C** *.*

COLOR PRIORITY

To check Color Priority, observe the color of the Pyramid tile with the Favor token that is the same color as the Action disk you have just placed

EXAMPLE

On a later turn, Anna draws and places 2 Blue Action disks for the First Founders bot Ⓐ. She needs to remove a Temple from the Main board, so she checks the Color Priority to see that the Blue Favor token is on a Green Pyramid tile Ⓑ. Ana will remove a Green Temple Ⓒ.

If the Resource Priority or the Color Priority points to a Building, Temple or Pyramid tile that is no longer available, you must choose a different Building, Temple or Pyramid tile (respectively) to remove. You can make this choice freely. If there are no elements of the correct type to remove from the Main board, ignore the rest of this action.

PRIORITY TRACK MOVEMENT

Once an Action for one of the colors of the First Founders bot is completed (even if part of it or the whole Action was ignored), move the matching Favor token on the Priority Track a step to the right. If moving from the rightmost Pyramid tile, wrap around and move the Favor token to the leftmost Pyramid tile of the same track.

ARCHITECT MOVEMENT

Once an Action for one of the colors of the First Founders bot is completed (even if part of it or the whole Action was ignored), and the matching Favor token was moved, also move the matching Architect to the next Main board section to the right. If moving from the rightmost section already, wrap around and move the Architect to the leftmost Main board action section.

ENDING THE ROUND

Once you have used all of your Action disks, end the current round immediately (do not draw any Action disks for the First Founders bot).

When preparing the new round, follow the multiplayer game rules, with the following exceptions:

1. Return all First Founders Action disks back to the opaque container. You lose your Action disks normally, but the bot does not.

2. If this is the start of Round 2, draw 1 Action disk, and use it to resolve a First Founders bot turn, and then remove the top Mask from each stack sharing the board section with at least 1 First Founders disk.

3. If this is the start of Round 3, draw 2 Action disks, and use them to resolve a First Founders bot turn, and then remove the top Mask from each stack sharing the board section with at least 1 First Founders disk.

WINNING THE SOLO GAME

At the end of the game check the challenge conditions. If there is any condition that you have failed to meet, you lose the game. If you meet all of them, you count your Victory Points normally. The First Founders bot does not score any Victory Points.

Once you counted your total, subtract 80 Victory Points, as well as any extra Victory Points added to this total by the challenges, and check your score:

- ○ 0 or fewer Victory Points - you lose the game. Your skills and name will be buried in the sands of time.

- ○ 1-30 Victory Points - a narrow victory. You will be recognized by your contemporaries, but your name will be lost to time eventually.

- ○ 31-50 Victory Points - a solid victory. You are a master of your trade, whose name and works will live in stories of many generations.

- ○ 51+ Victory Points - a formidable victory. You shall be known as a great architect and builder of your time, your name embedded in history forever.

CREDITS

FOUNDERS OF TEOTIHUACAN

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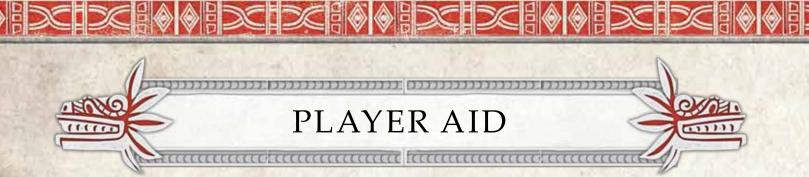**Head of Development:** Błażej Kubacki

Board&Dice would like to thank the following for their invaluable play testing, advice, and feedback:

Adam Kamiński, Aleksandra Wiatr, Aneta Bernaciak, Anita Sokołowska, Anna Czarnacka, Artur Szemiczek, Bartek Bajda, Borys Bielaś, Damian Bojarowski, Damian Głuszczyk, Daniel Dubel, Daniel "Gun3R" Sobolewski, Dariusz Szypuła, Dave Haenze, Dominik "Vykk" Pańczyk, Filip Loba, George Ozzy, Grzegorz Góra, Grzegorz Wojtyl, Iwona Jaworowska, Jakub Kisała, Janusz Smoła, Julia Gauza, Kinga Agnik, Klaudyna Mikołajczyk, Konrad Sass, Konrad Sulżycki, Krzysztof Widera, Łukasz Juras, Łukasz Stadnik, Marcin Bernaciak, Marcin Magdziarz, Marek Mańko, Maria Jóźwik, Marta Szpaderska, Mateusz Myrcha, Mateusz Puchalski, Mateusz Sekulski, Michał 'Killjoy' Cieślikowski, Michał Górecki, Michał Mazurek, Miłosz Murawski, Patrycja "Puff" Szudarska, Patryk Olbert, Paweł "Wppxis" Gajda, Paweł Jabłczyński, Piotr Rybak, Przemysław Golus, Rafał Szymaszek, Sebastian Borowczyk, Weronika Nogaś, Wiktoria Matyja, Wojtek Frelich, Youry Ivanov.

PLAYER AID

Start of the game: roll 3 times, place a resource cube on each of the scores rolled.

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2	Have one of your Districts score at least 27 VP. **Subtract additional 10 Victory Points from your final score.**	2	Have at least 4 Wood Buildings (size 2+).	2	Have 15+ VP on resolved Blue Worship tiles. **Subtract additional 10 Victory Points from your final score.)**
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8	You must complete your Pyramid.	8	You may not build size 1 Buildings. **Subtract additional 20 Victory Points from your final score.**	8	Consider all Bonus disks as if their printed effect was "3 VP". **Subtract additional 15 Victory Points from your final score.**