

The Great Zimbabwe Rules Refresher

General



- These are resources:
- Ritual goods (both primary and secondary) are not considered “resources”.
- Only cardboard pieces are limited in this game, not wooden ones (i.e. 3 craftsmen of each type, shaman resources, and water tiles are limited. Monument discs, cattle, and resource usage tokens are not).
- Starting locations block resource placement, craftsman placement, water tile placement, and monument placement.
- VR is limited to 40 and no action can be taken which would raise VR higher than 40, however **VPs** are not limited.

Craftsmen

- To take a technology card, you must also pay & place that craftsman on the board on that turn. Multiple cards can be taken at once.
- One player can never place both the **first** primary and a secondary craftsman of the same type (color) on the same turn. Nor may a player ever take both technology cards of a single type (e.g. both potters).
- When placing a craftsman, you must place it so that it is in range (without hub use) of one instance of its required resource that is not in reach of **another craftsman of the same type** (e.g. Vessel makers can only be ‘locked out’ of a resource by another Vessel maker, potters can only be ‘locked out’ of a resource by other potters, and so on), AND secondary craftsman also are required to be within hub range of its primary ritual good.
- Two secondary craftsmen are allowed to “share” one primary craftsman (craftsmen != resources).
- Placing a secondary craftsman on the board immediately obsoletes the use of all primary craftsman on the board of that type good for use in upgrading – they only function from that point to help produce secondary ritual goods (e.g. Once a single Thronemaker is placed on the board, every Ivory Carver on the board can only be used to help make a Throne).

- When producing a secondary ritual good: Secondary craftsman require both a primary ritual good (*which in turn requires a resource to create*) as well as a resource of its own (which in the case of the Thronemaker does not match that of the primary craftsman) to create a secondary ritual good.
- One may take a “place a craftsman” action just to raise their prices (and not actually place craftsmen).

Range/Hubs

- Range can never be extended on a resource (e.g. clay, trees, diamonds...) via hubs
- Range **can** be extended via hubs for ritual goods – both primary and secondary:
- If at any point in tracing your delivery routes **for a ritual good, not a resource** you cross over any monument you must use it as a hub and pay a cost to the bank.
- You never can use hubs when counting range to resources, and you can count range through them (for resources only) without paying hub costs.

Specialists

- You can only take either 1 specialist or 1 god card on a single turn.
- In order to be able to take a specialist card you must pay them to “activate” on the same turn regardless of whether or not you actually use their ability (e.g. builder, nomads).
- When using specialists, money paid to them goes on their card and is returned to you during the income phase.
- Each specialist can only be used once per turn (e.g. you can only place one water tile per turn).

Gods

- Gods that have a ‘discounting’ effect once taken will pay back retroactively any discount on something already taken (e.g. Gu will grant a VR ‘rebate’ on any tech already owned at the time he is chosen).