



Gaia Project (2017)

1-4 Players

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Duration: 6 rounds. 60 - 150 minutes.



Board Setup [Advanced]

- Pick start player and give them the first player marker [optional: use Variable Turn Order card]
- Last player assembles the game board. **3p/4p**: use all 10 sector tiles with 05, 06 & 07 solid-side up. **1p/2p**: use sector tiles 01 – 07, with 05, 06, and 07 outline-side up.
- Place **Research Board** next to game board. Take **9 Standard Tech Tiles** and randomly place face-up on tech spaces, then place remaining on top of same type tile. Randomly place **1 Advanced Tech Tile** face-up on each space between level 4 & 5 of the 6 research areas – rest to box.
- Remove **Gleens Federation Token** . Put 1 random **Federation Token** on level 5 of Terraforming research track & the **Lost Planet** token at the top of the Navigation track.
- Sort & stack remaining Federation Tokens by type and place green side face-up by board.
- Put **scoring board** next to game board, randomly put 1 **round scoring tile** face-up on each numbered tile space – rest to box. Randomly put **2 final scoring tiles** face-up on the spaces to right of green ranking tracks – rest to box. **1p/2p**: place 2 satellites of unused color on the scoring tracks as shown on final scoring tiles.
- Randomly select **round boosters** = # players + 3, put face-up next to board – rest to box
- Put **action** tokens , **Gaia** tokens , **power** tokens , **Q.I.C.** and **record** tokens by board in supply.

Player Setup

- Each player chooses a **faction board** in clockwise order, picks a side. Take all **structures** and **Gaiaformers** of your color, place factions on board in designated spaces. Take 1 **ore** , 1 **knowledge** , and 2 **credit markers** and place on start positions as marked on resource track – rest to box.
- Take **Q.I.C.** & **power tokens** as indicated on faction board. Place **6 player tokens** on level 0 of each research area of **research board**. Gain **research** & any **one-time bonus** on research spaces for faction.
- Place 7th **player token** on space 10 of **VP track**, put 1 **satellite** on each 0 space of **scoring board**, rest in pile by player faction board. If your faction board shows level 1 of a research are, advance the player token, take resources.
- **Taklons**: put brainstone to power cycle area I. **Gleens**: take Federation Token . **Ivits**: take 6 space stations .
- Start player begins, clockwise, place 1st **mine** on 1 of your color **home planets**. In reverse order, place 2nd mine on a home planet. Always take leftmost mine from board. Do not pay for initial mines or charge power from opponents. [**Xenos**: place a 3rd mine, **Ivits**: place Planetary Institute after all mines have been placed]
- Starting with last player, counterclockwise, choose a **round booster** & place face-up in front of you

Additional Information

- **Charging Power** : for each power, move from area I to area II. If I is empty, move 1 token from II to III. If I & II are empty, cannot charge. Can only **Spend Power** from III, then move to I. To **Gain Power** , add to area I. To **Discard Power** take from any combination of areas except Gaia area. Can discard 1 power from II to move 1 power from 2 -> 3.
- Score immediate VP when you take the action shown on each round scoring tile
- Effects with red arrow trigger when you pass , green arrow each time condition met , blue are immediate

End Game & Scoring

- Game ends after round 6 action phase
- +18/12/6/0 VP for **player ranking** on scoring ranking tracks. Tie: add next lower points and split.
- +4 VP for each level 3, 4, and 5 reached on **research board** [if level 5 reached, 4+4+4 = +12 VP]
- +1 VP for every **3 credits, knowledge, or ore** (in any combination)
- Most VP wins. Tie: no tiebreaker



Owens the most structures that are part of federations (the Lost Planet's mine counts as a structure).



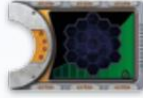
Owens the most structures (the Lost Planet's mine counts as a structure).



Colonized the most different planet types (including Gaia Planets and the Lost Planet).



Colonized the most Gaia Planets.



Colonized in the most space sector tiles (at least 1 structure per sector, including the Lost Planet).






Built the most satellites. (The Ivits' space stations count as satellites).

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




Game Play

The game is played over the course of **6 rounds**, each with **4 Phases** played in order. At the end of the 6th round, skip the **Clean-Up** phase and proceed to end game scoring.

Phase I Income: gain resources indicated by  on faction board, round booster, tech tiles, and research board. Choose order to charge and gain power.

Phase II Gaia: move any power tokens in Gaia area on board to area I  [except *Terrans*]. If you have a new Gaiaformer on the board place a Gaia token on that planet , the Gaiaformer remains on the planet. Does not count for range calculations until colonized. Does not require Q.I.C. to colonize when it has player's Gaiaformer.

Phase III Actions: begin with 1st player, clockwise [or follow turn order chart], take 1 **Action** or pass [done for phase]

- **Build a Mine:** spend 2 credits & 1 ore to build a mine from your faction board on a planet. Planet must be vacant, accessible from 1 of your planets based on Navigation range [can spend 1 Q.I.C. for +2 range each], and habitable to your faction [or pay ore costs of your Terraforming research level to terraform required # of steps based on color of planet]. Place leftmost mine from board.
 - **Transdim planets**  cannot be built on – must transform with Gaia Project first
 - **Gaia Planets**  can be made habitable by paying 1 Q.I.C. [not needed if planet has faction Gaiaformer]
 - After building a mine on Gaia planet with your faction Gaiaformer, return Gaiaformer to your faction board.
- **Start a Gaia Project:** must have an available Gaiaformer [gain from Gaia Project research], access to Transdim planet with no Gaiaformer [planet with Gaiaformer can't be used for accessibility], and spend power from areas I, II, or III by moving to Gaia area - # determined by position on Gaia research area.
- **Upgrade:** upgrade structures on board following path on player board. Remove existing structure, put back on player board right-to-left. Take off player board left-to-right. Pay ore & \$ shown on board.
 - **Mine -> Trading Station**  : if opponent structure within 2 spaces, pay 3 credits instead of 6
 - **Trading Station -> Planetary Institute**  : gain special faction ability
 - **Trading Station -> Research Lab**  : gain 1 tech tile
 - **Research Lab -> Academy**  : gain ability and 1 tech tile
- **Tech Tiles:** can't own more than 1 of same tech tile. When lower row taken, can advance in any research, else advance in research directly above tech tile. Can take **advanced tech tile** [and advance any research] if: research on level 4 or 5 of that tech, own 1+ federation token with green side face-up, and have 1 uncovered standard tech tile. Cover the standard tile with the advanced tech tile taken & flip with federation token to gray side. Tech tiles are not refilled.
- **Form a Federation:** must have total power   => 7 from connected planets, can't include more planets than needed to reach power requirement. Build satellites [**discard 1 power** each] to connect non-adjacent planets [can't build on planets, each hex can hold 1 satellite per player]. If no satellites needed, place  as reminder. Gain a **Federation token**  of choice, immediately gain reward shown, place green side up. Can later flip to gain adv tech tile or research lvl 5.
 - Federation must be most efficient possible. Each planet & satellite can be part of only 1 Federation.
 - Newly formed Federations cannot be directly adjacent to your existing Federations
- **Research:** spend 4 knowledge to advance in research area of choice, gain bonus marked by white outline. When moving up from 2 -> 3 on any track, also charge 3 power. To advance to level 5, must also flip 1 Federation token from green to gray. Only 1 player can advance to level 5 in each research area. To instead take an **Advanced Tech Tile** , you must be on level 4 or 5, flip 1 Federation token to gray side, and cover 1 uncovered **Standard Tech Tile** with it.
- **Power & Q.I.C. Actions:** spend power/Q.I.C. for actions 1x each per round. Place action token  to show action taken. Terraforming Power actions immediately trigger "build a mine" action with terraforming steps shown.
- **Special Actions:**  available only to player that owns component it appears on, 1x per round. Place an action token  to show action taken this round. Cannot combine with another special, power, or Q.I.C. action.
- **Pass:** no turn until end of round, take a round booster [face-down] and return yours, taking any VP on passing. 1st pass takes 1st player marker for next round [optional: move marker to 1st open spot of turn order track]
- **Free Actions:** on your turn take any # of the free actions on player board before or after main action, but not during.
- **Passive Action - Charge Power:** when a player builds upgrades, in clockwise order, players with a structure within 2 spaces may spend 0/1/2/3 VP to charge 1/2/3/4 power [must fully charge highest structure]. **Except:** only charge what you need to move all your power to III. If not enough VP, spend & charge what you can.

Phase IV Clean-Up: remove action tokens from all power, Q.I.C., and special action spaces. Flip round boosters face-up. Flip this round's scoring tile face-down. Then begin the next round with the **Income Phase**.