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Gaïa



Rules



Third Edition





It is the beginning of time and nothing exists. Yet, you are getting ready to create the world. Endowed with powers beyond imagination, you start creating and populating the universe. As you shape the first mountains and as you give birth to life on the plains and forests of the land, you realize that you are not alone. Others are also trying to shape the world. Will you be the one to make the land prosper and become the grand Creator of Gaia?

A game for **2 to 5 players**
 Playing Time: **20-40 minutes**

Object of the Game

Be the first to place your 5 people (6 with 2 players) on Gaia.

Basic Rules

Components

- ▶ 27 wooden people pawns (6 blue, 6 yellow, 5 green, 5 red, 5 white)
- ▶ 20 cardboard animal tokens (deer / fish)
- ▶ 48 land tiles (10 plains, 8 forests, 7 seas, 10 deserts, 6 mountains, 7 swamps)
- ▶ 40 green **Nature** cards (8 plains, 8 forests, 7 seas, 6 deserts, 6 mountains, 5 swamps)
- ▶ 31 blue **Life** cards (19 **cities**, 12 **animals**)
- ▶ 9 yellow **Objective** cards. **Note:** remove the 2 “Power” Objectives (the ones that show 4 red cards) as they are only used in the advanced rules.

Setting up the Game

Place the land tiles into 6 stacks (deserts, plains, swamps, seas, mountains and forests) near the edge of the table.

Shuffle and put the **Nature** cards face down next to the land tiles. Deal 2 cards to each player and reveal 3 cards next to the **Nature** deck.

Shuffle and put the **Life** cards face down next to the **Nature** deck. Deal 1 card to each player and reveal 2 cards next to the **Life** deck.

Form an Animal bank next to the land tiles.

Shuffle the **Objective** cards and reveal:

- ▶ 4 with 2 players
- ▶ 5 with 3 players
- ▶ 6 with 4 players
- ▶ 7 with 5 players

Place them face up next to the land tiles and discard the rest. You won't need any more **Objectives** for the rest of the game.

Each player takes 5 pawns of the same color and places them in front of him. With 2 players use the 6 blue and the 6 yellow people pawns.

Example with 4 players

Choose a first player. The game then proceeds clockwise. Everyone may now look at their cards and the game starts!

Game Turn

On his turn, each player **must take 2 actions** amongst the following options:

- ▶ **Draw a Card.**
- ▶ **Play a Card from his hand.**

The player takes his actions in the order of his choice. You are allowed to play the same action twice.

▶ Draw a Card

The player can draw:

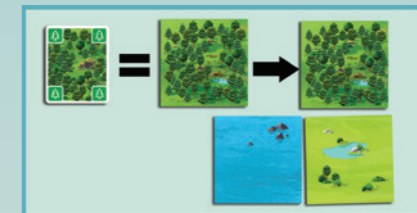
- One of the face up **Nature** or **Life** cards.
 The player adds it to his hand and reveals a new card from the corresponding deck.
- or
- One of the face down **Nature** or **Life** cards (taken from the top of the deck).

A player is **never allowed to have more than 6 cards** in his hand. If he draws a 7th card, he has to discard a card of his choice from his hand without playing it.

▶ Play a Card from his hand

▶ Play a **Nature** card

Once played, the **Nature** card is kept face up in front of the player who played it. That player then takes a **corresponding land tile** and places it next to a tile already on the table. The **first tile played** is simply put at the center of the table.

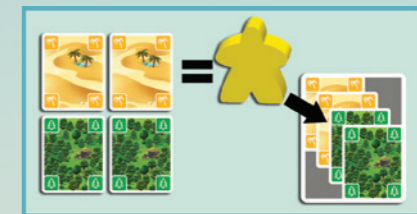


A player may never play a **Nature** card if there are no corresponding land tiles left.

Fulfill an **Objective**:

When a player has cumulated **all the Nature cards shown on an available Objective**, he immediately discards all the corresponding **Nature** cards and places one of his people pawns on top of the **Objective** to indicate it is **no longer available for the other players**.

Note that **Objective** cards are never replaced during the game.

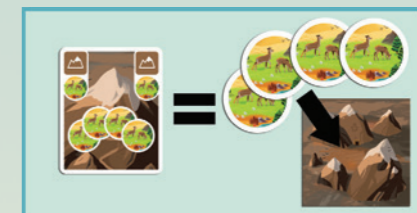


▶ Play a **Life** card

There are 2 types of Life cards: **animals** and **cities**.

Animals: The player puts **4 animal tokens** on a **free** corresponding land tile (**with no city or animals**) then he discards the card. A star on the card means you can put the animals on any kind of land. If there is more than one corresponding land tile in play, the player chooses **one single land tile** to place his 4 animals.

A player may never play an **animal** card if there are not at least 4 animals tokens left in the bank.

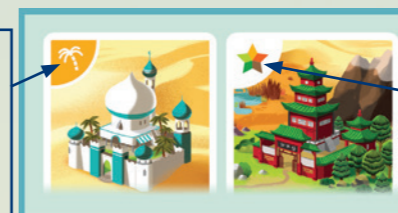


City: The player puts his **city** card on a **free land tile** (**with no city or animal**) already in play.

The **city** must respect the 2 following rules:

Rule 1: **City** land tile

A **city** with a specific land icon in the top left corner can only be placed on a corresponding land tile.
 (Note: there is only one city that can stand on water, Venice)



A **city** with a star in the top left corner can be placed on any land tile except sea tiles.

Rule 2: City's satisfaction (minimum 2 needs)



To put a **city** on a tile, a player must **satisfy at least 2 needs** at the bottom of the card.

A need is satisfied when the element shown (land or animal) is found on a land tile **directly next to the city**. Land tiles in diagonal are not taken into account.

Then he places one of his pawns on the **city** to indicate he owns it.

Note: A **city** covers the land tile it is placed on. The neighboring **cities** may not use this land tile anymore to satisfy their needs.

As a consequence, a new **city** can lower the satisfaction of the neighboring **cities** (see below).

Animals tokens don't cover land tiles.

Increase a city's satisfaction

When a player **increases the number of needs satisfied** in one or more **cities** (for example if he puts animals or a new land tile in play), he must place a **new people pawn on each city** where he increased the satisfaction.

A player may **only have one people pawn of his color per city** in play.

If a city has animals on an adjacent tile, adding new animals tokens will not increase its satisfaction.

Reduce a city's satisfaction

This situation arises if:

- A new **city** covers a tile. This tile can no longer be used to satisfy the needs of the neighboring **cities**.
- All animal tokens next to a **city** have been consumed (see "Hunting and feeding") and the "animal" requirement is no longer satisfied for this **city**.
- When you use **Powers** (only in advanced rules).

- **If a city has only 1 need satisfied:**

All pawns on the **city** return to their owners (pawns may be reused afterwards), but the **city** stays, empty, on the tile.

- **If a city is no longer satisfied** (0 need satisfied):

All pawns on the **city** return to their owners (pawns may be reused afterwards) and the **city** is removed from the tile and discarded.

End of turn

If no one has won after the player has completed his two actions, the next player begins his turn.

Start of a new turn

Hunting and feeding

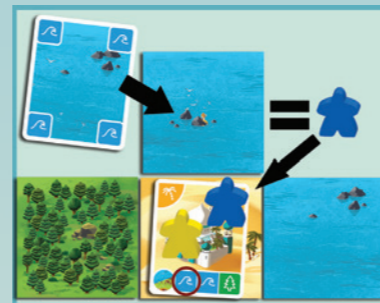
Before taking his two actions, a player **must** (if he is able) **feed all his cities which have an animals icon** 🐾. One animal per **city** in need of being fed is **removed from an adjacent land tile** (diagonals are not taken into account) **and returned to the bank**. If there are animals on several tiles around a **city**, the player chooses any one tile to take the animal from. If there are no animals around the **city**, you don't remove any tokens (the animals need is not satisfied).

Remember to adjust the people pawns if needed.

End of Game and Victory

The game ends when:

- A player **has placed all of his people pawns**. That player wins the game.



- A player **wants to draw a Nature card, a Life card or a Power card** (in advanced rules only) **but there are none left** (neither face up nor face down):

In this case, the winner is the player with the most people pawns on **cities** and **Objectives**.

In case of a tie, the winner is (amongst the tied players) the next player sitting closest clockwise to the player who just ended the game.

Illustrated Example: Basic Rules

It's the beginning of the yellow player's turn:

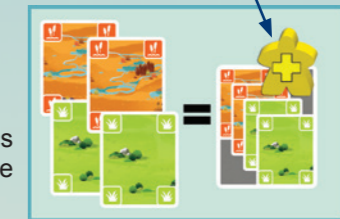


a) He must start by **feeding his city** in the bottom left because that city has the animals icon. He **removes the last animal** from the desert, reducing the satisfaction of this city. Since the city now only has 1 need satisfied (desert), he **must remove his pawn from the city**.

b) **1st action:** Yellow **plays a plain card** and places a plain tile to **increase the number of needs satisfied** for the city on the top right (3 needs satisfied). This move allows him to **put one of his yellow pawns** on the city, next to the blue pawn.



c) Yellow then adds the card just played to the other Nature cards he already has in front of him. He now **has cumulated all the Nature cards shown on an available Objective**. He discards his 4 Nature cards and fulfills this Objective by placing one of his pawns on the card. From now on, this card is **not available to the other players**.



d) **2nd action:** Yellow **plays an animal card** and puts 4 animals tokens on the desert. He **increases the number of needs satisfied** for the bottom left city to 2, so he **adds one of his pawn on the city**.

During his turn, the yellow player has removed 1 people pawn then put 3 pawns (2 on cities, 1 on an Objective).

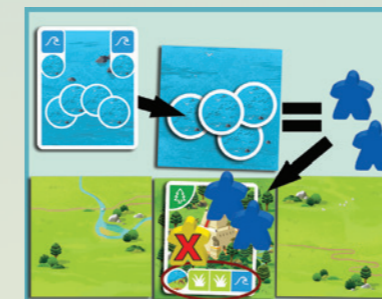
Advanced Rules

Basic Rules Modifications

► Stealing a city

From now on, when a player increases the satisfaction of a rival **city**, he **replaces the opponent's pawn by his own!**

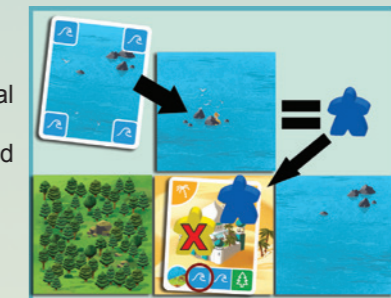
The opponent's pawn is returned to his owner (it may be reused afterwards).



► The 4 Needs of a City

When a player **satisfies all 4 needs of a city**, he now places **2 of his pawns** on that **city**.

If the satisfaction drops back to 2 or 3 needs, remove one of the two pawns. When 1 or 0 need is satisfied, follow the basic rules.



THE POWERS

- Powers are compatible with the advanced rules but are optional -

New components

- ▶ **30 red Power cards** (6 suns, 6 rains, 3 earthquakes, 4 tornados, 4 protections).
- Note: remove the 5 lightnings and the 2 eruptions as they are only used in the "Disasters" variant.
- ▶ **2 Power Objective cards** (the ones that show 4 red cards).

Additional Set Up

The **Power Objective** cards are shuffled into the **Objective** deck. Then reveal as many **Objectives** as indicated in the basic rules.

Shuffle and put the **Power** cards next to the **Nature** and **Life** decks.

Deal **1 Power card** to each player (raising a player's starting hand to **2 Nature cards**, **1 Life card** and **1 Power card**) and reveal **2 cards** next to the **Power** deck.

Power Card Rules

▶ Draw a Power card

From now on the player can draw:

- **One of the face up Nature, Life or Power cards.**
The player adds it to his hand and reveals a new card from the corresponding deck.
- or
- **One of the face down Nature, Life or Power cards (taken from the top of the deck).**

A player may never have more than 2 Power cards in his hand. If he draws a third, he must immediately discard one of the **Power** cards in his hand without playing it.

Also, a player can never have more than 6 cards in his hand (see basic rules).

▶ Play a Power Card

The player plays and keeps in front of him the **Power** card (just like his **Nature** cards).

The player then carries out the **Power's** effect (see descriptions on **page 8**).

Note that you may play a Power card on the cities you own.

Fulfill a Power Objective (if available):

When a player has cumulated **4 Power cards** and a **Power Objective** is available, he discards his **4 Power cards** and places one of his pawns on top of the **Objective** to indicate it is no longer available to the other players.

Note: The Power's effects on land tiles, cities and animals may change the satisfaction of surrounding cities. After each Power use, check if the number of needs of each city in play has increased or decreased.

Example A: Playing a sun card allows Paul to replace a plain tile with a desert tile, decreasing the satisfaction of a nearby city. Paul then follows with a rain card and replaces back the desert with a plain tile. Paul places one of his pawn on the nearby city because he has just increased its satisfaction.

Example B: Melanie destroys a city with a lightning card (in the "Disasters" variant) which uncovers the land tile underneath. It increases the satisfaction of a nearby city, so she can now place one of her pawns on that city.

"Disasters" variant

Add the 5 lightnings and 2 eruptions cards to the **Power** deck.

If you want a less aggressive game, you can remove some lightnings from the **Power** deck.

Illustrated Example: Advanced Rules



The green player plays an **earthquake** to switch the sea tile (including the fishes on it) and the mountain tile.



Results of this action:

- **The top left city is still owned by the yellow player since it stays at 2 needs satisfied.** Before the earthquake, the needs satisfied were desert and sea. After the earthquake, they are desert and mountain. Since the satisfaction has not decreased or increased, the ownership of the city stays the same.
- **The city on the right goes to the green player** since he increased the number of needs satisfied from 2 to 3 (adding the sea tile). The blue player takes back his pawn and the green player puts one of his own.
- **The city at the bottom center rises from 3 to 4 needs satisfied.** The green player can now put 2 of his pawns on that city.

Plateau d'or 2013 des Journées ludiques de Québec

Gaïa won the "**Plateau d'or du public**" (public choice award) during the "Journées ludiques de Québec" (Quebec gaming festival) in 2013 under the name "**Creationa**".

Special Thanks:

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Credits:

Game Designer: **Olivier Rolko**
Lead Illustrator and Graphic Designer: **Julien Castanié**
Project Manager: **David Duperret**
Translation: **Justin Bazoge, Sylvain Cardinal**



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Powers Description

Note: After using a **Power** card, check if the satisfaction of each **city** in play has increased or decreased. Adjust people pawns if necessary.



Sun

Replace a **swamp tile** in play with a **plain tile** from the reserve.

or

Replace a **plain tile** in play with a **desert tile** from the reserve.

A player may never play a **sun** card if there are no land tiles left in the reserve to complete this effect. A player may never play a **sun** card on a tile covered by a **city**.



Rain

Replace a **desert tile** in play with a **plain tile** from the reserve.

or

Replace a **plain tile** in play with a **swamp tile** from the reserve.

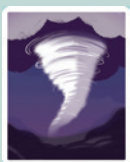
A player may never play a **rain** card if there are no land tiles left in the reserve to complete this effect. A player may never play a **rain** card on a tile covered by a **city**.



Earthquake

Switch two adjacent land tiles.

All animals, **cities** and people pawns are switched with their tiles.



Tornado

Steal one card from each other player (you can only look at the back of the cards to select which cards you wish to steal). Then you can look at the cards you have stolen.

Keep one of these cards and discard the rest without playing them.



Protection

The *Protection* card is the only card that may be played on another player's turn.

Cancel the effect of another **Power** card that has just been played.

Protection may not be played to cancel another protection.

The player who has played the canceled **Power** card can keep his card in front of him to fulfill an **Objective**. If two players fulfill a "**Power**" **Objective** at the same time, priority is given to the player whose **Power** has just been cancelled by a protection.



Eruption

Select a **mountain tile** in play.

The eruption affects this tile and all adjacent tiles (doesn't affect tiles diagonally):

Remove **cities**, animals tokens and people pawns from these tiles (**cities** are discarded, animals put back in the bank and pawns given back to their owners).

Replace plain, forest and swamp tiles with desert tiles.

A player cannot play an **eruption** card if there are not enough desert tiles left to replace the other tiles.



Lightning

Remove the animal tokens, **city**, and people pawns from one tile of your choice. The **city** is discarded, animals are put back in the bank and pawns are given back to its owner.

Note: Discarding a **city** uncovers the land tile underneath, which now can be used to increase the satisfaction of neighboring **cities**.