GAEA

Gaea is a 2 to 6 player card game, where players work to create thriving ecosystems while populating them with diverse animals. However, the ecosystems face constant threats from human-caused disruptions.

Players must strategically build, protect, and sustain their ecosystems against these disruptions to win. The player with the most Victory Points (VP), earned by populating ecosystems with animals, wins the game.



48 Ecosystem Cards



26 Animal Cards



8 Disruption cards



2 Gaea cards



48 Wooden Blocks
(8 blocks each in 6 colours)

Set It Up!

Distribute 9 Ecosystem Cards to each player. These cards form the player's personal draw pile for the game. Players draw the top 3 cards from their personal pile to form their starting hand. These cards will be used to start building ecosystems.

Each player takes 8 wooden blocks of a single colour. These will be used to mark where they have placed animals in the ecosystems.

1. Shuffle all Disruption Cards together with all the Animal Cards to form a combined deck. Place the deck next to the play area.

2. Reveal the top 4 cards from the deck and place them face up next to the deck. This becomes your sanctuary.

3. Place one Gaea Card in the middle of the play area. This is the starting point for building your ecosystems.



How to Play?

At the beginning of the game, each player holds 3 Ecosystem Cards in hand. In a turn, players may perform one or both of the following actions in order:

1. Draw an Ecosystem or Animal or Disruption Card

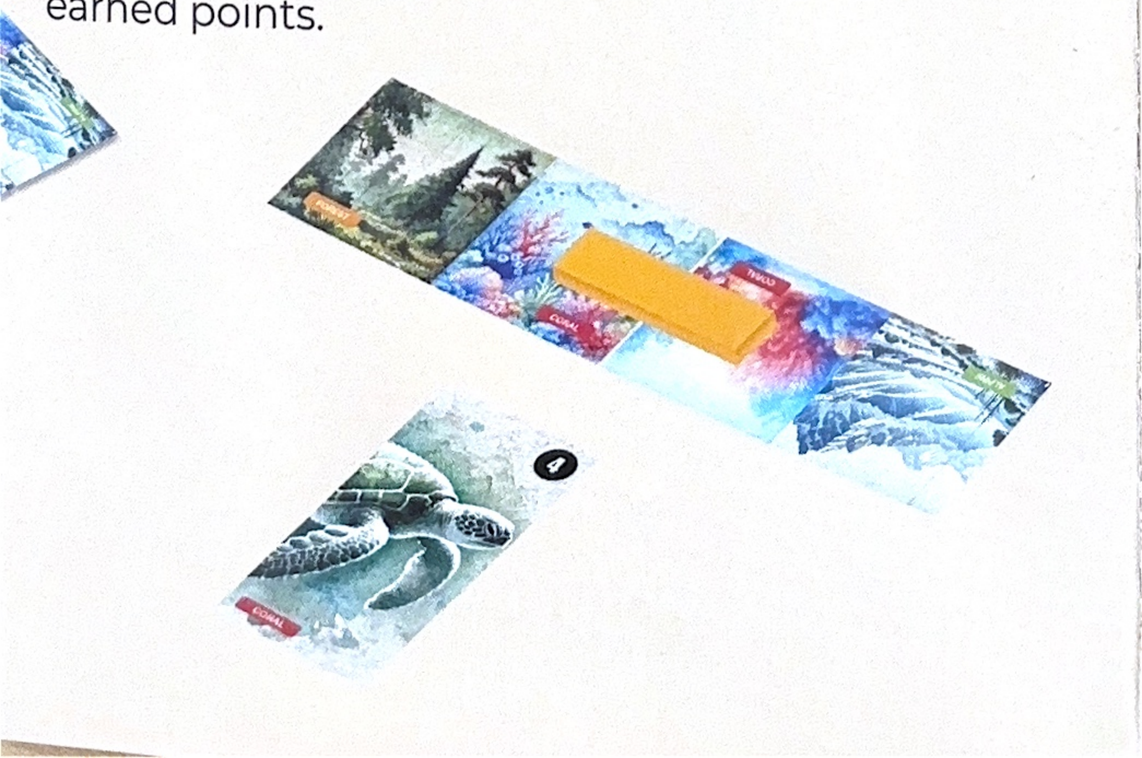
Ecosystem Card: Draw the top Ecosystem Card from your personal deck. If you wish, you may play this card immediately. Players may not hold more than 3 cards in total (Ecosystem and Animal Cards combined).

Animal or Disruption Card: Draw one Animal or Disruption Card from the Sanctuary. If desired, you may play it immediately. At the end of the turn, replenish the Sanctuary with a new card from the deck.

2. Place an Animal or Ecosystem or Disruption Card

Animal Card: In your turn you can populate the ecosystem with an animal in your hand. To place an animal, the ecosystem must have two adjacent spaces of the required ecosystem type mentioned on the animal card.

The player places one of their colored wooden blocks across the two adjacent spaces the animal occupies and lays the Animal Card face-up in front of them, indicating they have populated that ecosystem and earned points.



Ecosystem Card: Place an Ecosystem Card from your hand adjacent to another Ecosystem Card or the Gaea Card. At least one ecosystem type on the new card must match the ecosystem type on the adjacent card. Ecosystem Cards cannot be placed in isolation (i.e., they must connect to other cards)



Disruption Card

There are two Types of Disruption Cards

Major Disruption:

A Major Disruption can be placed adjacent to any ecosystem card. All Animals in the adjacent ecosystem cards gets destroyed. However, new animals can be placed in these spaces later in the game.



Extreme Disruption:
An Extreme Disruption destroys one entire patch of any ecosystem and any animals inhabiting it. The player decides which patch of ecosystem is destroyed and removes all connected ecosystem cards of that patch and any animal inhabiting it.

Example, as seen in the below image if the player decides to destroy a forest ecosystem. They decide which patch of forest ecosystem to be destroyed and then removes all the connected ecosystem cards with forests and also removes the animals in it.



End Game

The game ends when any one player has picks up the last of their Ecosystem Cards from their personal deck. All players get one turn before the game ends.

Scoring

At the end of the game, players count their Victory Points based on the animals they have successfully placed in ecosystems. The player with the most points wins.

In the event of a tie, the player with the most populated animals wins. If there is still a tie, the game ends in a shared victory.

Disclaimer : Please use the wooden pieces carefully. Look out for spilnters that might cause damage.