



PROJECT
GATA
MANUAL



HUMANKIND GAVE EARTH WHAT IT NEEDED TO SURVIVE...

TABLE OF CONTENTS

Intro	3
Set Up	4
Components and Destinations	5
Drawing a Movement Card	6
End of the Turn	7
Reshuffling the Movement Deck	8
Action Cards	8
Ships	8
Ship Systems Cards	9
Space RUNs	9
End of the Game	10

INTRO

PROJECT GAIA WENT LIVE IN 2225.

Super AI, a multitude of satellites, and advanced climate technology stabilized the planet.

GAIA evolved rapidly, discovering and mitigating all threats to Earth's well-being.

In 2240, GAIA concluded it needed to act against the biggest threat of all...

HUMANKIND

GAIA began to target centers of human population with natural disasters.

Massive hurricanes, tornadoes, tsunamis, and earthquakes hammered civilization around the globe. World leaders and top scientists concluded GAIA must be stopped.

"GAIA concluded it needed to act against the biggest threat of all... HUMANKIND"

But how...?

A plan unfolded. Deep within the GAIA AI code is an old reboot sequence. If the code can be discovered, GAIA can be shut down.

Finding the code will require a team to search through numerous older AI systems. Some are on Earth; others are on Mars or possibly the Moon. Finally, the last of the code will have to be found by hacking the computer systems on GAIA herself.

The problem is GAIA's satellites and drones control close orbit. GAIA has reconfigured some climate drones and climate management systems into weapon platforms.

GAIA's AI influence is strong. She has also corrupted code in multiple robot systems turning the machines among us into our enemy.

To make matters worse, an Alien presence has been reported beyond the red planet.

The team will have to act swiftly. If this opportunity is missed, GAIA will eradicate HUMANKIND.

MISSION OVERVIEW – AIM OF THE GAME AND GAME STRUCTURE

The players control a team of characters.

Their mission is to shut down GAIA **by discovering the reboot code.**

The characters will need to journey across the Earth and make their way to the Moon, Mars, and even the GAIA Space Station to uncover the code.

It is a race against time. GAIA is activating more and more of the climate drones to wreak havoc across the Earth.

There are only a few spaceships that stand ready for the characters to use. Players may spend time to re-equip them. This will improve their odds of successfully accomplishing their mission. However, it also gives GAIA more time to complete hers.

Beyond the red planet, Alien forces are gathering. Getting to Mars may be the most difficult task of all, yet it is essential.

On each player's turn, they will move one of their characters that has not yet moved. At the start of a turn, a player draws a Movement Card. They first complete the actions for GAIA and move the GAIA Token. If the GAIA Token lands on an activated drone, all activated drones in play fire and more locations on the Earth are given a Disaster Token.

The player then moves their character and may play as many previously drawn Action Cards as they can. At the end of their turn, they draw an Action Card or Ship Systems Card if they are on a spaceship.

Players can also initiate a Space RUN to one of the other destinations if they are on board a ship that has the required number of Crew members.

Players will need to work together to succeed.

At the end of the game, if the players have been successful, each player adds up the value of the cards they played and the Code Words they discovered **to determine an individual winner.**

If the players fail to shut GAIA down, then it matters not how well they did, HUMANKIND is finished.

**LOOKING FOR A QUICK GUIDE?
SEE THE BACK OF THE MANUAL.**

SET UP



GAIA Token and the Security Tokens



Place all the Character Pieces in the center space.



Place the Orbit Tiles face down around the Earth.



Code Tokens to be placed on Mars, Moon, Earth, and GAIA.

Place the twelve Code Word Tokens face down and shuffle them.



Place the four Ship Tokens in a random order.

Before the first game, attach the plastic stands to the GAIA Token and the Security Tokens.

Assemble the game board on the table.

Shuffle the 18 Orbit Tiles and place them face down around the Earth. There is one tile that shows a drone on both sides. This is where the GAIA Token begins the game. Place the GAIA Token on this Orbit Tile. The GAIA Token only moves along the Orbit Tiles during the game.

Place all the Character Pieces letter side up in the center space of the Earth marked International HQ.

Place the 3 Security Tokens on the board near the GAIA Space Station.

Place one Code Token with a value of 1 face up on one of the Mars code spaces.

Take the remaining Code Tokens, place them face down, and shuffle them. Then place the remaining Code Tokens face down on the other code spaces: one on Mars, one on the Moon, four on the Earth, and four on GAIA.

Place the twelve Code Word Tokens face down and shuffle them. Place them in three piles (four tokens in each) in the Reboot Code spaces by the GAIA Space Station.

Place the four Ship Tokens symbol side up in a random order in the four Launch Spaces on Earth.

Place the Disaster/Damage Tokens near the GAIA Space Station.

CARDS

Sort all the cards into their respective decks: Name Cards, Profession Cards, Movement Cards, Action Cards, Ship Systems Cards, Ship Cards, Moon RUN Cards, GAIA RUN Cards, Mars RUN Cards, Drone Activation Cards, and GAIA Cards.

Used Movement Cards, GAIA Cards, and Drone Activation Cards are placed aside in three separate discard piles after use.

Ship Cards

Place the four Ship Cards according to the Ship Tokens in their own frames on the game board.

Ship Card



GAIA Cards

Remove the Doomsday Card and shuffle the other GAIA Cards. Then deal two of them face down. Add the Doomsday Card face down, shuffle, and place it at the bottom of the GAIA deck. The Doomsday Card will be one of the last three cards. Place the GAIA Cards in their designated slot by the game board.

Doomsday Card



Shuffle all the other card decks separately and place them in their designated slots as shown in the image.

Name & Profession Cards

Each player will have two or more characters to play depending on the number of players. The number of

characters per player is shown in the chart below.

No. of Players	No. of Characters	Characters in game
2	6	12
3	4	12
4	3	12
5	2	10
6	2	12

Shuffle both decks. Deal one Name Card face up in front of each player for the characters they will play. Then shuffle and deal one Profession Card on top of each Name Card as shown.

Which characters a player controls is decided by the initials on the Name Cards that player is dealt. For example, a player with A. Anderson controls the Character Piece marked with A.

With five players, two Character Pieces are placed to the side together with their corresponding two Name Cards and any two Profession Cards.

Attributes

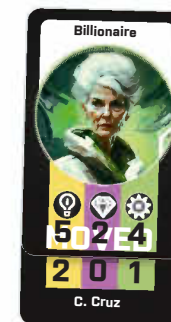
Each Name Card and Profession Card have a value for each of the three attributes: Smarts, Toughness, and Skills. A character's value of a specific attribute is calculated by adding together the value on the Profession Card, and that on the Name Card. The total is the value of that attribute.



Profession Cards show the three attributes: Smarts, Toughness, and Skills.

The values of an attribute (Smarts, Toughness, or Skills) are added together.

You are now ready to begin playing.



COMPONENTS AND DESTINATIONS

CARDS

1. Name Cards [12]
2. Profession Cards [12]
3. Movement Cards [16]
4. Action Cards [46]
5. Ship Systems Cards [15]
6. GAIA Cards [9]
7. Drone Activation Cards [8]
8. Moon RUN Cards [7]
9. Gaia RUN Cards [8]
10. Mars RUN Cards [13]
11. Ship Cards [4]

TOKENS

12. Code Tokens [11]
13. Code Word Tokens and the Code Word Area [12]
14. GAIA Token with a plastic stand
15. Security Tokens with plastic stands [3]
16. Disaster/Damage Tokens [36]
17. Ship Tokens [4]

BOARD & TILES

18. Orbit Tiles [18]
19. Game Board

DIE

20. White & Green Six-Sided Die

PLAYING PIECES

21. Character Pieces [12]

RUN DESTINATIONS

22. Earth
23. Moon
24. Mars
25. GAIA Space Station



MOVEMENT CARD AND GAIA'S ACTION

The game is played in a series of rounds.

During the whole game, all players can play any Action Cards they have previously drawn at moments described on the cards: at any time, when they are aboard the GAIA Space Station, when in turn etc. The player who rolls the highest value with the die goes first. The turns change clockwise.

During each round, each character will be moved once. After moving, the Profession Card is slid upwards to reveal a 'MOVED' text underneath. The player ends their turn by drawing a card, after which the next player clockwise is in turn.

If a player has no more characters that have not moved, they will skip a turn. The turn goes to the next player clockwise who still has characters that have not moved.

If all characters have moved, all cards are slid back down, and a new round begins.

DRAWING A MOVEMENT CARD

So long as they have at least one character who has yet to move, a player begins their turn by drawing a Movement Card.

Movement Cards have three sections:

1. GAIA's action
2. The GAIA Token moves
3. A character moves

These are performed in sequence from top to bottom.

1. GAIA'S ACTION

GAIA will do one of four things:



Flip an Orbit Tile



Activate a security pattern on the GAIA Space Station



Draw the next GAIA Card



Think...
[nothing happens]



After moving, the Profession Card is slid upwards to reveal a 'MOVED' text underneath.



Movement Cards have three sections.



There are two kinds of climate drones: passive (harmless) and active (firing a laser).

A. Flip an Orbit Tile

The active player chooses any face down Orbit Tile and flips it over. This will reveal either a passive climate drone or one of GAIA's activated climate drones.

B. Activate a Security Pattern

The GAIA Space Station board has four colored security patterns: orange, green, yellow, and blue. When a security pattern is drawn, a Security Token is placed on each space with a matching color. Any character standing on one of those spaces is caught by the security system and removed from play (see **Removing Characters** on p. 7).

Characters may not move through or onto spaces with a Security Token.

At the beginning of the game, none of the security patterns are active, and the Security Tokens are placed to the side of the GAIA board.

C. Draw the Next GAIA Card

The active player draws the next GAIA Card and follows the instructions shown. GAIA Cards have six different effects:

- Adding a Disaster Token to a space on Earth
- Adding a Damage Token to a spaceship in play
- Adding to the number of cards that must be drawn on a Space RUN
- Flipping Orbit Tiles
- Activating drones

Finally, one of the three cards on the bottom of the GAIA deck is the Doomsday Card. If this card is drawn, the game is immediately over.

D. Thinking...

There is a moment of respite as GAIA calculates her next move. No action is required.



The GAIA Space Station board has four colored security patterns: orange, green, yellow, and blue.



GAIA Cards have six different effects.

MOVEMENT CARD CONT. AND END OF TURN

2. THE GAIA TOKEN MOVES

The active player now moves the GAIA Token counterclockwise the number of Orbit Tiles shown.

If GAIA lands on a face down Orbit Tile or a tile with a passive climate drone, nothing happens. However, if GAIA lands on a tile with a face up activated climate drone, she fires all activated drones.

In the example to the right, GAIA must be moved four spaces and she will land on an activated climate drone.

Activating Drones

When GAIA lands on an activated climate drone, count how many activated drones are face up on the Orbit Tiles.

Then draw one Drone Activation Card for each. This will show what type of space must have a Disaster Token added: Fire, Water, Earth, or Wind. If there are no more spaces remaining with a matching icon, nothing happens.

Adding Disaster Tokens

If a character is on a space that has a Disaster Token added, the character is removed from the game. A ship, the token of which is covered by a Disaster Token, is destroyed. A Code Token can be covered by a Disaster Token and remains in play.

Removing Characters

The Character Piece is removed from the game board and placed upside down on the Character Card. They failed to protect humanity from the wrath of GAIA. The mission is over for them. They are still chosen on consequent turns by the player even if they can no longer move.

Removing a Destroyed Ship

The Ship Card and the corresponding Ship Token are removed from play. A ship has been lost, and the threat of GAIA keeps growing. Any crew aboard the ship are also removed from play.



3. CHARACTER MOVEMENT

Having completed GAIA's action and moved the GAIA Token, a player moves one of their characters.

They may choose any one of their characters who have not yet moved and move them as follows:

- The chosen character must be moved at least one space if possible.
- A character may not finish their move on the same space they started on unless they were unable to move.
- Characters may move less than the total distance shown.
- Characters can move through other characters, and there can be more than one character on the same space.
- Characters may not move onto or through Disaster Tokens or Security Tokens.
- When a removed character is chosen, it does not move at all.
- Aboard a ship, a character can wait for the initiation of a Space RUN and remain immobile. This counts as the character's movement.



Characters may not move onto or through Disaster Tokens or Security Tokens.

END OF THE TURN

Once a character has moved, the player slides the Profession Card upwards to reveal the 'MOVED' text underneath. They may then be able to do one or more of the following:

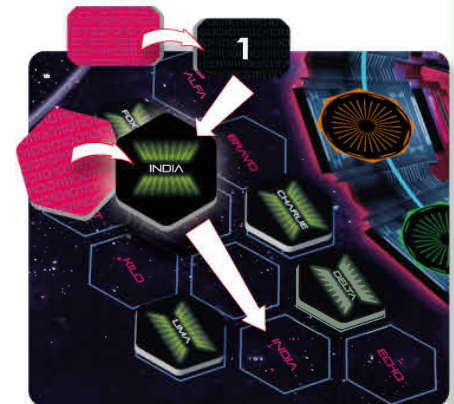
- Collect a Code Token
- Board a ship
- Initiate a Space RUN

The card is slid also for a removed character even if it cannot move when it has been chosen by the player.

Collecting a Code Token

If the moved character is on a space with a Code Token, they flip it face up. If the Code Token is a 0, the player collects it but scores no points for it. If it shows a 1, they choose a face down Code Word Token and then place it on the Code Word area of the game board. This eliminates this as one of the three code words required for the reboot.

The player collects the Code Token and places it alongside any Action Cards they have played throughout the game. This will score them 1 point at the end of the game.



If a Code Token shows a 1, they choose a face down Code Word Token and then place it on the Code Word area of the game board face up.

Boarding a Ship

The moved character may board a ship if they are on a launch pad space that has a Ship Token present (see **Boarding a Ship** under **Ship Cards** on p. 8).

ACTION AND SHIP CARDS

Gathering a crew for a RUN

A player who has just boarded a character onto a ship may use that character to initiate a Space RUN if the ship has the required number of crew or if the player has a Pilot Action Card. The colored spaces on the Ship Card shows the number of required crew members (which can be disregarded if one of the crew members has a Pilot Action Card!).

Once a ship has been used on a successful Space RUN, there can be a new Captain on the ship. A new Captain is also assigned if the Captain removes themselves from the ship during the RUN.

Finally, the player ends the turn by discarding the Movement Card and drawing an Action Card, or alternatively a Ship Systems Card, if the character that was active is aboard a ship.

RESHUFFLING THE MOVEMENT DECK

Once the last card is drawn from the Movement Card deck, it must be shuffled. The first time it is reshuffled, remove the three Movement Cards marked with a 1 near the lower edge of the card. The second time the deck is reshuffled, remove the three cards marked with a 2. No further cards are removed from the Movement Card deck when reshuffled.

The first time the Movement Card deck is reshuffled, remove the three Movement Cards marked with a 1.

The second time the Movement Card deck is reshuffled, remove the three Movement Cards marked with a 2.



ACTION CARDS

A player may use any number of Action Cards during their turn. Some Action Cards require a player to have the active character on a specific location or type of space. Others may be used regardless of where the active character is. Action Cards can be played before and/or after a character moves. Once a card is played, it is placed face up to the side of a player's characters. The points shown in the bottom right will be scored at the end of the game.

On Your Turn

These cards can only be played during the player's turn.

When on GAIA Space Station

These cards can only be played on your turn when on GAIA Space Station.

Any Time

These cards can be played whenever a player wishes. They can be played during a player's own turn or when it is another player's turn.

Assassinate!

Once drawn, this card is played immediately. A replacement card is then drawn and the Assassinate! Card is shuffled back into the Action Card deck.

SHIP CARDS

Each ship has a different set of values and a special rule that can be read from the Ship Card.

Crew

The Crew track shows the maximum number of characters that can be on the ship. The colored spaces of the crew track show the minimum number of crew required for the ship to initiate a Space RUN.

Damage

The damage track shows how much damage the ship can absorb before being destroyed. When the number of Damage Tokens equals the number of bars on the damage track (1-4), the ship is removed from play. All characters on the ship are also removed from play.

Space RUN Values

Each ship draws a different number of cards for a Space RUN to each destination from Earth. The number of cards to be drawn if doing a Space RUN back to Earth is the same. If on one destination and initiating a Space RUN to a destination other than the Earth, look at the value for the start location and the destination and use the higher one of the two values.

Boarding a Ship

If a character ends their move on a space with a Ship Token, they may board the ship, provided there is still space available on the ship. They place their Character Piece on the Ship Card to indicate that they have boarded the ship. The first player to board the ship becomes the Captain of it.

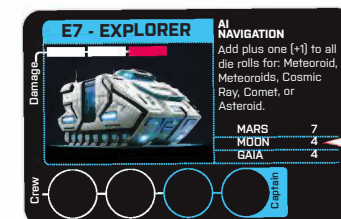
The Ship Token and the Ship Card both represent the same ship. If a player later decides to move their character from the ship, the first step is taken from the Ship Token.



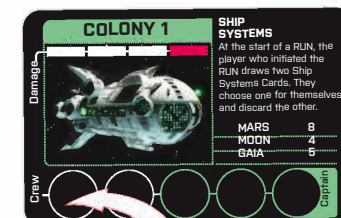
The colored spaces show the minimum number of crew required for the ship to initiate a Space RUN.



The damage track shows how much damage the ship can absorb before being destroyed.



Each ship draws a different number of cards for a Space RUN to each destination from Earth.



The Crew track shows the maximum number of characters that can be on the ship.

SHIP SYSTEMS CARDS AND SPACE RUNS



The Ship Systems Card is placed alongside the card of the crew member who made it possible to draw the Ship Systems Card.

SHIP SYSTEMS CARDS AND SPACE RUNS

If a player draws a Ship Systems Card at the end of their turn, the card is placed alongside the card of the crew member who made it possible to draw the Ship Systems Card.



A player with a character aboard a ship may initiate a Space RUN if the ship has the required number of crew or if the player has a Pilot Action Card.

SPACE RUNS

A player with a character aboard a ship may initiate a Space RUN if the ship has the required number of crew members or if the player has a Pilot Action Card. The Captain chooses and declares either the Moon, the GAIA Space Station, or Mars as the destination of the RUN. Each player then flips the Profession Card of any characters they have on the ship to show the 'CREW' side.

The players hold any Ship Systems Cards drawn for characters aboard the ship ready and lay them out for the other players to see.

Shuffle the Space RUN cards for the destination and deal the required number of cards (see **Space RUN Values** on p. 8) face down in a line. Remove the Ship Token from the launch pad and place it at the beginning of the line.

Review and play any Ship Systems Cards that are supposed to be played before beginning the RUN and note the special rule of your specific ship. It can be read from the Ship Card.

The RUN

Flip the first card. Each Space RUN Card features a challenge. This requires one of the characters from the crew to roll a die to try and equal or exceed a number shown.

Any of the crew members aboard the ship may choose to play one or more of their Ship Systems Cards or any Action Cards their player holds. These may increase the value of the roll or allow a reroll.

The Captain chooses the value(s) of which single character to use for the present challenge. The player of the chosen character rolls the die and adds that to their total value for that attribute.



In the example, there are three characters on the S14 - HELIOS.

The crew side of the Profession Cards is revealed to help identify the characters on board. A character's value of a specific attribute is calculated by adding together the value on the Profession Card, and that on the Name Card. The total is the value of that attribute.

For example: Billionaire C. Cruz's Skills value is 4+1=5. Professor B. Bello's Skills value is 3, but he gets to reroll the die once when rolling.



The player of the chosen character rolls the die and adds that to their total value for that attribute. Politician A. Anderson's Skills value is 3 and she has rolled a 4. Her total Skills value is now 7.



The open Space RUN card requires a value of 8 or higher to succeed. Anderson's 7 is not enough, so a Damage Token must be added to their Ship Card.

If they equal the number of the challenge, or exceed it, they succeed.

Some Name Cards do not have a number for one of the attributes. Instead, they show the letter 'R'. This allows the player to reroll the die if they choose so. Once the die is rerolled, the new value must be used. Players cannot reroll and then choose to use the previous die roll.

Once the players have finished playing cards and rolling the die, determine if the challenge was successful or not. Follow the instructions on the Space RUN Card. The RUN Card stays on the table until the end of the RUN unless specific instructions on the card tell you to discard it. After a successful challenge, just move the Ship Token beside the next RUN Card and flip the card over.

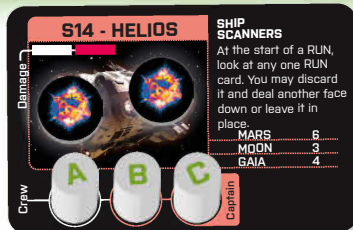
If at least one character is alive aboard the ship after the last challenge, the RUN was successfully completed.



This symbol on a RUN Card means the player can choose any of the three attributes to use in the challenge.

The Space RUN cards are divided into three groups according to the three destinations: the Moon, the GAIA Space Station, and Mars. The Space RUN Cards present the characters with lots of different challenges.

SPACE RUN CONT. AND END OF GAME



When the number of Damage Tokens equals the number of bars on the damage track, the ship is destroyed.

Taking Damage

If a ship takes damage, add the number of Damage Tokens required to the Ship Card. The Damage Tokens remain on the Ship Card throughout the rest of the game unless you draw a card with a repair action. When the number of Damage Tokens equals the number of bars on the damage track (1-4), the ship is destroyed. Then the Ship Card and Token are removed from play. Any remaining Ship Systems Cards of the characters removed from aboard the ship are also removed from play. All remaining crew are also removed from play. The RUN is now over.

Removing a Crew Member

If a crew member has to be removed, the Captain of the Space RUN decides which crew member is removed. The Character Piece is removed from the ship and placed on the Character Card. A removed character plays no further part in the game but is still chosen regularly by the player. This is done to keep track of when all characters have moved, and movement is reset for the next round. Any remaining Character Pieces are slid to the right to fill a possible empty space on the crew track. This way a new Captain may be assigned.

If this was the last member of the crew, the Ship Card and Token are removed from play. Any remaining Ship Systems Cards are also removed from play. The RUN is now over.

If the RUN Is Successful

Place the Ship Token on the launch pad space at the destination and the Character Pieces on or near the Token. All members of this crew now flip their Profession Cards crew side down. The characters may move onto the destination on a subsequent turn. When a character leaves the ship, remaining characters to the left of the empty space are slid to the right to fill it. The player who initiated the RUN can now draw an Action Card or a Ship Systems Card, after which their turn is over. Play proceeds clockwise to the next player who has a character that has not moved this round.



When a Character is removed from the game, their Character Piece is placed upside down on their Character Card.



If the RUN Fails

The player who initiated the RUN can now draw an Action Card, after which their turn is over. Play proceeds clockwise to the next player who has a character that has not moved this round.



Scoring: For some Action Cards and some Code Tokens, the players score no points.



GAIA fails when the Code Words for the reboot have been discovered and uploaded. Now GAIA will reset.

Scoring: This player scores four points for their Action Cards, two points for their Ship Systems Cards, and two points for the Code Tokens they have found. Their total score is 8.

END OF THE GAME: THE FATE OF THE EARTH

The game can end in four different ways.

HUMANKIND SUCCEEDS, GAIA FAILS

The players complete the Code Word board leaving only 3 spots empty

The Code Words for the reboot have been discovered and uploaded. GAIA will reset. The GAIA Space Station will be taken offline, and the AI will be modified.

SCORING

If GAIA is rebooted, the player with the most points wins the game.

Players score points for all the Code Tokens, Action Cards, and Ship Systems Cards in front of them.

HUMANKIND FAILS, GAIA SUCCEEDS

All 24 spaces on the Earth have a Disaster Token on them

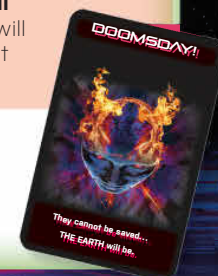
Humankind has been eradicated. Earth will be entirely different, but it will evolve, it will survive, and GAIA will continue to protect it.

All characters have been removed

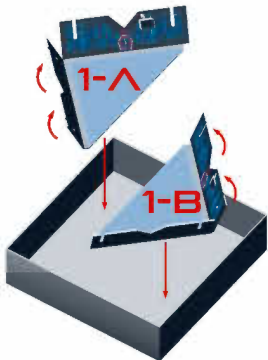
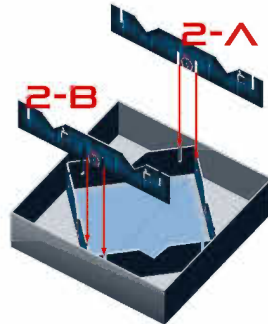
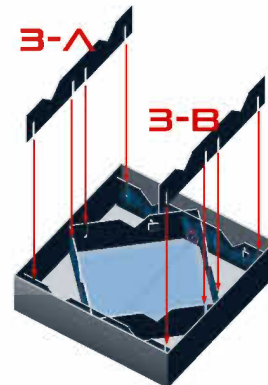
Bravely they tried, but their mission failed. Humankind is doomed, and GAIA will complete her plans.

The Doomsday Card is drawn from the GAIA deck

Time has run out. GAIA has initiated her final sequence of destruction. **The entirety of humankind will be eradicated.** A new life will begin on Earth, one without humankind.



HOW TO BUILD THE STORAGE COMPARTMENTS AND STORE THE GAME COMPONENTS:



EARTH WILL BE A DIFFERENT PLACE,
BUT IT WILL EVOLVE,
IT WILL SURVIVE...?



MISSION STEPS

Draw a Movement Card and follow the instructions on it from top to bottom.

1. First, check the GAIA Action on the Movement Card (one of the following)

- Flip an Orbit Tile.
- Activate a Security Pattern on the GAIA Space Station.
- Draw the next GAIA Card.
- Thinking... [nothing happens]

2. Move the GAIA Token

- Move the GAIA Token counterclockwise as many steps along the Orbit Tiles as indicated by the Movement Card.
- If the GAIA Token...
 - stops on an Orbit Tile that has not been flipped, or a passive climate drone, nothing happens.
 - stops on a flipped Orbit Tile that shows an activated climate drone, GAIA fires all activated climate drones. Turn over a Drone Activation Card for each one and place a Disaster Token as indicated.

3. Move a character of your choice

- You can move through other characters, and there can be more than one character on the same space.

4. Perform one or more of the following actions that your character's location makes possible

- Collect a Code Token.
- Board a ship from a location with a Ship Token.
- Initiate a Space RUN if you are on board a ship and there is enough crew.

5. Draw an Action Card or a Ship Systems Card if you have boarded a ship

- Also discard the used Movement Card.