GAIA PROJECT Procedures

Before setup begins, all players should confirm that game components are complete.

Games of Gaia Project at the WSBG will use Variable Game Board Method 1 found on page 19 of the rulebook. The last player in turn order will assemble the game board. Players should collaborate to ensure that the board is acceptable to all and will not irrevocably skew the game balance. Once the last player has made a final decision on the board rotation, any other player has one veto of the current setup. A Gaia Project GM will then become involved and may adjudicate.

Variable turn order will be used in all games. Choosing Factions and placing first structures will also follow the advanced setup rules. **Remember, choosing factions is not done until after board setup.**

First turn order will have already been chosen randomly, and should begin with the player in Seat One.

Gameplay should proceed normally and according to the rules, but will also observe the following additions:

Players should play deliberately and transparently. Each action taken by a player should be announced and all payments should be displayed for all to confirm.

Players should work together to maintain an accurate game state, paying particular attention to the movement of power tokens and victory point markers.

Each time a Victory Point marker is moved, its color, starting point, and ending point must be declared. **Example**: "Moving blue from 24 to 30."

Income collection should occur one player at a time, beginning with the player in Seat One, and should be audited and confirmed by all other players.

In the case of a tie, the first player to have ended their turn in the last round will win.

An Active Player card will be used to show whose turn it is and to signal when a player ends their turn.

*These procedures are designed to ensure fair play and minimize problems with the game state.   They may be amended at any time by a WSBG tournament administrator.