



APEX

RULEBOOK



The fledgling civilizations, not yet embarking on the cosmic odyssey, sometimes delude themselves into believing they stand alone as the sole embodiments of intelligent life in the vast expanse of the Universe. Yet, the Galaxy brims with beings of physiologies as improbable as they are diverse, engendering civilizations of even greater complexity and diversity.

However, most are ultimately destroyed—either through self-annihilation or external forces—before mastering light speed travel. The scant surviving civilizations, therefore, invariably emerge as the most formidable, whether they ascend through warfare, political maneuvering, economic hegemony, or by pioneering unprecedented technological innovations.

The Galaxy is immense, but not vast enough for multiple exponentially expanding interstellar empires. Sooner or later, they must clash for galactic domination.

In order to stand a chance in the galactic conflict, the most advanced civilizations have all learned to harness the power of the mysterious portals scattered throughout the Galaxy. These physical anomalies enable entire fleets to instantly jump from one point to another in space.

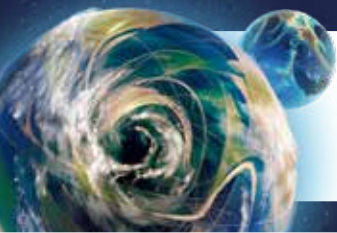
No one knows which distant vanished civilization, nor which formidable science, could have created these portals. Their usage remains relatively simple, although it requires a colossal amount of energy.



HUMAINS

After millennia of tumultuous, destructive, yet extraordinarily creative history, Humans have finally built, upon the ruins of their bellicose past, a harmonious, peaceful society, brimming with diversity.

More than power or glory, it is now creativity in all its forms that constitutes the universal and unifying value for humanity. They form the most open of the great galactic civilizations, promoting cultural and artistic exchanges among species. While diplomacy is now their preferred weapon, their tumultuous history has bequeathed Humans with all the resources necessary for high-intensity conflicts. Their prodigious undulatory technology enables them to compose magnificent cosmic symphonies, navigate at light speed, and build formidable instruments of destruction.



Earth, Humans' origin planet, has been altered many times and threatened by numerous cataclysms. It has ultimately become the cradle of a multitude of artistic experiments seeking to revive the diversity of its ecosystem.



DRAGONITES

The Dragonites are vaporous beings, each appearing as a complex entanglement of convoluted two-dimensional surfaces. Yet, their physiology and psychology remain incomprehensible to other species.

The Dragonite society is organized into a myriad of interdependent castes, each with highly specific yet complementary functions. Every individual is purposefully created within a particular caste and is only allowed to change paths under rare circumstances. Intangible, the Dragonites interact with their environment through advanced technology that produces highly precise localized gravitational alterations. Moreover, this technology grants their ships unmatched velocity and maneuverability, enabling this mysterious civilization from the galactic fringes to quickly compete on equal terms with the major galactic powers.



It is unclear if the celestial body currently hosting the Dragonites is the one of their birth. What is certain is that they have altered the chemistry of this gas giant, transforming it into a prodigious generator essential for their gravitational technology.





MINERLS



The Minerl civilization comprises various forms of mineral life. Through synergistic coevolution, they have all developed an orthogonal structure to forge a multitude of symbiotic relationships. As a result, Minerls form social organizations of unparalleled complexity, where precise rules enable each individual to influence collective decisions.

Through a technology reproducing the same principles of orthogonal symbiosis, the Minerls have developed an industry of prodigious productivity, whose relentless expansion increasingly encompasses systems in the galactic core. The worlds thus conquered are irrevocably transformed to contribute to the Minerl economy, yet the species inhabiting them are always offered a place in their civilization. Invariably, the structures built by the Minerls adopt cubic forms, a pattern they aim to propagate throughout the Galaxy.

Minerls' origin planet has been entirely recomposed to serve their colossal industrial needs. However, every form of life that once inhabited it has been preserved and assigned a role in this massive planetary factory.



SHERAIS



The Sherais are an insectoid species forming a single superorganism. After completely parasitizing their mother planet, they set their sights on the rest of the Galaxy. During their rapid evolution, the Sherais have developed an organic, crude, and brutal technology that nevertheless rivals those of other contenders for galactic conquest.

Each Sherai is an ultimate soldier in total cooperation with others, prepared to make any sacrifice for the hive's welfare. They can generate hypnotic holograms to communicate with their kind and occasionally manipulate other life forms. Together, the Sherais form a network that enables their queen to centralize all available information within the hive and coordinate the actions of each member, achieving unparalleled tactical precision in the Galaxy.

Sherais' home planet has been entirely absorbed and transformed by the hive. Although this celestial body houses a centralizing queen, the collective consciousness of the Sherais is actually preserved throughout their holographic network.



NAGARITAKAS

The Nagaritakas have developed one of the earliest interstellar civilizations in the Galaxy. Throughout their long history, they have completely modified both their physiology and environment in a perpetual pursuit for perfection and elegance. This obsession is reflected in their refined, aerial, yet remarkably effective technology. The Nagaritakas hold nothing but disdain for the rest of the Galaxy and its crude inhabitants. However, the threat posed by young civilizations vying for galactic domination has finally compelled them to emerge from their isolationism. Although the Nagaritakas have not experienced war for millions of years, they are custodians of a warrior tradition almost as ancient as the Galaxy itself. Armed with unparalleled patience, this venerable people approach the new galactic conflict with deadly perfectionism.

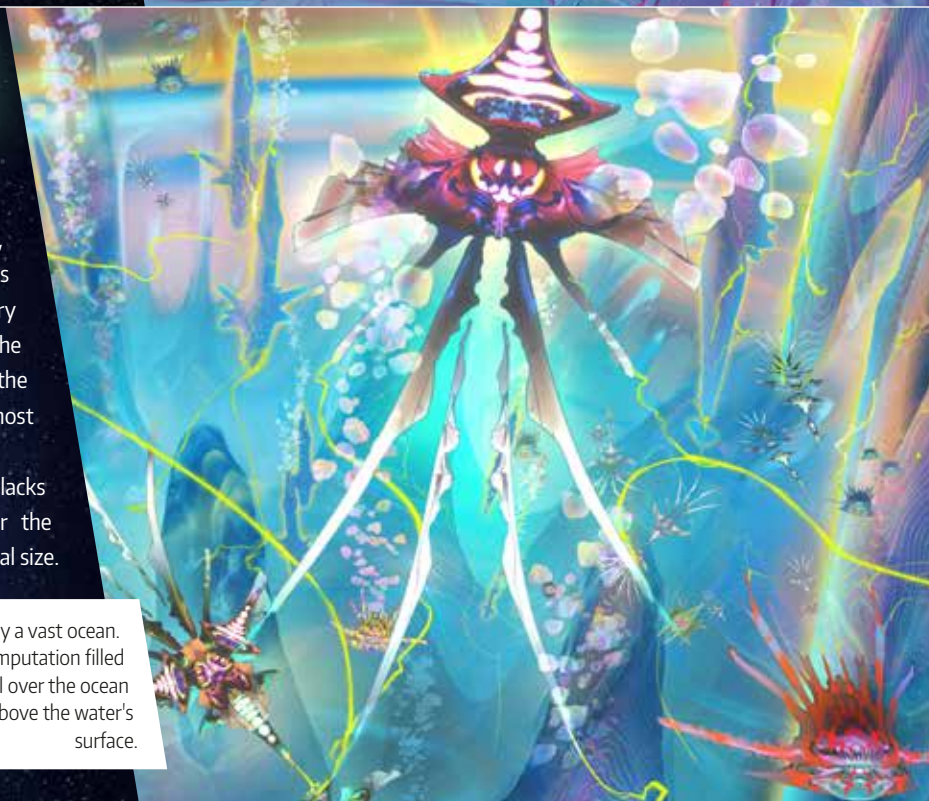
The mother planet Nagaritaka resembles a magnificent garden brimming with elegance. Nothing is left to chance in its composition: every sea, every continent, and even every form of life is the result of meticulous and millennia-old craftsmanship.



CIREADES

The Cireades are small aquatic organisms with very basic individual cognitive abilities. However, they can communicate through bioelectricity to collectively manifest, like a neural network, impressive intellectual and computational capacities. The Cireades have thus built an enormous expansionist empire, where every strategic decision is calculated with extreme precision through the collaboration of billions of individuals. Although many consider the Cireade civilization primitive, its economic system is certainly the most finely tuned on a galactic scale. With little individuality among the Cireades, their technology often lacks creativity and elegance. However, they easily compensate for the simplicity of their constructions with their sheer numbers and colossal size.

The planet Cireade is entirely covered by a vast ocean. Immense cities, vast centers of computation filled with bioelectric currents, are built all over the ocean floor, while towering spires emerge above the water's surface.



ELEMENTS

4

6 CIVILIZATIONS

For each civilization:

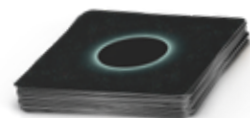
1 civilization board

1 origin sector

20 ship tokens

3 colony tokens

4 evolution tokens



30 strategy cards



24 neutral sectors



42 victory point tokens

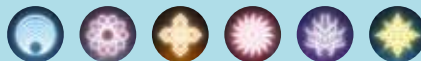
Ships

Ships constitute the bulk of the forces of each civilization. They can move and can be destroyed by **battle**, **conversion**, or **ambush**.



Colonies

Colonies are the bases from which a civilization can produce new **ships**. They never move and can only be destroyed during a **battle**.



Origin colony

Each civilization always has a **colony** on its origin **sector**. This **colony** is not represented by a **token** but counts in all respects as a **colony token**, except that it **can never be destroyed**.



STRATEGY CARDS

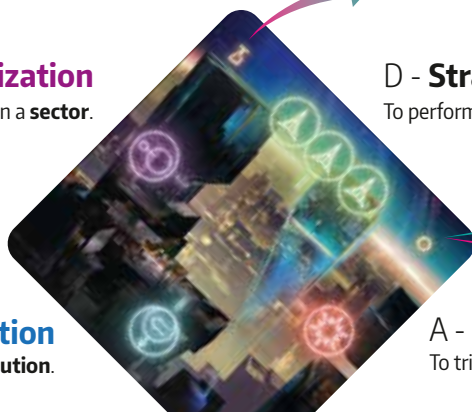
C - Strategy: Colonization
To place a **colony token** on a **sector**.

B - Strategy: Evolution
To increase the indicated **evolution**.

Card index

D - Strategy: Expansion
To perform the indicated **actions**.

A - Strategy: War
To trigger **battles**.



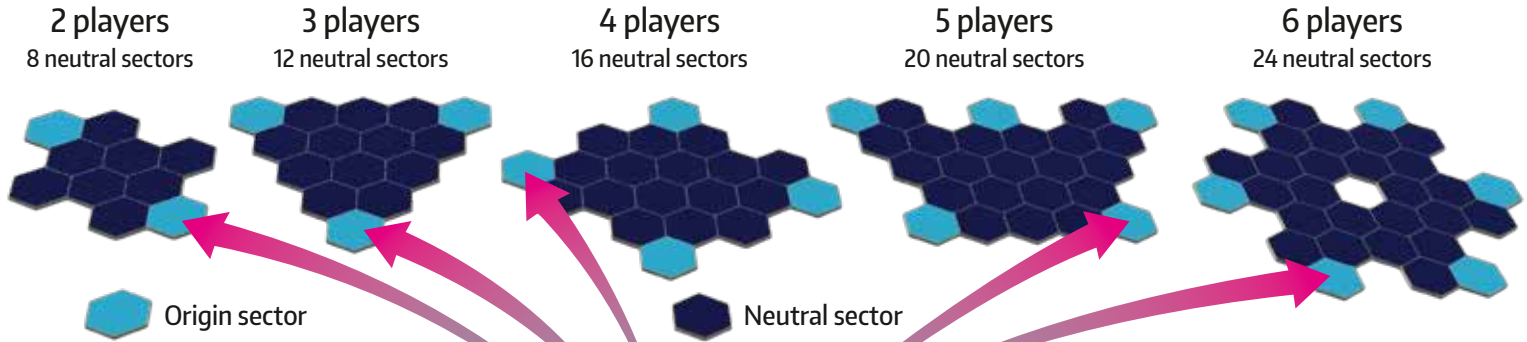
✗ For 2 or 3 players,
the strategy cards with a circle appearing in the top right corner must be removed from the deck for the duration of the game.

✓ For 4, 5 or 6 players,
these cards must be added back to the deck if they were previously removed.

SETUP

GALAXY

To compose the **Galaxy**, randomly draw **4 neutral sectors** per player, then place them face up according to the layout corresponding to the number of players:



CIVILIZATIONS



Clockwise, starting with the youngest player, each player chooses a **civilization**.

Each player then takes the corresponding **board** for their civilization and places their **origin sector** on one of the remaining available slots. They then collect all **tokens** corresponding to their civilization.

They place on their **origin sector** the number of **ship tokens** indicated by their board.

Finally, they place their **4 evolution tokens** on the **evolution scales** of their civilization board, at level **0**, unless another level is encircled, in which case they place the **evolution token** at that level.

Each **evolution scale** represents the technological progress of a civilization in a specific domain. This index is likely to increase during the game, up to a maximum of 5.

EVOLUTIONS



Production

Bonus for producing more **ships** during the **expansion** strategy.



Movement

Bonus for moving **ships** more during the **expansion** strategy.



Influence

Bonus for controlling **sectors**, and therefore also for **conversion** actions.



Armament

Bonus during the **war** strategy, and only during this strategy.

HOW TO PLAY

6

VICTORY CONDITIONS

A game consists of **3 ages**.

Once the **3 ages** are resolved, the **victory points (VP)** scored by each player are counted. The player with the most **VP** wins. (In case of a tie, the player with the most **tokens** on **sectors** wins.)

A player earns **VP** through the **sectors** they control at the end of each **age**, and when they win **battles**.

VP are represented by tokens of different values.

AGE RESOLUTION

At the beginning of each **age**, the discarded **strategy cards** are shuffled. Then, **6 cards** are dealt to each player face down (in a **6-player** game, only **5 cards** are dealt per player). The remaining cards are discarded face up.

Next, **5 rounds** are resolved. Unused cards are discarded at the end of the **5 rounds**.

At the end of each **age**, **victory points (VP)** are scored. Each player earns **1 VP** for each **sector** they control.

SECTOR CONTROL

A player controls a **sector** if at least one of their **tokens** is present there, whether it's a **ship** or a **colony** (including the **colony** on their **origin sector**).

Only one player can control a given **sector** at the same time. If several players have at least one **token** on the same **sector**, each counts how many **tokens** they have on the **sector** and adds their **influence** level.

The player with the highest score controls the **sector**. If multiple players have the highest score, no one controls the **sector**.



EXAMPLE

Humans : $3 + 1 + 1 = 5$
Minerls : $0 + 3 = 3$
Sherais : $1 + 3 = 4$

Humans, **Minerls**, and **Sherais** are all present on this **sector**. To determine who controls it, players count the **tokens** and the **influence** of each civilization.

The **Humans** have **1 ship**, **1 colony**, and an **influence** of **3**, for a total of **5**. The **Minerls** have **3 ships**, no **colony**, and an **influence** of **0**, for a total of **3**. The **Sherais** have **3 ships**, no **colony**, and an **influence** of **1**, for a total of **4**.

Therefore, the **Humans** control this **sector**.

DUEL MODE



In a **2-player** game, each player is dealt **10 cards** instead of **6** at the beginning of each age.

At each round when choosing a card to play, **each player must also choose another card from their hand to discard**. The discarded cards are revealed immediately after the played cards.

At the end of each round, each player passes their cards to the other player as usual.

EXPLORATION MODE

In this mode, the Galaxy is still an unknown territory to explore.



During setup, the neutral sectors are placed face down.

As soon as a **token** is moved for the first time onto a **sector** that is still **face down**, that **sector** is automatically flipped **face up**. It remains face up for the rest of the game.

Cards drawn don't determine your strategy, nor does the evolution bonus granted by your civilization. It's primarily your choices during the game that decide how your civilization will be played.

STRATEGY CHOICE

At the beginning of each round all players simultaneously and secretly choose a **card** from their hand and place it **face down** in front of them, pointing towards the center of the table the side corresponding to the **strategy** they want to play.

Players then reveal their cards **simultaneously**. They cannot change their strategy at this time and must keep the same side of their card pointed towards the center of the table when flipping it over.

STRATEGY RESOLUTION

Players then play according to their respective strategies. Strategies are resolved in the following order:

War → Evolution → Colonization → Expansion.

If multiple players have chosen the same strategy, they play in **ascending order of their cards index**. Then it's the turn of players who chose the next strategy, and so on, until all players have had the opportunity to play.

END OF ROUND

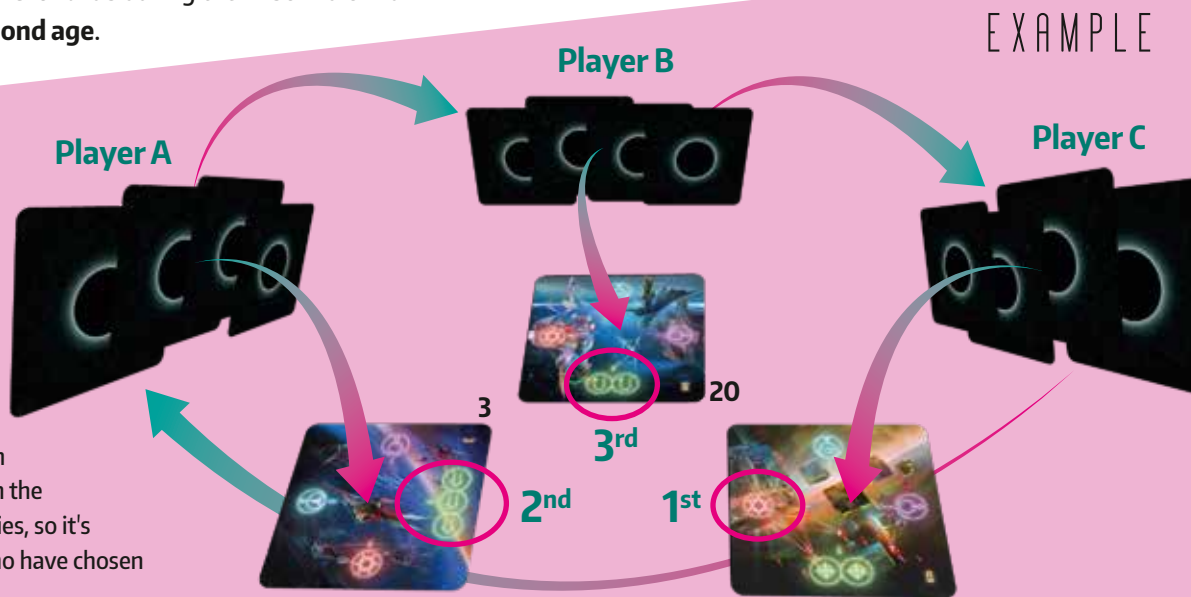
At the end of each round, the used **strategy cards** are discarded. Then each player passes their remaining cards to the player next to them, **leftwards** during the **first** and **third** ages, **rightwards** during the **second** age.

It's the **third round** of the **third age**. The **3** players all simultaneously choose a card from the **4** in their hand, as well as a strategy among the **4** sides of the card. Then they reveal their cards simultaneously.

Player C starts playing because they are the only one to have chosen the **war** strategy. No one has chosen the **evolution** and **colonization** strategies, so it's then the turn of **players A** and **B**, who have chosen the **expansion** strategy.

To determine who plays first between them, we look at the **indices** of their cards. With an **index** of **3** for **player A** and **20** for **player B**, **player A** starts. The order is therefore: **C, A, B**.

Once all players have played, they pass their remaining **3** cards to the player on their **left**, as it's the **third** age.



EXAMPLE



WAR



INITIATING BATTLES

A player who has chosen this strategy can initiate a **battle** on each **sector** where at least one of their **tokens** and at least one **opposing token** are present.

A player can initiate **battles** on multiple **sectors** during their turn. **Battles** on each **sector** are resolved separately, one after the other, in the order chosen by the player who declared **war**. A player is never required to initiate a **battle**.

BATTLE RESOLUTION

To resolve a **battle**, each present player counts their **tokens** on the contested **sector** and adds their **armament** value.

The player with the highest score wins and destroys all **ships** and **colonies** of other players. **They keep as many tokens as the difference between their score and the highest score among the players they are facing**. Their other **tokens** are destroyed, starting with their **ships**.

In case of a tie to determine the winner, nobody wins the **battle**, and all **tokens** present on the **sector** are destroyed.

A player earns **1 VP** for each **sector** where they win a **battle**.

The **colony** initially located on the **origin sector** of a civilization cannot be destroyed. However, this does not prevent an opponent from winning a **battle** on this **sector** and earning the corresponding **VP**.

EXAMPLE

The **Humans** have chosen the **war** strategy. They initiate a **battle** on a **sector** where they have **tokens** and where **Minerls** and **Sherais** tokens are also present. The score for each civilization is then calculated:

The **Humans** have **6 ships** on this **sector**, and their **armament** is **3**, for a total of **9**.

The **Minerls** have **6 ships** and **1 colony**, and their **armament** is **0**, for a total of **7**.

The **Sherais** have **2 ships**, and their **armament** is **4**, for a total of **6**.

Therefore, the **Humans** win. All **Minerls** and **Sherais** tokens are destroyed.

The **Humans** then keep as many **tokens** as the difference between their score of **9** and the highest score among their opponents, which is **7**. Thus, they keep **2 ships**.

Additionally, the **Humans** earn **1 VP**.



Humans : $3 + 6 = 9$
Minerls : $0 + 6 + 1 = 7$
Sherais : $4 + 2 = 6$

Do not wage war lightly, as it can be very deadly for your forces. Although it is entirely possible to win without waging war, by winning multiple battles at once, war can give you an edge.

EVOLUTION

During the game, leave this double-page spread open to serve as a game aid.

A player who has chosen this strategy increases the level of the **evolution** indicated on their **strategy card** by **1**, by moving the corresponding **evolution token**.

The level of an **evolution** cannot exceed level **5**.

If the **evolution** indicated on their card is already at **5**, this strategy has no effect.

However, a civilization can exceed **5** in **influence** or **armament** thanks to a **colony** or another **bonus**.



EXAMPLE

With this card, the **evolution** strategy allows a player to increase their **influence** by **1**.



COLONIZATION

A player who has chosen this strategy can place one of their **colony tokens** on a **sector** that meets two conditions: **they control this sector, and there are no colony already present on this sector**.

A player cannot have more than **4 colonies** at the same time, including the one on their **origin sector**. If all their **colony tokens** are already placed on **sectors**, this strategy has no effect.

A player gains a **bonus** for each **sector** on which they have placed a **colony**, except for their **origin sector**, which does not yield any **bonus**. They immediately lose the **bonus** of a **colony** as soon as it is destroyed. Some **bonuses** grant **additional actions** during the **expansion** strategy. Others provide **passive bonuses** in **influence**, **armament** or **victory points**.

Note: A player should **NOT** move their **evolution tokens** to represent the **bonuses** from their **colonies**.

EXAMPLE

By placing a **colony** on this **sector**, the **Humans** will be able to perform an **ambush** action in addition to all their actions when they choose the **expansion** strategy in the future.



BONUSES



+1 portal action
during the **expansion** strategy



+1 movement action
during the **expansion** strategy



+1 production action
during the **expansion** strategy



+1 ambush action
during the **expansion** strategy



+1 conversion action
during the **expansion** strategy



+1 victory point
at the end of each **age**



Influence +1



Armament +1

EXPANSION

10

A player who has chosen this strategy can perform all the actions indicated on their **strategy card**, plus those corresponding to their **evolution** levels, as well as those potentially granted by the **sectors** where they have established a **colony**.

Note: The **additional actions** granted by a player's **evolutions** and **colonies** are only performed when they choose the **expansion** strategy, **NOT** when they perform other strategies.

A player can perform the actions they are entitled to in the order of their choice, and they are not obligated to perform all of them.

Each movement allowed by the **movement** and **portal** actions allows a player to move any number of their **ships** located in the same **sector**, but not **colonies**. All **ships** moved by the same action must be moved to the same **sector**. The same **ship** can be moved multiple times during the same round.

Actions that destroy **ships** cannot destroy **colonies**. The only way to destroy a **colony** is to win a **battle** on the same **sector**.

If a player has already placed all their **ship tokens** on **sectors**, the **production** and **conversion** actions have no effect.

Portal



Move any number of your **ships** located on a single **sector** to any other **sector** in play.

Movement



Move any number of your **ships** located on a single **sector** to a directly adjacent **sector**.

Conversion



Destroy an opposing **ship** located on a **sector you control**. For each opposing **ship** destroyed this way, place a new **ship** of your civilization on that **sector**.

Ambush



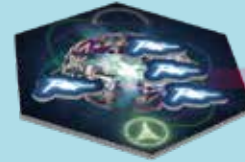
Destroy an opposing **ship** located on a **sector** where at least one of your **tokens** is present.

Production



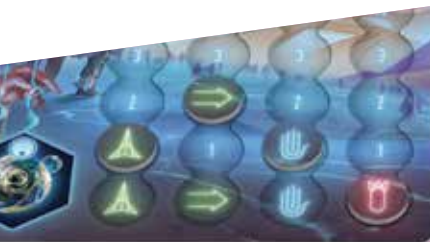
Place a new **ship** of your civilization on a **sector** where one of your **colonies** is located.

ACTIONS



EXAMPLE

With the **expansion** strategy, **Humans** can perform the **portal** action indicated on their **strategy card**; 1 **production** action and 2 **movement** actions granted by their **evolutions**; and 1 **production** action and 1 **ambush** action for their 2 **colonies** on **neutral sectors**. All these actions can be performed in any order.





A game by
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I would like to dedicate this game to my mother,
whose support and love have always sustained
me.

Her creative spirit and passions have driven my
various creations.

Thank you, Mom, for everything you taught me
and for always believing in me.

May this game be a tribute to your legacy.

I miss you deeply.

Julien

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