

APEXARENA

Where CCG meet Turn Based Tactic
Competitive and innovative

APEX ARENA

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TACTIKAST

Big fan of **Tactic** and **Strategy** we noticed that despite last releases and announcements concerning these Kinds a general slowdown was happening. We got a lot of nice Project this past Years and they was really Good but still, here and there, a lack of inspiration was appearing. While All the other kinds shine like never, Something is starting to be missing around Strategy and Tactic. Like a difficulty to enter in a New Era.

So We to **Tactikast** came to this community to finally cover this area and enter in this **New Era**. We are here to offer the Community something Different, **Hugely Innovating, Rebuilding the whole from the foundations itself to Finally allow theses kind to reach the Next level.** Expecting Bring inspiration to indies and **Give Back to Conquerors the Fief Which Belong to Them.**

Let's Enter The Arena

Where Collectors face Tacticians. **Built-in Tournaments, Built-in Championship, 4 kinds of battles, Unique TBT Battleground,** here are few of the Foundations which are awaiting you in the **APEXARENA.**

Hub: TheApexArena.com/ApexArena.one

Release Date: 2022

✓ **Built-in Tournaments**

Casual, Build You Army, Rookie Stack, APEXARENA, There are 4 categories of tournaments to which you can participate, with different kind of format, **Rush, Daily, Daily Deal,** each

format allow you to participate to a tournament which will respect your rhythm. From 1 match per day (**Daily**) to as much match as you want (**Rush**) everyone will find a tournaments which fist to him.

✓ **Build-in WORLD CHAMPIONSHIP**

Mentioned just above the **Rookie Stack** and the **APEXARENA** will be the 2 **Built-In World Championship**. Each stage of tournaments bring a number of point, each time you reach one you will earn it and they will count toward the 3 month seasonal **World Championship Leader-board**. At the End of each Seasons we will know who is the **APEXCHAMPION**.

✓ Unique “**ADAPT-AND-WALK**“ battleground

Never saw before, for the First Time Ever, in a the Turn Based Tactic (TBT) kind, The **zone have different size** I can not tell you more check the picture to better understand what I mean. We will finally feel the impact of the battleground in a TBT.

✓ The **All Time** most **Fair Deployment** Phase, with 2 stages AND 2 substages

Ambush, hidden and alternating Deployment, all 3 combined in the most Fair Deployment Phase ever Though. You will finally witness a Total Equity from the very start of the battle, with a True **Skill Impact** (Already from the deployment) **Without** the Legendary welknown “**advantage first**”.

Talk about it just before **Ambushes are real**. Yes you will have **dedicate place** where you can deploy ambush. Surprising your opponents and capitalizing on your Tactician’s Skill.

✓ **Battleground and Weather** impact

Weathers and **Battlefield** are 2 keys of the battles so there is no way to have a realistic confrontation without them. No worries they are all both present and will both have a deep repercussion on your strategy, hidden in the **field**, blocked by **swamp**, awaiting in the **forest**, Taking advantage of **hills**, your squads will have to adapt if they want to win the fight.

✓ **Realistic battles** with **Simultaneous Attack**

As said before, during a real fight, no advantages is given to the attackers (or the defenders) so **each time you attack** a squads or get attacked, the fight is **simultaneous** allowing **draws**. So better plan correctly because a huge mistake could be fatal.

✓ **Built-in 2 level of competition Ranked and Tournaments (18- AND 18+)**

Mentioned previously the **Rookie Stack** will be reserved for Under 18- only and the **APEXARENA** for Above 18+ only, to guaranty the most Fair Competition.

You do Not have enough time for Tournaments ? No Worries there are obviously the usual **Quick Battles** and the over well-known **Ranked** which always come with it. With The Most Fair Ever “**Your Rank, Your Skill**” Rank’s ladder. This time Your Rank will be really based on Your Skill and nothing else. So whatever you win or lose you will Finally have the Rank that YOU Deserve. Furthermore, the Quick Battles also have his own 3 month **Seasonal Leader Board**. Which means that at the end of each season we will know who is The **APEX TACTICIAN**.

✓ **Duel** “1 on 1”, **Team-Up** “2 on 2”, **Escape the Hill** “1 on 1 on 1 on 1” and **Save the Plow**, whatever you like it’s here

What ? **Duel** (1 on 1) is not your speciality, no problems everything You want is Here. **Team-Up** (2 on 2), **Escape The Hill** (1 on 1 on 1 on 1) and even a **Unique Save the Plow** (Implying 5 contenders YES FIVE) will know how to convince you.

PURE TACTIC style, no in-game currencies, no hidden fees, you have Everything you need DAY 1, and you can even get more by winning tournaments.

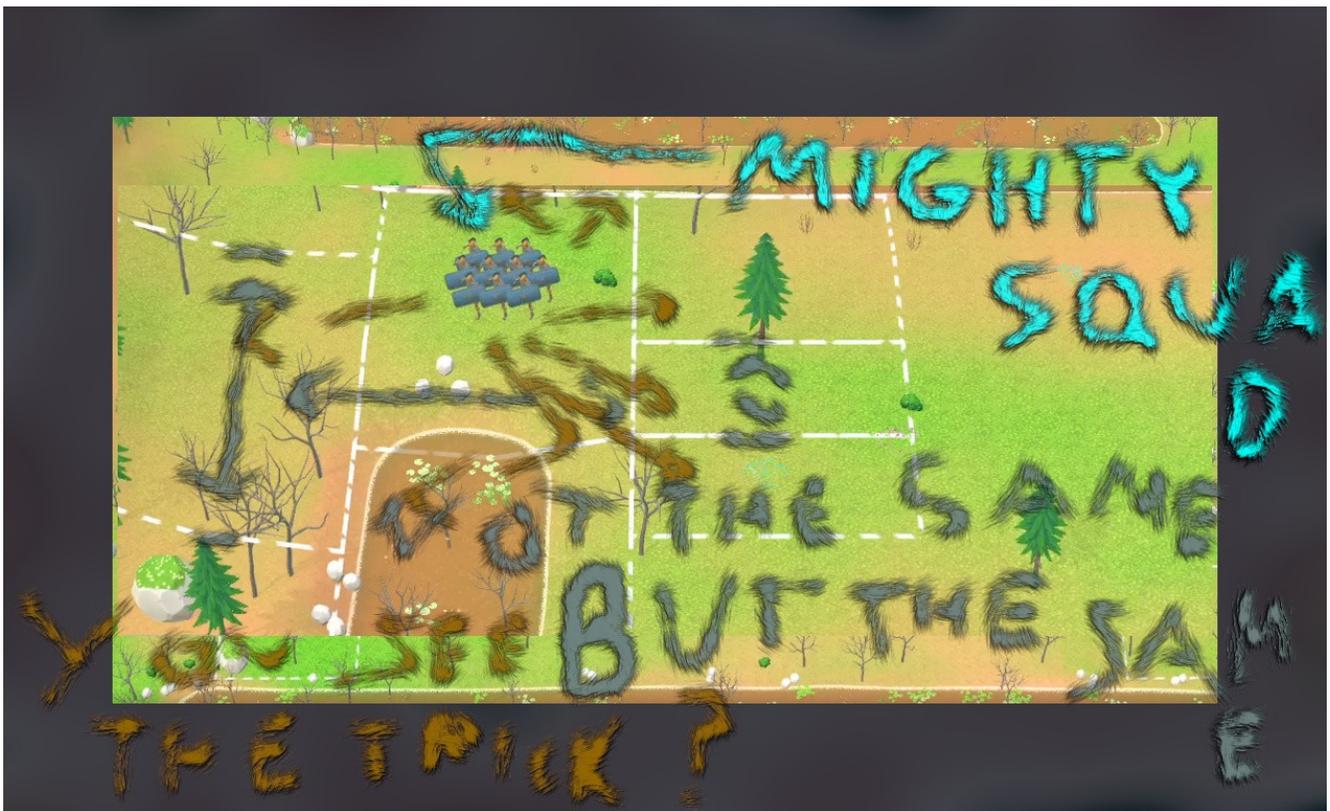
✓ **CCG Advantage Without Drawbacks**

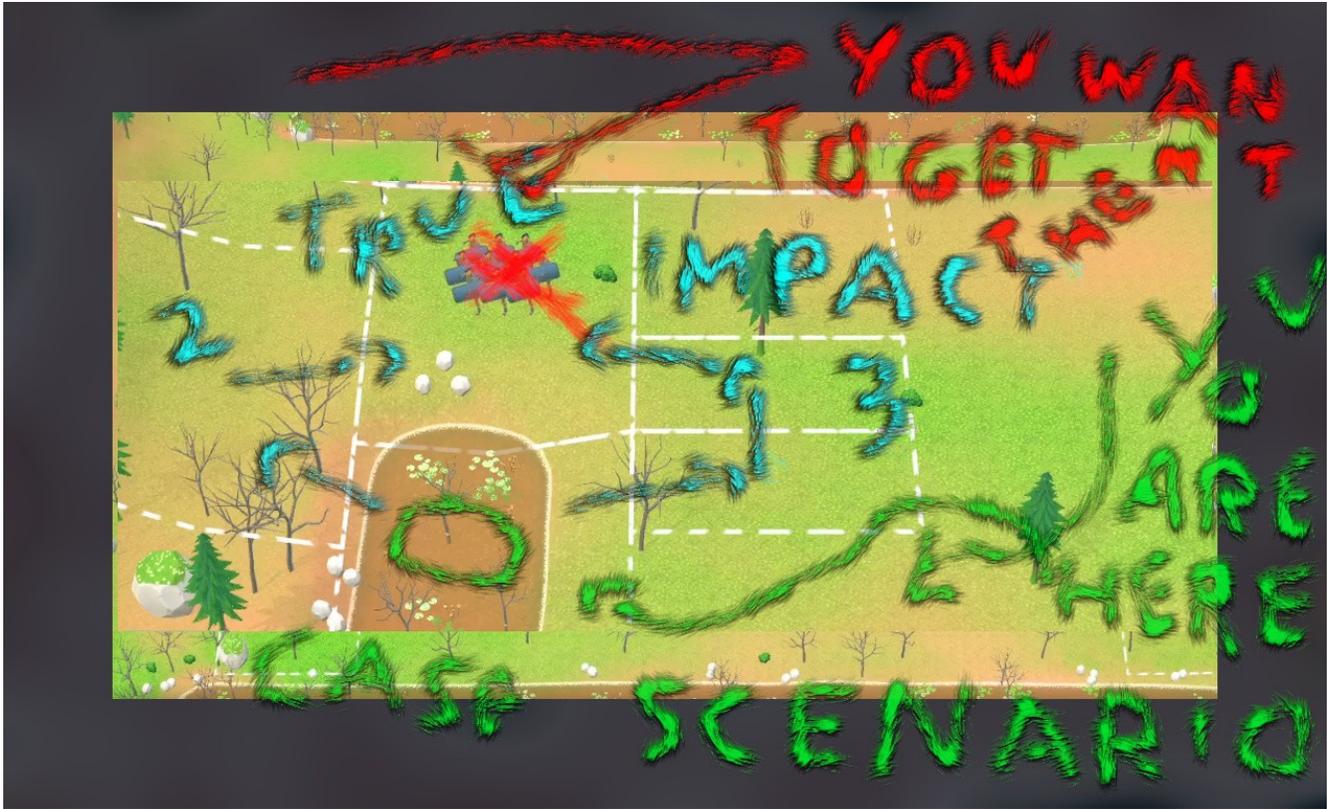
From the **Build Your Army Tournaments** to the Dedicated **Bet Quick Battles** (and the usual Common/End of Seasons reward) you will have all the time and all the opportunity needed to have your Dream Army. Best of all you will be able to Bet those that you don't like against the one that you want. Still that the winner only will get the Whole.

Depending the **KickStarter Success** up to **5 True Factions** will await you all along your path: **Romans, Greeks, Gallic, Carthaginians** and **Egyptians** with their famous Legionaries, javelin, Triarii, Phalangist, Numbians archer, War chariot, skirmisher and way more (Around 10 Different Squads By Faction). The Troops will be ready for the Fight and awaiting your orders.

✓ **Community Powered**

Everyone who join the KickStarter Campaign and pledge a minimum of 20€ will have access to the First Ever Alpha and Beta where your Feedbacks will be only Gathered Through Polls and we will respect the results.





WHATEVER
YOU ATTACK
FIRST OR NOT



JUST
BOTH
DOWN



LET'S
ATTACK



NO
ADVANTAGE FIRST

SIMULTANEOUS

DEPLOYMENT

TURN
BASED:

YOU
ENEMY

ONE AFTER
ONE

ADAPTING
TO THE OPPONENT
FROM DEPLOYMENT



SIMULTANEOUS

YOU

ENEMY

AT THE SAME
TIME

(CLASSIC)

UNIFIED



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