

# PLANET OF THE APES

## THE MINIATURES BOARD GAME

I... DID NOT START THIS WAR.  
- Caesar



### The project of a lifetime

This board game is first and foremost the realization of a childhood dream, the dream of Hervé Sagnier, who founded his company Z or Alive a few years ago (named after the first game published, a zombie game called Z first Impact).

Ever since he was a little boy, Hervé has been fascinated by Planet of the Apes, not only the very first movie and its excellent sequels, but also Pierre Boulle's novel, the old TV series from the 70s... and of course the modern films, which have brilliantly renewed and expanded what has turned out to be one of the longest-running and highest-quality science fiction series of all time (almost 60 years old).

After contacting Pierre Boulle's heirs to explain his project, Hervé was put in touch with the then owners of the rights, 20th Century Fox, and obtained the rights to adapt this legendary saga.

### A first version to be relaunched

Hervé quickly assembled a team and with Laurent Vincourt, the game designer, came up with a scenario-based game based on the Caesar trilogy, pitting teams of humans against teams of apes in a competitive mode.

During presentations at trade shows, Hervé and Laurent quickly realized that most people preferred to play as apes. So they changed the game system to a cooperative one, with the humans automatically controlled by the game system (a kind of AI) and the apes controlled by the players.

The key idea was that apes, unlike humans, could climb trees and gain all sorts of tactical advantages to counter the firepower of modern weapons wielded by their human opponents. Unfortunately, Hervé lacked experience at the time and launched his project on Kickstarter a bit prematurely and without sufficient preparation.

Despite a promising start, Hervé decided to cancel the campaign to take the time to better prepare himself and his team and come back later. However, the experience allowed us to take note of what players liked about the project and what needed to be changed.

Now, nearly 5 years later, Caesar and his team are ready to return.  
But this time, they're ready!



### New version, new concepts

A lot has changed since last time. Starting with the rights holder, which is no longer 20th Century Fox but Disney, who acquired Fox and all its IPs. So we had to re-validate the project from the ground up, with Disney being a professional, demanding and procedural partner.

But in the end, it was a godsend for us: the ideal opportunity to question ourselves, review everything, and improve every aspect that could be improved. At the same time, we kept the excellent concepts that had seduced the hundreds of players who had the chance to play the game at trade shows over the years.

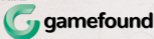
For example, the rules and mechanics of the game, which have always worked well, were kept. But they have been completely rewritten by a specialist, and in some cases re-balanced. We felt it was important to have a rulebook that was perfectly clear, unambiguous and easy to read.

As for the game components, we've kept most of the figures, but we've improved all sorts of details, such as certain proportions (especially the hands and feet of the human figures, which have been slightly enlarged), bases (larger and more textured), trees (which have been completely redesigned, as the previous ones were criticized by the community), and of course we've added new sculpts.



The new version of the game is much richer in illustrations, thanks to the very talented concept artists of the Caesar movie trilogy, whose designs we've taken over. In addition, we've commissioned new art on the cards and boards, as well as redesigning all of the artwork for the cards, tokens, rules booklet, and scenario booklet.

Also symbolic of this revival, we decided to go to Gamefound instead of Kickstarter this time, and we've been absolutely delighted with the support and good advice we've received.



### A game that faithfully recreates the atmosphere of the movies

This is the game we've always dreamed of when we thought about this saga. An exciting, tactical game set in the wilderness, and above all a cinematic one: there's always a lot of action on the board and you feel like you're reliving scenes from the movies. The vertical aspect, with those impressive trees on which you can place your apes, and the high quality of the miniatures make for an immediate immersion in this universe. In Planet of the Apes - The Board Game, cooperation isn't just a word.

You'll soon realize that to succeed in any scenario, you'll need to help each other and think ahead: the humans are methodical in their approach, carry deadly firearms and can quickly eliminate you if they spot you. You can anticipate some of their actions, but not all. So you have to weigh the risks you want your apes to take. If you're too cautious and never expose yourself, you'll probably survive but you'll lose the game over time (each scenario plays out over a certain number of rounds). On the other hand, if you're too reckless, you risk losing your apes prematurely. As the game progresses, you'll learn more about the human soldiers' weapons, equipment and abilities, and there's always the chance that their behavior, dictated by their Orders cards, will be unexpected.

The iconic heroes of the saga haven't been forgotten: Caesar, Maurice, Rocket, Luca, ... You don't play these characters but you can use them as reinforcements during the game, provided you've earned reinforcement tokens and spent them at the right time. These characters, with their particularly interesting special abilities, will then join you and you will control them for a limited time. The right use of these heroes can turn a game around.

The game is perfectly suited for single player, and while the core of the game remains cooperative, we may offer an optional versus mode during the campaign.



### To be continued!

Planet of the Apes - The Miniatures Board Game already has a Gamefound page and the actual campaign will start very soon, just after the summer. In the meantime, if you follow the project on the Gamefound page before the launch, you'll get a free pointed promotional figurine of Caesar when you buy the core game box. In future updates, we'll take a closer look at the game's mechanics and miniatures.

