A / APEX PROBABILITY

The future, exclusively.

ASSET SLOT 1

Install instead of cash.
Two slots total.
Replace by writing off.

Preliminary Injunction:
Turn sideways or mark when exhausted.

POKER SIZE / 2.5 x 3.5 IN

ASSET SLOT 2

Install instead of cash.
Two slots total.
Replace by writing off.

Preliminary Injunction:
Turn sideways or mark when exhausted.

POKER SIZE / 2.5 x 3.5 IN

YOUR TURN

Expire rules; ready Assets.
Play cards + spend cash.
Discard; lose cash; draw 5.

CASH ACTIONS

Buy: printed cost.
Deploy: $2. Remove: $3.
Removal needs a foothold.
Move: $1.
Write off: $3, once/turn.
Refresh: $1, once/turn.

CASH: _____

WRITE-OFF VP TOTAL: _____

QUARTERS 3 / 6 / 9 / 12: 3 VP per control + scoring Assets. FINAL: 1 VP per occupied arena + 2 VP per control + card points.

B / BOUNDLESS HOLDINGS

Limits are a policy choice.

ASSET SLOT 1

Install instead of cash.
Two slots total.
Replace by writing off.

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POKER SIZE / 2.5 x 3.5 IN

ASSET SLOT 2

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Replace by writing off.

Preliminary Injunction:
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POKER SIZE / 2.5 x 3.5 IN

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WRITE-OFF VP TOTAL: _____

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C / CERTAIN INTELLIGENCE

Confidence at any cost.

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POKER SIZE / 2.5 x 3.5 IN

ASSET SLOT 2

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Replace by writing off.

Preliminary Injunction:
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POKER SIZE / 2.5 x 3.5 IN

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Removal needs a foothold.
Move: $1.
Write off: $3, once/turn.
Refresh: $1, once/turn.

CASH: _____

WRITE-OFF VP TOTAL: _____

QUARTERS 3 / 6 / 9 / 12: 3 VP per control + scoring Assets. FINAL: 1 VP per occupied arena + 2 VP per control + card points.

D / DEFAULT SYSTEMS

Already selected for you.

ASSET SLOT 1

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POKER SIZE / 2.5 x 3.5 IN

ASSET SLOT 2

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Replace by writing off.

Preliminary Injunction:
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POKER SIZE / 2.5 x 3.5 IN

YOUR TURN

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Discard; lose cash; draw 5.

CASH ACTIONS

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Removal needs a foothold.
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CASH: _____

WRITE-OFF VP TOTAL: _____

QUARTERS 3 / 6 / 9 / 12: 3 VP per control + scoring Assets. FINAL: 1 VP per occupied arena + 2 VP per control + card points.

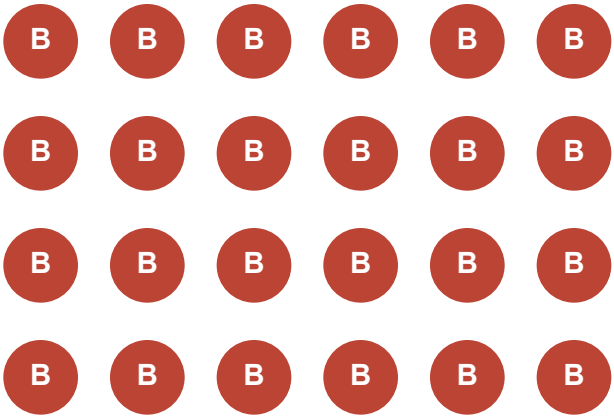
Presence is a competitive advantage.

Cut 24 tokens per company. Color and company letters identify ownership. Substitute cubes or coins if preferred.

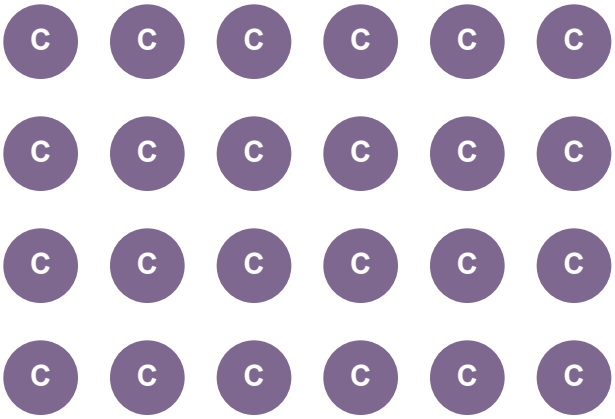
A / APEX PROBABILITY



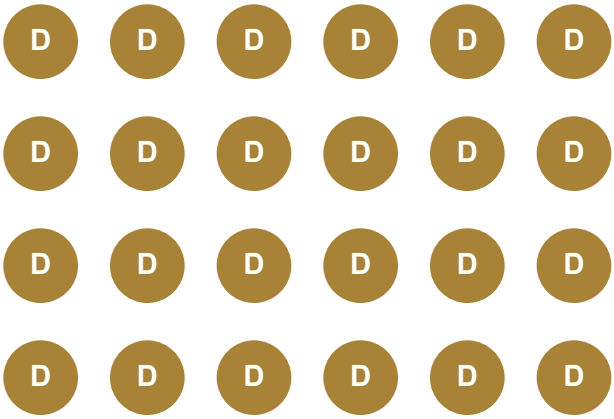
B / BOUNDLESS HOLDINGS



C / CERTAIN INTELLIGENCE



D / DEFAULT SYSTEMS





Quarter markers are optional reminders. Use the worksheet to record VP; cash is temporary and can be tracked on your mat.

Quarterly Earnings

One sheet per game. Enter points earned, not running totals. Record write-off points once, in the written-off card row.

PLAYER / COMPANY	A	B	C	D
Q1 control (round 3)				
Q1 Assets				
Q2 control (round 6)				
Q2 Assets				
Q3 control (round 9)				
Q3 Assets				
Q4 control (round 12)				
Q4 Assets				
Written-off card VP				
Final occupied arenas				
Final control bonus (2 each)				
Kept card VP				
TOTAL VP				
Tiebreak: arenas controlled				
Tiebreak: Presence on board				

Quarterly control: 3 VP per arena. Final occupied arenas: 1 VP each. Final control bonus: 2 additional VP each. Every market card: printed kept VP. Written-off cards scored once already.

Date / players / play time: _____

Rules questions / next test: _____