



CYBER HEX

A 4-player asymmetrical combat board game

Theme



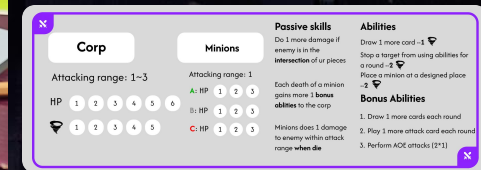
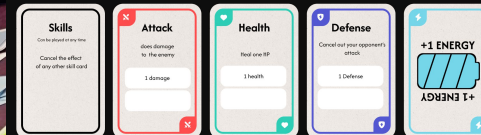
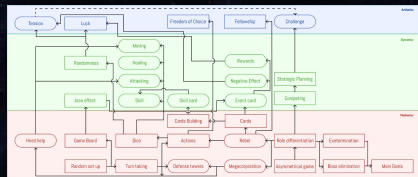
A cyberpunk-themed 1-vs-3 **asymmetrical confrontation game**, where a hero team of a **Hacker**, a **Cybermage**, and a **Swordsman** works together to fight against the **Corporation** and its **3 minions**.

Target Audience

Players who enjoy:

- fast-paced combat
- asymmetric gameplay
- strong team cooperation
- fast-paced, light-strategy games
- Light strategy combat

02 Design Process - Methods & Thoughts



01 Brainstorming

Define the game's background and core gameplay

02 MDA Model

Identify the core gameplay loops.

03 Paper Prototype

Game details confirmed: deck composition, roles, abilities, and flow.

04 Low-Fi Prototype

Semi-formal version, suitable for testing and iteration

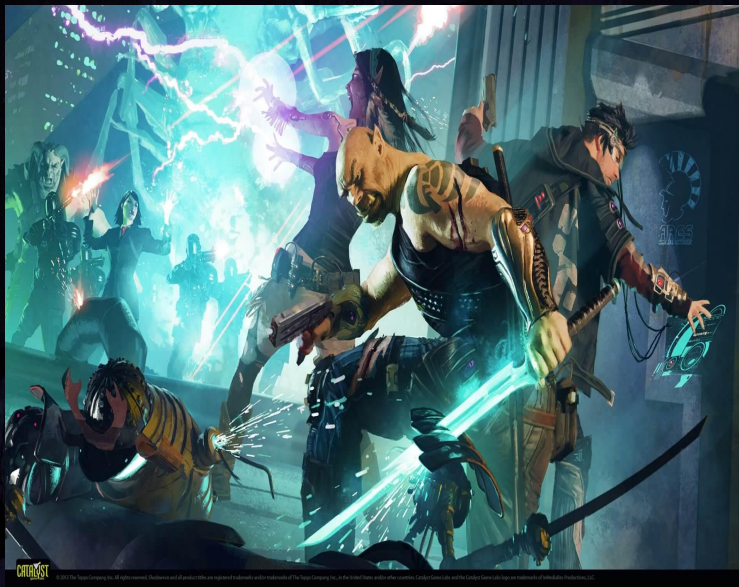
03 Core Gameplay - Background Settings

**CYBER
HEX**

A Blend of genres



Cyber Mage



The citizen of our world

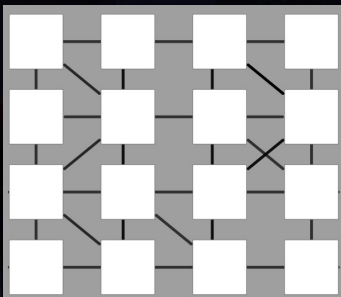


The ruthless MegaCorp

04 Core Gameplay - Content



Map & Token



Minitures:

Hacker*1, Cybermage*1,
Swordsman*1
Corporation*1, minions*3

Markers*11

Players' Board

Corp

Attacking range: 1-3

HP 1 2 3 4 5 6

☑️ 1 2 3 4 5

Minions

Attacking range: 1

A: HP 1 2 3

B: HP 1 2 3

C: HP 1 2 3

Passive skills

Do 1 more damage if enemy is in the intersection of ur pieces

Each death of a minion gains more 1 bonus abilities to the corp

Minions does 1 damage to enemy within attack range when die

Abilities

Draw 1 more card -1 ☑️

Stop a target from using abilities for a round -2 ☑️

Place a minion at a designed place -2 ☑️

Bonus Abilities

1. Draw 1 more cards each round
2. Play 1 more attack card each round
3. Perform AOE attacks (2*1)

Hacker

Attacking range: 1-2

HP 1 2 3 4 5 6

🔪 1 2 3 4 5 6

Abilities

Discard 2 cards to accumulate 1 🔪

Control another team member to act one more round -2 🔪

See a player's hand cards and selected one from them -3 🔪

Steal other player's equipment card -3 🔪

Katana Swordsman

Attacking range: 1

HP 1 2 3 4 5 6

🔥 1 2 3 4 5 6

Abilities

Discard 2 cards to draw 3 new card

Move 1 more step -1 🔥

Do 1/2 more damage with attack cards in one turn -2/3 🔥

Cybermage

Casting range: 2

HP 1 2 3 4 5 6

⚡️ 1 2 3 4 5 6

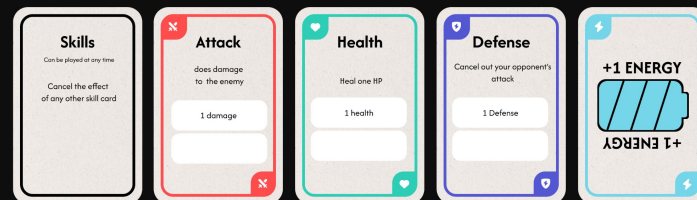
Abilities

Discard 2 cards to accumulate 1 ⚡️

Attacking more targets (within range), for each more target, -2/3 ⚡️

Heal 1/2 HP on a selected target -2/3 ⚡️

Cards set



- Attack cards: 20
- Skill cards: 15
- Health cards: 5
- Defense cards: 7
- Energy cards: 10 (+1*7, +2*3)

05 Core Gameplay - Basic rules

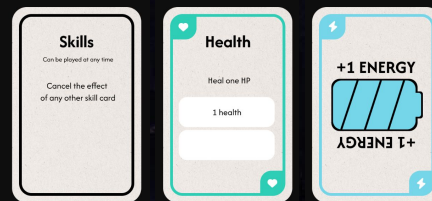
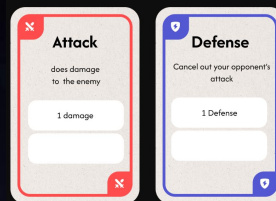


Players draw their starting hand and select their starting position on the map. Game begins:

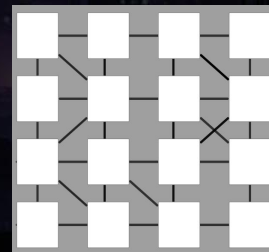
1. **Start of Turn:** draw new cards.
2. **Action Phase:**
Perform a move (1 space), play cards and use abilities in any order. Only Attack cards are limited (1 per round per piece); all other cards can be played without limit.
(Defense cards act as counters and may be played outside the player's turn)
3. **End of Turn:** Discard down to a maximum hand size

The first team to **defeat the opponent wins.**

Note: If the Corp player's primary character is killed, the game ends immediately.



Shared drawing deck



05 Core Gameplay - Player Experience Design

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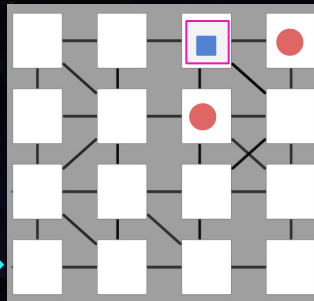
- **Feel engaged**
- Promote player movement
- Avoid “chasing problem”
- Control game time
- Fail-Safe mechanism

Cooperation and Conflict coexists:

- Teammates could play heal card or use abilities to benefit each other, players constantly strategize and communicate for optimal team outcomes.
- Outside their turns: prepare to counter attacks with Defense cards.

05 Core Gameplay - Player Experience Design

- Feel engaged
- **Promote player movement**
- Avoid “chasing problem”
- Control game time
- Fail-Safe mechanism



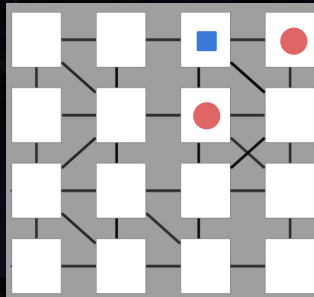
Game Map

Random map direction and random player starting positions

- Enemies must be within range to be attacked.
- Teammates must be within range to receive aid.
- Key Mechanism: Danger zone, +1 damage

05 Core Gameplay - Player Experience Design

- Feel engaged
- Promote player movement
- **Avoid “chasing problem”**
- Control game time
- Fail-Safe mechanism



Game Map

Everyone's Moving speed: 1

Small, High-Connectivity Map,
Ensures constant engagement.

- Differentiated Attack Range:
Cybermage and Corp have a Range of 2, others
has 1
- Skill cards and Abilities provide temporary
movement speed buffs

05 Core Gameplay - Player Experience Design

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- Feel engaged
- Promote player movement
- Avoid “chasing problem”
- **Game time control**
- Fail-Safe mechanism (negative feedback loop)

Game time: 15 ~ 30 mins (3 to 6 rounds)

- HP and cards numbers are fixed. Almost all the card would be drawn once per game.
- Under normal circumstances, each piece can only play one Attack card per turn.
- Healing cards are very limited (5)
- Skill cards: making the game a bit luck-based.
Lucky card draws or saved resources/abilities can allow players to deal high burst damage in 1 turn single round.

05 Core Gameplay - Player Experience Design



- Make players feel engaged
- Promote player movement
- Avoid “chasing problem”
- Game time control
- **Fail-Safe mechanism**
(negative feedback loop)

- Heros: When a Hero is about to be downed (at 0 HP), a teammate can immediately play a Healing card to restore them to 1 HP.
- Corp: When a Minion is defeated, it causes 1 Explosion Damage to enemies within attack range.
- **Negative Feedback Loop:**
Preventing Runaway Leader Effect:
When a teammate (or Minion is defeated), the remaining characters on that side are enhanced (e.g., gain extra card draws, or can play more Attack cards).

06

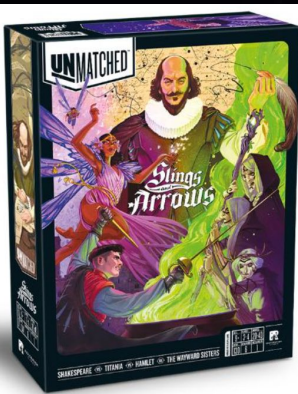


Game Competitors

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Features	Competitor	Our game
	King of Tokyo	Cyber Hex
Shared deck	✓	✓
Somewhat luck-based	✓✓✓	✓
Different playable characters	✗	✓
Game time	around 30 mins	15 ~ 30 mins
Strategic level	very light	light medium
Replayability	medium	High

Game Competitors



Features	Competitor Unmatched	Our game Cyber Hex
Shared deck	x	✓
Collaborative elements	x	✓
Different playable characters	✓	✓
Player numbers	2	4
Map design	bigger and more complex	smaller and higher density
Game pace	medium	fast, and get faster as progress

06 Unique Selling Points

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- fast-paced asymmetrical combat
- collaboration and conflict together (more fun with friends)
- easy to pick up and not heavy on rules
- somewhat luck-based
- light medium strategic, highly replayable