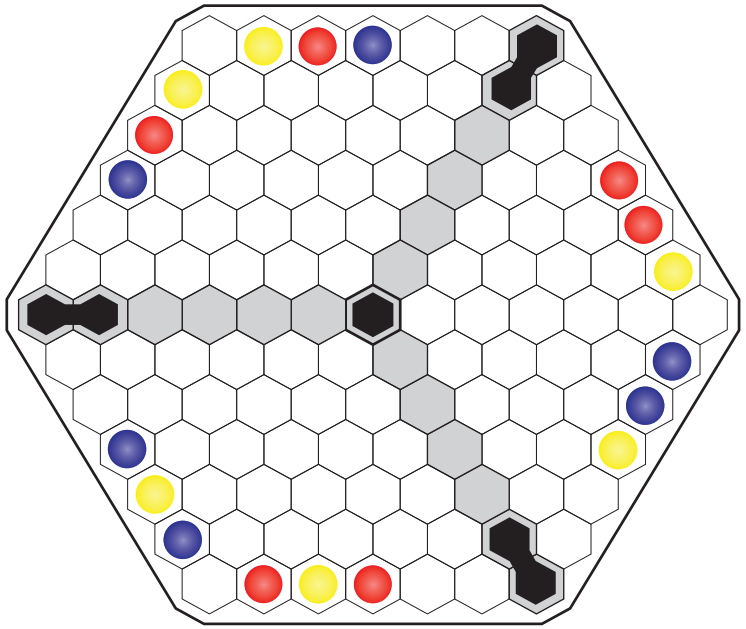
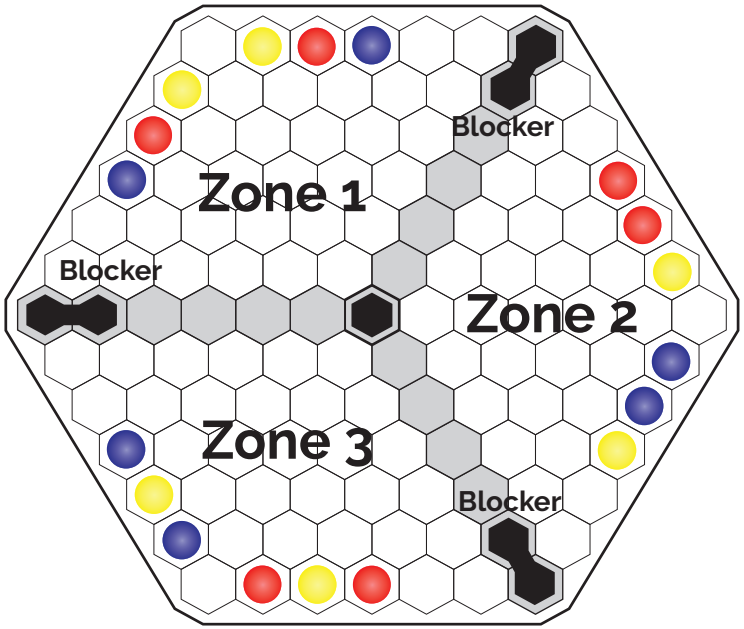
HEXODUS

A 3-way battle for space and border control

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HEXODUS





OVERVIEW

Hexodus Is a 3-player strategy game where each of the players tries to remove colored tokens from their zone.
Moving a token into your opponent's zone grants you an extra move in that zone and the chance to reposition blockers, making your opponent's task more difficult.
Players should compete and try to outsmart each other in order to clear their color first.

SETTING UP

The Board
The game is played on a hexagonal grid board *(127 spaces in total)*.
The board is divided into three zones, Each player's zone is their base.
These zones are demarcated by borders.
The center of the grid is marked in black.

Tokens
There are a total of 18 tokens in three different colors (Red, Yellow, Blue)
Each player gets 6 tokens (2 of each color) at the start of the game.

Players should place their initial 6 tokens at the edge of the board as shown in the diagram on the left.
Note: Players can decide the token's color arrangement as they choose as long as the tokens are placed as shown.

Blockers
There are three 3 Blockers in the game
(one positioned on each Border as shown on the diagram to the left).
Each blocker occupies 2 spaces on the border.

PLAYING HEXODUS

• TWO MODES •

Standard Game

In this mode, each player receives a Color Card at the start of the game. This will be the their assigned color. The player can look at their card but should not show it to other players.
The player's objective is to remove all tokens of their assigned color from their zone. The first to achieve this wins the game. Alternatively, a player can also win if they acquire all tokens of their assigned color.

For example, if a player gets a blue card, and manages to remove all blue tokens from their zone or manages to get all the other player's blue tokens (as well at theirs) into their zone, then said player wins the game.

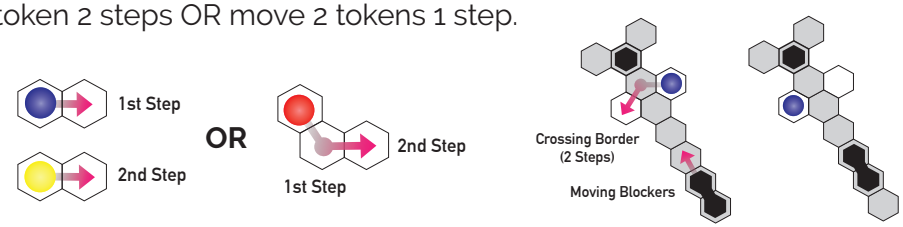
Points Game

In this mode, each player receives a Color Card in addition to 2 Task cards at the start of the game. The Color Card will be the player's assigned color and the Task cards will assign each player additional objectives. Each of these objectives are worth a certain amount of points (indicated on the Card).

The player's assigned color and tasks should remain hidden from the other players. In this mode, clearing your zone of tokens from your assigned color ends the game is and worth ***10 Points***. Once the game finishes, each player tallies the amount of points they scored and the player with the most wins the game.

HOW TO PLAY

The youngest player begins play. Play order then proceeds in a counter-clockwise direction.
On their turn, a player can take 2 steps. They can choose to move 1 token 2 steps OR move 2 tokens 1 step.



Tokens must move to adjacent spaces and cannot occupy the space of another token. Tokens can also not placed on a Border.
Players can move across Borders but this costs a turn (as it requires a token to move 2 steps).
Tokens cannot cross a space blocked by a Blocker nor can they cross the grid center (The black unit at the center of the board).
Once a player's token crosses a Border, they are allowed the two following actions:
They can move the Blocker 1 space along the Border they just crossed ***And*** they can take another turn immediately, however only in the zone they just moved a token into. The same movement rules apply to moves taken in an opponent's zone (*They can move 1 token 2 steps or 2 tokens, 1 step each*).

Note 1: The player can take both these actions when crossing a token into another zone. The do not need to choose one or the other.

Note 2: A player can choose to move a token out of their opponent's zone (when taking action in their area) but this does not allow the player to take yet another turn. They can however move the Blocker along the second border they crossed.

Example: Player A moves a token into Player B's zone. Player A then takes their additional turn by moving another token from Player B's zone into Player C's zone. They cannot take yet another turn in Player C's zone. Player A can however move the Blocker on each of the borders they crossed. Their turn then ends.

Process Statement

For this project we were assigned to modify and improve the game ***Purge***. The constraints of the game were *Tokens* and *Hidden information*. Along with the game rules and materials we also received playtesting notes from the design team.

After analyzing the game and the playtesting notes we identified the following issues:
1- There were very few direct interactions between players
2- The game space (grid) limited the interactions between players located diagonally to each other
3- The rules were ambiguous and incomplete
4- The constraint of hidden information was being utilized in a limited way. Although the hidden information was important, it was easy to guess early on in the game and was irrelevant after a few turns.

The first change that we made to the game was to make a circular 3-player grid. This change solved the issue of limited interactions and put all players in direct vicinity of each other. However, it also impacted the game system in a major way. It made moving the meeple out of a player zone very easy and hence made the game very short and uninteresting.

To fix this issue of short and uninteresting endings, we changed the winning condition. The new winning condition was to move all tokens of the player's color (instead of the meeple) out of the player zone. This winning condition removed the necessity of meeples from the game. As a result, we decided to go ahead with just tokens as our game elements. Moreover, we switched the reward of crossing a zone boundary from moving the meeple to moving a token in the intruded opponent zone. This change facilitated more direct player interactions during gameplay.

The change in winning condition made the game too long and almost impossible to finish. To fix this issue we added an additional rule, which allowed players to choose between moving a token in an opponent's zone or in their own zone. This small change allowed players to make critical finishing moves and hence end games.

Playtest feedback was genrally positive however the testers stressed on two main points.
1- Players felt able to directly affect their opponent's token positions but felt a certain interaction between them lacking.
We had not forseen this issue and so we discussed how to remedy this issue. We eventually introduced blockers alongside the zone borders. These bockers can be moved to block off your opponent's tokens or to make your tokens more difficult to move.

2- The idea that the hidden information associated with the color of each opponent did not remain hidden long.
This was an issue we acknowledged before hand but most struggled to solve. As mentioned above the issue with this mechanic was that it was easy to guess the hidden information. Moreover, the hidden information didn't have a big impact on the game. To overcome this issue, we tried the following options:

We introduced a neutral color to reduce the probability of guessing a color. However, this change either cluttered the game space (if we added extra tokens) leading to slow gameplay or reduced the number of colored tokens (if we replaced colored tokens with neutral tokens) leading to easy win conditions.
We introduced multiple objectives to the game by assigning each player 3 colors instead of one. The way this worked was each player had a color associated with each zone on the board. The winning condition then was to get all tokens of the zone-associated-color out of that zone (See image). Although this change solved the hidden information issue, it added significantly to the complexity of the game and made it hard to understand and play.

After much discussion, amongst ourselves and with our design instrutor, we decided to introduce a Points system that would be based on simpe objectives assigned to players from a deck. These objectives could be scored for points that took effect once the game ended. The idea was to up the value of the hidden imformation without changing the game much as it played in the same way and ended in the same way.

Given limited testing however, we opted to add this as a game mode that could be played