

ZERO STATE PRESENTS · PRIVATE MEDIA PREVIEW

HEXWIRE

Every action trades power for exposure.

A tactical cyberpunk RPG for iPhone. Four runners. One wire. No clean way through.

ZERO STATE LLC
SOFTWARE FOR A WORLD THAT KEEPS CHANGING.



A tactical game about being seen.

Most tactical games ask whether a move will succeed. HexWire adds a second question: what will the move expose?

Lead a four-runner squad through authored missions in Seattle's corporate underworld. Spend Signal to gain power, watch your Trace rise, and decide whether to push your advantage or disappear before the system closes around you.

THE PRESSURE LOOP

Signal → Power → Trace
→ Escalation → Lay Low

Every advantage creates exposure. Safety costs tempo. The board remembers what you did.

WHAT YOU DO

Choose the angle of attack, not just the target. Use the squad's distinct specialties to open a path, then decide how much risk the mission can absorb.

Between runs, spend what you earned, manage faction heat, and prepare for the next job. The campaign is built around consequences that persist.

GENRE

Tactical RPG / turn-based strategy

MODE

Single-player, offline

WHAT IS INSIDE

- ◆ Hex-grid tactical combat
- ◆ Four specialist runner roles
- ◆ Authored Seattle missions
- ◆ Economy, black-market access, cyberware
- ◆ Faction heat and seeded rerolls
- ◆ Endless Gauntlet and New Game+

PLATFORM

iPhone only

STATUS

Preparing for App Store release

Four runners. Four ways to survive.

The team works a bio-research lab inside a Tengu Corporation compound in the industrial sector — six floors of corporate security between them and a server its owners believe nobody knows about. Their fixer, Ghostwheel, went dark two hours earlier: “Compromised. abort.”

Raze

STREET SAMURAI

“I don’t run. I end things.”

Former corporate black-ops military. Raze treats violence as math: efficient, clean, and never sentimental.

Sable

COMBAT MAGE

“The world’s louder than you think.”

Sable hears what lives beneath data streams, dead satellite orbits, and old code. Her silence usually means danger is close.

Cipher

DECKER

“I already live in the cracks.”

A former corporate analyst who escaped an audit, Cipher sees people as programs with worse interfaces —and knows this job contains a secret.

Lyra

FACE

“They hand you the keys.”

Lyra can talk past security, out of custody, and into rooms that should stay closed. Ghostwheel was her contact. Then he went dark.

MISSION BRIEFING

The job is simple on paper: get in, pull the server, and get out clean — no witnesses, no signal, no name in the police feed by morning.

The building has other plans.

Zero State LLC

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Comparisons to other tactical or cyberpunk RPGs
describe audience fit only.