

DIE in the Dungeon Game Updates/Errata

During the preparation of this game there were some errors made in the the rules, dungeon guide, and some components. This form is a reference to correct these as they are identified and confirmed by the game designer/publisher. We apologize for any errors made. Each one is a learning that will help improve future publications of this game, and the development and production of other FunDaMental Games.

COMPONENTS - Revised Listing

- 1x Rulebook
- 1x Dungeon Guide (correct print sequence can be found here: <https://boardgamegeek.com/filepage/214401/dungeon-guide>)
- 5x Creature Boards (Deyeroller, Troll, Dierake, Diemon, and Knight)
- 20x Ability Cards (4 for each playable Creature)
- 1x Critt Creature PnP Card (links to downloadable, printable PDF)
- 5x Acrylic Creature Standees
- 4x Player Aid Cards (Extras provided in case you try your own 3-4 player variant)
- 3x Dice Sets (d4, d6, d8, d10, d12, d20) Black, Blue, and Green
- 1x Printed Hero Die (d6)
- 1x Yellow d20 Time Die (included as a Stretch goal)
- 6x Miniature d6 Die-Namic Dice
- 48x Standard Hero Cards (12 of each Fighter, Rogue, Wizard, Cleric)
- 1x Hero Ally Card (Bard)
- 6x Epic Hero Cards (Barbarian, Assassin, Warlock, Patriarch, Elf Ranger, Dwarf Explosionist)
- 2x Creature Ally Cards (Kobold, Diesplacer Beast)
- 68x Dungeon Tiles (12 Dead Ends, 12 Corners, 12 TwoWay, 12 ThreeWay, 10 FourWay, 6 Epic Party, 4 Start tiles)
- 36x Acrylic Tokens (12 DieMinions, 6 Stats, 2 Ability, 2 Time, 2 Health, 4 Portal, 4 DIE, and 1 of each for Kobold, Diesplacer Beast, Bard, and DieMaster).



RULEBOOK - Corrections

- The Components section had some errors (full component list is above).
- Page 16 has an example on the bottom that states 7 Might (d10), 7 Agility (d10). This SHOULD read as 7 Might (d8), 7 Agility (d8).

DUNGEON GUIDE - Corrections

- Sequence of guide is incorrect, proper sequence is in PDF linked at top of this document.
- The Entry Tunnel dungeon requires Tile T1, it is not listed in the setup notes.
- The Rookies dungeon, corner tiles were not specified. Please use the 6 level 1 tiles, then use 2 random level 2 tiles.

CREATURE BOARD - Corrections

- The DieRake has two “4”s on the Dice Hoard ability. The second one should read “5”. Also note that the d6 that is used on the ability stays in place and is not reduced when the ability is used.