

Deep Madness FAQ

(If your questions aren't answered here, please ask Diemension Games or the other backers in the comment section.)

Has Diemension Games ever made anything else?

No. This is a new company with a new IP.

How do we know they're legit?

Well, there's never a 100% guarantee. But there are a lot of points to consider in Diemension Games' favour. DG has done their homework for this campaign, make no mistake. This is a link to their facebook page: <https://www.facebook.com/deepmadnessgame/> There are photos and art and sculpts going back months. Some very big names are linked with this campaign, including Stefan Kopinski. There was a facebook share event to gather supporters before the campaign started. At least 60% of the art and 80% of the sculpts are complete. The manufacturer will be starting component tooling soon. There are resin samples of the minis, and solid core game components that have been sent to reviewers. We had a beta rulebook on day one, which is something even established miniature companies can't often say. The stretch goals have been masterfully handled, akin to what you see in CMON campaigns. Furthermore, there has been a fantastic amount of communication with DG in the comments.

Who's manufacturing the miniatures?

Ludo Fact. They also did the plastic minis for Blood Rage and The Others: 7 Sins.

What's this about a free epic monster?

Back in September, when DG was getting set up, they had an event where you could share a post on Facebook and receive one of the add-on monsters for free in the PM. The event ended before the campaign started, and is no longer available. (This is the post you would have had to have shared:

<https://www.facebook.com/deepmadnessgame/photos/a.227990357558376.1073741827.220500778307334/292018427822235/?type=3&theater>)

That's not fair!

Many people thought so. So DG compromised. Nest of Mind Eaters was made a stretch goal rather than being an add-on. Also, there is an epic monster bundle in the add-on section for \$59.

I shared that post! How do I get my free monster?

You'll have to give them your Facebook name in the pledge manager so they can cross-check it with their list.

Will there be a bundle for the Facebook event backers?

No. If you choose one of the \$18 epics as your freebie, the other 3 together only cost \$48. The bundle is meant for the people who missed the FB event.

So there's going to be a pledge manager?

Yes! It will likely start in January, and remain open for 2-3 months.

How much is shipping, and when do I pay for it?

You'll pay for it in the pledge manager. Ultimately, the exact amount will be on a case-by-case basis, since everyone will have different add-ons. Right now the ESTIMATES are:

- US, China, Hong Kong: \$15-25
- EU: \$20-30
- CAN, AUS: \$25-35
- Most other countries in Asia: \$40

I only pledged a dollar during the campaign. Can I upgrade to a full pledge in the pledge manager?

Yes, you can.

I was only able to add X dollars to my pledge, but I still want other things. Can I add them in the pledge manager?

Yes. Everything will be at the same price as in the campaign, and all the exclusives will be included.

Will Dagon / etc. be available to buy separately?

No. You can only get them in the sets they come in.

Can I get Penitent and Forsaken without buying the deluxe expansion bundle?

No. They are only available with the deluxe expansion bundle. You can buy them separately at retail.

What will not be available at retail?

Any of the items labelled Kickstarter Exclusive (KSE) are only available now and in the pledge manager. They will not be included in retail copies of the game.

Also, while many of the add-on extras will be retail items, there are no guarantees that the dice sets, plastic tokens, dice tower, bases or translations will be made available later. (The 3D pack will retail for a higher price with all 12 hatches included.)

Will we get one huge box to store everything in, a la Arcadia Quest, etc?

No. That will increase shipping too much. The stretch goals are being combined into several expansion boxes. The core pledge will be:

- 1 Core Game Box
- 3 Stretch Goal Boxes
- 1 KS Exclusive Box

Can I play with more than 6 people?

No. It's not a planned feature of the game. You'd have to house rule it.

Will there be plastic dashboards available?

No. They would be too expensive and make the box too heavy.

Will there be a campaign mode?

No, not in this Kickstarter. The game is designed for speed and replayability, and it would take far

too long to rebalance everything. Think of Deep Madness as a series of horror movies rather than a long-running TV show.

I have a question about Plastic Tokens.

Here is a breakdown of plastic token coverage. If you have any questions, ask in the comments.

Cross-referencing from the rule book, the plastic tokens cover:

10/15 Weaken/Slow Tokens

20/40 Exhausted/Madness Tokens

6/10 Objective Tokens

42/63 Wound Tokens

6/6 Sealed Hatch Tokens

12/12 Broken Hatch Tokens

(We don't need 3D Broken Hatches. A flat token works fine, as it's just a reminder that the hatch there can no longer be closed against monsters. As for the 6 Sealed Hatches, they're permanent obstructions that are only used in certain scenarios.)

The Activation, Devour, and Spawn Markers are all sculpted SGs already, and we've got the 12 Submerged Markers in the 3D pack, and the 12 Closed Hatches are split between the SG and the 3D Pack. The only fairly major components missing are the 44 Devoured Effect Tokens, but those have multiple effects and wouldn't be cost effective to tool.

DG's comments about tokens being left out:

"There are less wound tokens and exhausted tokens in this pack than in the core game. In core game box, we provide these punch board tokens more than needed for most circumstances. And some other tokens related to specific missions are not included in this pack either. As said in the update, if needed, we will fill more types of tokens in this pack."

"The cost for the plastic tokens is relatively high due to the tooling and printing. We don't want to make the price too high, so we have to get rid of some of the content."

"There will be new devoured effect tokens in big expansions, so it's hard to make them plastic."

I have a question about monster bases.

Here is a breakdown of monster base clips. It is NOT mandatory to buy extras. For more specifics, see this update:

<https://www.kickstarter.com/projects/dimensiongames/deep-madness/posts/1732984>

YOU DO NOT /NEED/ BASE CLIPS. The base clips are only necessary for the monsters you're fielding in that particular scenario. There are 40 black 30mm monster base clips included in the core box. There are VERY FEW instances where you'd have both the quantity of monsters in the game AND on the field to require more than those 40. But some people, particularly those who paint their minis, might want permanent clips for EVERYTHING.

So. There are 181 total monster minis across all SGs and expansions. (None of the epic monsters have a 30mm base.) Mind Eaters (18) don't have a base at all. Atrocity (3) and Immortal (3) have 40mm bases and will come with their own special base clips. Shadow of Filth (6) in the Dagon expansion comes with coloured bases to match the investigators due to gameplay reasons. So that's 30 monsters that don't need base clips, and another 40 that can be done with just the core box.

So for an all-in, all-based pledge, you currently need 111. That's 10 packs of the add-on clips for 120 total.

How big are the cards?

Madness, Search, Consciousness, and Scenario cards are all Euro/Bridge sized (59x92mm). Spawn, Room, and Investigator cards are Mini (41x63mm). Monster cards are Tarot sized (70x120mm).

How many cards are there?

692, according to this update: <https://www.kickstarter.com/projects/dimensiongames/deep-madness/posts/1732984> This number may change in the finished version. Here's a breakdown.

	Core + SG	Expansions	Add-Ons	Total
Tarot	38	10	6	54
Euro-Bridge	245	154	2	401
Mini	170	57	10	237
Total	453	221	18	692

So how many card holders do I need? What if I sleeve my cards?

For an all-in pledge, you'll need 2 large and 2 small card holders. If you sleeve your cards, you'll need 3 large and 2 small.

Is the card art final? I'm worried I won't be able to tell the minis apart.

More than likely, yes. The card design, however, is not. DG is working on a way to make the cards more clear, such as small silhouettes in the bottom corners. Please ask more questions in the comments for specifics, or feel free to float your own ideas.

What about the card icons? Are they final?

This one's a little more up in the air. But there will be player reference cards included in the core box regardless, and DG hasn't finalized any designs yet. Feel free to float ideas in the comment section.

Some of the epic monsters don't have scenarios? What's the point of buying/using them?

Epic monsters are very powerful unique monsters, and every monster in the game, epics included, has an entirely unique ability. They can be shuffled into any game to increase the difficulty. Not having a scenario doesn't mean they're useless. Even the monsters who DO have scenarios associated with them will come with two separate monster cards; one for being a scenario boss, and one for being a regular non-scenario epic.

Will the art book be translated?

The answer has ranged from "No," to "We'll try." Don't expect to see it in any other language but English, just to be on the safe side.

Will there be a PDF for the art book?

No.

What's even in the art book?

Production and game art first and foremost, but also info. All of the stories and bios seen in the updates, as well as a lot of background not posted, will be available in this book.

So how many miniatures am I getting?

Assuming you go all-in with expansions and add-ons, you will get:

- 181 regular monsters (28 types, with 37 sculpts)
- 15 epic monsters (plus another 12 minis associated with Spawn of the Sleeper and Insidious)

- 25 investigators (plus the Quartermaster's cat)

For a total of 234 minis. (Note that that number doesn't include sculpted tokens/markers, 3D hatches, or the Search card item minis.)

Who the hell are you, and why do you even know all this?

I would be the crazy asshole who's posted literally more than twice as much as the next person in this campaign:

<https://www.kickstarter.com/projects/dimensiongames/deep-madness/posts/1733463>

TO BE UPDATED AS NECESSARY