DICE THRONE NEXUS HACKS INTO KICKSTARTER TODAY WITH A TECHNOFANTASY EXPANSION

Master four new Heroes and survive the cooperative Dice Throne SAGAS: The Crimson Code campaign in the next evolution of the hit tabletop combat game



SPOKANE, Wash. – October 13, 2026 – After nearly a decade of fantasy showdowns, *Dice Throne* is trading swords and sorcery for circuits and code. Today, it launched the Kickstarter campaign for ***Dice Throne Nexus***, a bold new chapter that carries the fast, fun and approachable dice-and-card combat game into a techno-dystopian future. The campaign introduces four new *Nexus* Heroes alongside ***Dice Throne SAGAS: The Crimson Code***, the first title in an all-new solo and cooperative line that turns *Dice Throne* into a shared, story-driven adventure for 1 to 4 players.

View the Kickstarter Launch Trailer

Meet the Nexus Heroes

Four new Heroes emerge from this Nexus dystopia, each with a completely different combat style and personality:

- **Punch-A-Tron 3000:** A rogue worker bot powered by a nuclear fuel cell, who decided he would rather box than build.

- **Snyper:** A trick-shot assassin who ricochets bullets off her own deck, turning every shot into an opportunity for a spectacular hit.
- **Hacker:** A holographic hacker who creates technology on the fly, typing malware into existence and infecting opponents with viruses.
- **Phantom Runner:** A dimensional phantom who moves so quickly she can phase straight through solid matter, making her nearly impossible to pin down.









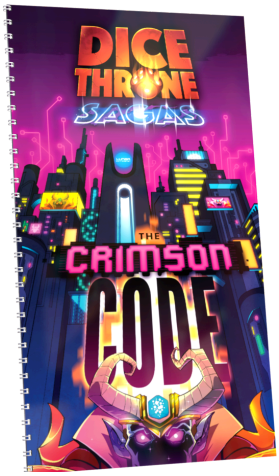


The campaign offers pledge levels built for longtime collectors and first-time players alike. Kickstarter rewards include:

- **Level 1: *Nexus* StrongBox ($60):** The Kickstarter Limited Edition *Nexus* StrongBox with the OR10N colossal threat StrongBox Lid, exclusive upgrades for all four new Heroes, eight new Mythic Cards, four Limited Edition Promo Cards and four *Nexus Slam Throne* Caps.
- **Level 2: StrongBox, SAGAS, Accessories ($145):** Everything in Level 1, plus four Accessory Packs and *Dice Throne SAGAS: The Crimson Code*.
- **Level 3: All The New Stuff! ($295):** Everything in Levels 1 and 2, plus playmats for OR10N, Snyper, Hacker, Phantom Runner and Punch-A-Tron, the Nexi-fied Fiery Brawn Hero Alt Art Board Set and a *Nexus* Dice Tray.
- **Free rewards** at every pledge level.
- And more!

As an add-on, Nexus backers will have an opportunity to pledge for early Beta access to ***Dice Throne Digital***, offering a chance to experience the video game ahead of its release on Steam, iOS, Android and Meta Quest.

"*Dice Throne* has always been about the Heroes and the different ways they play," said Casey Sershon, CEO of Dice Throne. "We've traditionally explored that through fantasy, but I think it's exciting to see how we can take the game in new directions. With *Dice Throne Digital*, we're bringing the game to a new platform, while *Dice Throne Nexus* explores a different side of the universe through its techno-dystopian setting. It's a different way to approach *Dice Throne*, but we're still keeping the combat and variability that make the game fun. I think fans will enjoy how Nexus connects to the bigger Dice Throne story."



***Dice Throne SAGAS* Brings Co-op Storytelling to the Table**

Dice Throne SAGAS is a new solo and cooperative experience that brings the excitement of *Dice Throne* into a story-driven adventure for 1 to 4 players. Presented in a unique book-style format, the game alternates between pages of gameplay and illustrated comics, revealing new environments, challenges and encounters as players turn each page. Designed for diving into the adventure quickly and easily, *SAGAS* sets up in moments, plays in a compact footprint and fits seamlessly into existing *Dice Throne* StrongBoxes, while offering virtually limitless replayability through varied gameplay paths and Hero encounters. All previously released Heroes are compatible with the game.

In ***The Crimson Code***, the inaugural *SAGAS* title, an ancient enemy has found a new weapon. The Mad King, the sorcerer who once used magic to manipulate champions in *Dice Throne Adventures*, has discovered something far more dangerous: code. His target is The Nexus, the futuristic virtual world humanity uses as a digital oasis.

Wielding the Crimson Code, he can bend systems, alter outcomes and twist the odds in his favor. His goal is to permanently lock The Nexus under his control. To stop him, players must team up and battle through a corrupted digital world filled with traps, glitched systems and phantom constructs before it is too late.



"With *SAGAS*, we wanted the book itself to be part of how you experience the story," said Manny Trembley, co-designer of *Dice Throne*. "Players are used to going head-to-head in *Dice Throne*, but we wanted to give them another way to play together and take on a challenge as a team. We took many of the things we loved about *Dice Throne Adventures* and looked at how we could build on them, streamlining status effects to keep the gameplay moving. The book-style format lets us do something different with the storytelling, too. You're not just reading a story alongside the game. You're playing through it, turning the page to discover new environments and encounters, and leaving players eager to find out what happens next."

To join the fight for The Nexus, become a backer on the *Dice Throne Nexus* Kickstarter page. Join the official *Dice Throne* Discord for live updates and community discussion.

About Dice Throne
Dice Throne is a fast, fun, and approachable dice-and-card combat game featuring a roster of unique Heroes and quick tactical showdowns. Since its debut in 2017, it has become a globally popular tabletop franchise celebrated for its easy-to-learn rules, strategic depth, and strong replayability. The *Dice Throne* franchise has sold more than 1.5 million copies worldwide and raised over $18 million through crowdfunding campaigns.

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Press Kit