

THE SPICE MUST FLOW

DUNE

A GAME OF CONQUEST, DIPLOMACY & BETRAYAL

Imagine you can control the forces of a noble family, guild, or religious order on a barren planet which is the only source for the most valuable substance in the known universe.

IN THIS GAME, YOU CAN BRING TO LIFE THE ALIEN PLANET AND THE SWIRLING INTRIGUES OF ALL THE BOOK'S MAJOR CHARACTERS.

Each faction has a set of unique economic, military, strategic, or treacherous advantages. The object of the game is to use these advantages to gain control of Dune.



ATREIDES

The Atreides led by the youthful Paul Atreides (Muad'Dib) — rightful heir to the planet, gifted with valiant lieutenants.



HARKONNEN

The Harkonnen, led by the decadent Baron Vladimir Harkonnen — master of treachery and cruel deeds.



BENE GESSERIT

The Bene Gesserit Sisterhood, led by Reverend Mother Gaius Helen Mohiam — ancient and inscrutable.



EMPEROR

The Emperor, his majesty the Padishah Emperor Shaddam IV — keen and efficient, yet easily lulled into complacency by his own trappings of power.



GUILD

The Guild led by steersman Eddic (in league with smuggler bands) — monopolist of transport, yet addicted to ever increasing spice flows.



FREMEN

The Fremmen guided by the planetary ecologist Liet-Kynes — commanding fierce hordes of natives, adept at life and travel on the planet.



RULEBOOK & QUICK START GUIDE

The Rulebook contains the Basic Game and Advanced Game Sections as well as Strategy Hints, Q&A, and Dune Synopsis.

If you're eager to jump right into the game, the Quick Start Guide will teach you all you need to know about playing the Basic Game.



WHO WILL CONTROL DUNE?

BECOME ONE OF THE CHARACTERS AND THEIR FORCES FROM THE BOOK AND . . . YOU DECIDE!



LEGENDARY

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Kwisatz Haderach Card and Counter tokens



5 Special Emperor forces



3 Special Fremen forces



Bene Gesserit forces



Sandworm Token

FIGHTERS ADVISORS

ADVANCED GAME COMPONENTS

BATTLE WHEELS

The game includes 2 Battle Wheels, which must be assembled and joined with the center pin before you play the game.

Each set is composed of 5 types of components:

- A Player Shield bearing the main character of the faction and its emblem.
- A single or double-sided Player Sheet describing the faction character's basic and advanced game advantages.
- Player Markers for each faction: Atreides (Green), Bene Gesserit (Blue), Emperor (Red), Fremen (Sand), Guild (Orange), Harkonnen (Black).
- 5 large discs — each showing a leader and the leader's fighting strength.
- 20 small tokens called forces (starred forces have no significance in the Basic Game).

All components of each player set have the same color for identification.

SIX PLAYER FACTION SETS

SIX DECKS OF CARDS



Spice Deck (21 cards):

Tells where Spice Blows will create treasure troves of spice waiting to be harvested, and when the giant sandworms known as Shai-Hulud will turn up.

Treachery Deck (33 cards):

Provides weapons, defenses, tricks and tools to outmaneuver opponents and win battles.

Traitor Deck (30 cards):

With 1 card for each leader disc, these are leaders from other factions that you have subverted.

Bene Gesserit Prediction Deck (16 cards):

With 1 card for each of the 6 factions and 10 cards for turns 1 to 10, these predict who will win the game.

Alliance Deck (6 cards):

To remind you how your Alliance benefits you.

Storm Deck (6 cards):

For use with the Fremen advanced game advantages.

TOKENS



156 Spice Tokens
(48 each of 1 and 2, 36 of 5, and 24 of 10)



Destroyed Shield Wall Token



Storm Marker



Game Turn Counter

FOR MORE INFO GO TO WWW.GF9GAMES.COM

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