

RULES FOR PLAY

THE SPICE HARVEST

“ . . . consider all the Houses that depend on CHOAM profits. And think of the enormous proportion of those profits dependent upon a single product—the spice. Imagine what would happen if something should reduce spice production.”

—Duke Leto to his son Paul
just before their migration to the
spice planet, Arrakis (commonly
known as DUNE).

I. INTRODUCTION

This expansion set takes the place of the regular setup in the DUNE game. Players will not place troops on the planet according to the starting positions and allotments on the player shields. Instead they will engage in a preliminary economic and political intrigue which focuses on the management of the DUNE spice harvests and the assignment of profits to the Emperor, the Great Houses, and the other powerful members of the CHOAM (the Combine Honnete Ober Advancer Mercantiles). The objective of these economic intrigues is control of the best starting positions and superior troop strengths on the planet—the best foothold on Arrakis to begin the strategic and treacherous contest for the ultimate goal, control of DUNE itself.

II. THE OBJECT

To acquire spice and outbid competitors in buying access to strategic positions and superior troop strengths on DUNE.

III. EQUIPMENT

- 1) Spice Tokens: 15 of each, 1s, 2s, and 4s.
- 2) Harvest Cards: 2—5s, 2—8s, 2—10s, 2—12s, 2—15s, 1—25, and 1—40, and 2 Worms.
- 3) Access Cards: Stronghold Cards—2 for each Dune city and sietch; and Troop Cards—4 each of the following, 1 troop, 2 troops, 3 troops, 5 troops, and 7 troops, and 3 each of 8 troops and 10 troops.
- 4) Share Cards: 3 each of the following, 0, 1, 2, 3, 4, 5, and 2 each of 6, 7, 8, 10, 12, and 15.
- 5) Voting Cards: 5 “Yes” Cards and 5 “No” Cards.
- 6) Planet Cards—One home planet for each major character.
- 7) Five extra Treachery Cards for use in the main game (described at the end of these rules).

IV. PREPARATION FOR PLAY

1) Main Characters

Each player draws a Planet Card to determine his or her main character. The Planet Cards show “home” planets for each main character (Atreides, Emperor, Harkonnen, Fremmen, Bene Gesserit, and Guild). Special abilities for each character are printed on the character's home Planet Card. The abilities listed on the home Planet Cards pertain only to this expansion set and will not be in effect during the main game. To begin, set your home Planet Cards out in front of you,

collect the rest of the components for your character from the components in the main game, and set up your character shield. Do not collect your main game spice allotment and do not locate your troops on DUNE.

2) Spice Allotment

Put all the spice tokens, including those of the main game, into an empty box. This forms the Spice Reserves. (When starting the main game, the Spice Reserves automatically become the Spice Bank.) Each player draws 10 spice from the spice reserves (the box). For this expansion game, players will not draw the spice allotments named on the character shields.

3) The Cards

Separate the cards into four piles: Harvest Cards, Access Cards, Share Cards and Voting Cards. Shuffle the Harvest Cards and then the Access Cards and place them in separate piles face down and to one side. Place all Share Cards and Voting Cards to one side; Share Cards and Voting Cards need not be shuffled. Note—The expansion set Treachery Cards are not used during expansion set play but should be added to the Treachery Deck used in the main game.

4) The First Manager of DUNE

One player will have an opportunity to start this expansion set game as the “Manager” of the DUNE spice harvest. A canny Manager will be able to maximize personal gain and keep other players poorer. To determine who gets to be DUNE's first Manager, each player secretly commits an amount of spice he or she would be willing to pay for this honor by hiding that number of his or her spice tokens in hand. Players simultaneously reveal their spice commitment, and the player who reveals the most spice value gets to be the first Manager of DUNE. This player, however, must pay all spice he or she reveals to the player who reveals the next highest amount of spice. All other players keep their spice. Ties may be settled by a die roll or coin flip.

After the Manager has been selected, the other players each take a “yes” and a “no” Voting Card. The Manager never needs to hold Voting Cards since he or she never votes.

V. THE PLAY

Five Dune spice harvests will take place during this expansion module. After the fifth harvest and the competitive setup which follows, players will start the main Dune game.

The five harvest rounds each consist of a Manager's Harvest Report, a CHOAM Meeting (accepting. or

challenging the Manager's Harvest Report), and a Bid for Power in which Access Cards are sold to the highest bidder. The end game competition includes an opportunity to trade Access Cards, the return of all leftover spice, collection of spice for the main game, and a struggle for troop placement on DUNE using Access Cards.

1) The Manager's Harvest Report

a) Announcing the Harvest

As Manager, you must first pay the Emperor (or the box if there is no Emperor) one spice. Then you draw the top Harvest Card and secretly read the amount shown on the card. This number represents how much spice was harvested this year. Now, you must make your annual harvest announcement to CHOAM (the other players). At this time you publicly state how much spice you claim was harvested. You may tell the truth or you may lie and claim a lower number.

b) Distributing the Harvest

Next, you must inform each other player what his or her share of the harvest is. To do this, decide on how much of the harvest you want to give each player. These amounts may vary from player to player. Give each other player a Share Card or Share Cards showing the amount you decided that player should get. Place cards face down in front of each player. Players may look at their Share Cards but must keep their amount secret. The shares you pass out may total the amount you announced or may add up to a lower number.

You do not give yourself a share. Note—You may not always be able to give a player the share amount you want if you can't collect the right card(s) to show that amount. For example, a Manager who has announced a harvest of five spice cannot distribute one spice to each of the other five players since there only three “1” Spice Cards available. At least two of the players must be awarded different amounts.

2) The CHOAM Meeting

a) Voting

After the Manager has made the Harvest Report and after any discussion with one another (without revealing shares), each other player must accept or reject the report by playing a “yes” or “no” Voting Card face down. If you think that the Manager both announced and distributed the same amount of spice as was harvested, play a “yes” card face down in front of you. If you think that the Manager did not announce or did not distribute the same amount as was harvested, play

a “no” card face down in front of you. After all players have committed their Voting Cards, the cards are turned over simultaneously.

b) Distributing the Harvest

1) First, the Manager reveals the Harvest Card he or she drew, collects that amount of spice from the spice reserves in the box, and collects an additional 3 spice from the box as an administrative fee. The Manager sets this Harvest spice and the 3 administrative spice to one side as “the pot”.

2) Each player who played a “yes” card, gives his or her Share Card to the Manager and collects the amount of spice on that card from the pot.

3) Then, after players who played “yes” cards have collected their spice, one of two events takes place:

either

each player who played a “no” card turns in his or her Share Card to the Manager but collects nothing,

or

if more players played “no” cards than “yes” cards and, in fact, the Harvest Report was dishonest (the amount on the Harvest Card and the amount announced by the Manager are not the same or the total of the shares passed out does not equal the amount announced by the Manager), then the players who played “no” cards divide the balance of the pot among themselves and the Manager gets nothing. If the pot cannot be divided equally among the players and they cannot all agree upon a fair distribution, the excess is returned to the reserves.

When a majority of players vote “no” and the Manager's report is dishonest, the DUNE Manager is relieved of his or her duties and the player to the right of the old Manager becomes DUNE's new Manager.

4) So, unless a majority of the other players vote “no” AND the Manager's Harvest Report is dishonest, the Manager keeps any spice left in the pot and continues as Manager by drawing the next Harvest Card and reporting and distributing the harvest as described above.

3) The Bid for Power

a) Bidding

After each harvest, players compete to buy Access Cards which represent the strategic strongholds on DUNE and certain troop strengths. The number of cards available for purchase after each harvest is equal to the number of players in the game. The Manager deals this number of cards off the top of the Access Card deck, sets them to one side face down, and offers them sight unseen one by one for bid. Players bid and pay using spice. Bidding starts with the player to the right of the Manager and continues counter clockwise. The bidding for each card continues until the card is bought by the highest bidder. Each player has 5 seconds to make a bid. Spice used to purchase cards goes into the box.

b) Stockpiling Access Cards

After you buy Access Cards, you may look at them but must keep them secret and set them aside face down until after the last (fifth) spice harvest and the last Access Card purchase.

Access Cards will be used to determine the initial placement on DUNE to begin the main game.

There are two types of Access Cards, Strongholds and Troops. Stronghold Cards represent the cities and stetches on DUNE. Troop Cards indicate numbers of troops you may use to occupy a stronghold.

4) Trading

After five spice harvests have been reported and five Bids for Power have taken place you may trade your Access Cards with other players. Troops may be traded for Strongholds or Troops, and Strongholds may be traded for Troops or Strongholds. Trades may be made sight unseen or may be verified in advance (players show each other the card or cards they intend to trade).

5) Returning Spice

After all trades have been announced, players return any leftover spice to the spice reserves in the box.

6) Placement On Dune

a) Committing Troops on DUNE

Once all trades have taken place, players commit troops to the planet DUNE. The DUNE playing board is set out. Players place face down any Access Cards representing strongholds on DUNE which they wish to occupy. Next to each stronghold, they place face down one or more troop cards. (Note: the total number of troops committed by a player to all strongholds can not exceed 20).

b) Collecting Spice

Players may now convert any uncommitted troop Access Cards to spice on a one to one basis by discarding each card and drawing the amount of spice showing on the card from the spice reserves in the box. At this time, all players also collect their regular spice allotments for their characters as stated on their character shields.

c) Winning Strongholds

Each stronghold on DUNE is now read out in counter-clockwise order, starting with Carthag and ending with Arrakeen. As each name is called, any player who has committed troops to that stronghold, reveals the stronghold card and the troop card(s) backing it up.

1) If only one player has committed for a stronghold, that player places the number of his or her character's troop tokens (from the main game) which shows on the troop card(s) he or she revealed on that stronghold.

2) If no players commit for a stronghold, that stronghold is vacant at the start of the game.

3) If two players commit for the same stronghold, the player with the highest number of committed troops gets the stronghold, but that player must subtract the number of troops the other player committed from the number of troops he or she committed to determine how many tokens he or she can place on the stronghold. For example, if you committed 12 troops to Arrakeen and another player committed 8 troops to Arrakeen, you would occupy the stronghold with (12-8) or 4 of your troop tokens.

7) Beginning The Game

Play now begins normally, except that the opening strongholds as specified on the character shields are

ignored. The Harvest, Access, Share, and Voting Cards are not used during the main game.

VI. SPECIAL ABILITIES

Each major character has special abilities as outlined on his or her home Planet card.

1. **Atreides**—As the Atreides, during each harvest report you may look at the Share Card(s) passed to one other player before making your decision on the validity of the harvest report. You may also look at one Access Card before it is bought during each Bid for Power.

2. **Bene Gesserit**—As the B.G., you may look at all of the Access Cards that other players buy. You may tell any players anything you wish about your observations. You may make your B.G. prediction after you observe the opening positions on DUNE.

3. **Guild**—As the Guild, you may sell the Manager the right to draw an extra Spice Harvest Card from the deck for an agreed upon fee of 4-8 spice. You may not look at this card. The Manager, now, “reports” on the combined amounts of the Harvest Cards.

4. **Fremen**—As the Fremen, you become DUNE's Manager automatically whenever a Worm comes up in the Harvest deck.

5. **Emperor**—As Emperor, you collect a tax of one spice from the Manager before each harvest. If the Manager can't pay you, the player to the right of the Manager becomes the new Manager and must pay you.

6. **Harkonnen**—As the Harkonnen, if you get caught presenting a dishonest Harvest Report as Manager, you can keep on being Manager-until you get caught a second time.

VII. ADDITIONAL TREACHERY CARDS

1. **Hunter Seeker**—used as a projectile weapon.

2. **Shield**—used as a shield.

3. **Harvester**—doubles the spice blow. Play just after a spice blow comes up. Place double the amount of spice in the territory.

4. **Thumper**—play instead of turning up the next spice card. Acts as if a worm is revealed.

5. **Ya! Ya! Yawm!**—worthless.

SPICE HARVEST CREDITS

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