

DUNE

HOUSE SECRETS

RULEBOOK

Arrakis, the planet of spice stuck at the far end of the Imperium, filled with conflict and endless sand.

Also known as Dune, the planet is poised for intrigue, rebellion, and war. The sinister House Harkonnen plots and schemes as the newly arrived House Atreides takes control, interested in securing relations with the native inhabitants. You find yourself on this infamous planet of sand and spice, between these two Great Houses—among smugglers and laborers, traitors and rebels, agents and soldiers. How will you confront the secrets you're about to uncover?

OVERVIEW

DUNE: HOUSE SECRETS is a cooperative story-driven game where you join the resistance against House Harkonnen and experience a series of Chapters in the world of Dune. You play each Chapter through a series of Encounters trying to reach specific Goals. Your ability to pursue Encounters is limited by Time, making it impossible to experience every Encounter. This limitation means that many of the mysteries within the story must be deduced.

At the end of every Chapter you must complete a Status Report consisting of information you've acquired and proposals of how to proceed—these Status Reports influence the overall direction of the story.

There are no winners or losers. Instead, your experiences and decisions create a story all your own!

*"The mystery of life isn't a problem to solve, but a reality to experience."
- Reverend Mother Gaius Helen Mohiam*


COMPONENTS


IMPORTANT: Dune is full of secrets—do not reveal or look at Encounter cards, Asset cards, Chapter Introductions, or such materials until instructed to do so by the game.

1 Encounter deck
(4 Cover cards and 68 Encounter cards)


1 Asset deck
(1 Cover card and 23 Asset cards)

Prologue Introduction (marked with P)
Chapter Introductions (marked with I, II, III)











1 Consequence marker: 

1 Time marker: 

1 Game board

5 Consequence tokens 

27 Resource tokens:

-  6 Weapon: 
-  6 Spice: 
-  6 Water: 
-  6 Subterfuge: 
-  3 Wild: 

NOTE: Resource tokens are not limited, so if you run out while playing you may use anything you'd like as a substitute.

1 Skill stickers sheet

4 Character / Advocate boards

1 Map of Dune, 1 Map of Tel Gezer

1 Rulebook

GAME PREPARATION

SETUP

"A beginning is the time for taking the most delicate care that the balances are correct. This every sister of the Bene Gesserit knows..."
- Princess Irulan, *The Manual of Muad'Dib*

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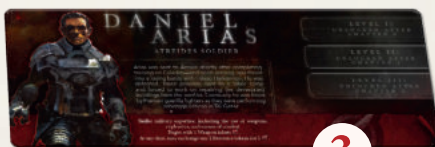
4 Unchosen Characters are flipped to their Advocate side. When starting the Prologue, gain the indicated Resources from each Advocate and add them to your Resource Pool.

5 Place the Encounter deck, with the cover card on the top, near the Game board.

6 Place the Asset deck, with the cover card on the top, near the Game board.

7 Prepare the Consequence Pool by mixing and placing all the Consequence tokens with their front sides facedown near the Game board.

8



3

4



2




Back side



Front: Safe side
(x2)



Front: Consequence side
(x3)

1 Place the Game board in the middle of the play area within reach of all players and place the  token on the leftmost space of the Consequence track.

2 Prepare an area near the Game board for your Resource Pool. If you are continuing your story with a subsequent Chapter:

A. Prepare the Resource Pool with the number and type of Resources noted on the Progress page from your previous game.

B. Place the Encounters and Assets you have previously gained into the play area.

(Remember to distinguish the Encounters that you have full access to from those you have partial access to (see *Encounters*, page 4)).

3 Each player takes their Character boards. For the Prologue, each player chooses a Character to play throughout the entire story. Each Character provides a single Resource token once at the start of the Prologue. Take the indicated token and add them to your Resource Pool.

In subsequent Chapters, players take their previously chosen Characters, but do not gain the Resource token again. You gain more Resources from Skill stickers by spending Experience points, or from Encounter cards.

8

Gather a pen and paper for taking notes.

9

Place the Map of Dune nearby—it provides context for the locations of Dune.

10

Log in to the dune.playdetective.online website, choose the Chapter you are about to play, and watch the introductory video.

11

After watching the introductory video, take and read the appropriate Chapter Introduction, follow the Instructions, and place it nearby.


NOTE: Start your story with the Chapter Introduction marked with "P" in the top-left corner. Dune: House Secrets is made up of 4 Chapters (P, I, II, III), beginning with a Prologue (P). The Prologue is only a basic introduction to the game. It is significantly shorter and designed only to teach you and help you become accustomed to how the game works. Chapters I, II, and III are the main game, and reveal the essence and complexities of the story.

GAME PREPARATION

BOARD



TIME TRACK

The Time track indicates how much Time you have left before the current Chapter ends. Each Encounter you reveal decreases your  along this track.

DELIBERATION SPACE


Throughout the game, you will be discussing your findings and Encounters with your team. But the Deliberation space is a warning that you're almost out of Time, and it's important to stop here and take a moment to focus your ideas, assumptions, and conclusions together as a team. Take advantage of the Deliberation space to prepare for completing the Chapter's Goals.

Remember, you are a team, and everyone's opinion is important—Dune is not the place to be close-minded, take a moment to consider input from everyone.

"Think you of the fact that a deaf person cannot hear. Then, what deafness may we not all possess? What senses do we lack that we cannot see or hear another world all around us?"

- The Koranjiana Zenchristian Scriptures

STATUS REPORT SPACE

The Status Report space indicates that you are out of Time. You still resolve the Encounter that advanced the  to the Status Report space, but this will be your final Encounter this Chapter. Once the card is resolved, prepare to complete the Status Report (see *End of Game, page 6*).

CONSEQUENCE TRACK

The Consequence track indicates the Experience points you gain at the end of each Chapter (see *Experience, page 6*). Consequences represent how much the Harkonnens know about your actions and movement on Arrakis.

Once you reach the rightmost space on the Consequence track, immediately log in to the [website] to access History@006.

CHAPTER INTRODUCTIONS

The Chapter Introductions consist of 5 sections:

INTRODUCTION: This is the initial plot that presents the overall situation your team is in.

This is where you are.

GOALS: These are the Goals of your current Chapter. You will always have one or more Primary Goals, but may also have Additional Goals as well.

This is why you are here.

TIME: The amount of Time determines how many Encounters you can resolve during this Chapter.

This is your limitation.

SPECIAL RULES: This section provides you with specific rules you must follow.

These are your orders.

INITIAL ENCOUNTERS: The Initial Encounters are the first Encounters that you may pursue. (see *Encounters, page 4*).

These are the paths forward.



CHARACTERS






The Characters you choose will be with you for the entire story. As you play, they grow and develop by gaining Experience points and new Skills. Each Character has the ability to exchange any 2 Resources for the specialty Resource indicated on the Character boards. They also provide 1 Resource token at the beginning of the Prologue.

Advocates are the inhabitants of Dune that help you throughout the story. You may also add Skills to them by spending Experience points. They provide 2 Resource tokens at the beginning of the Prologue.

Characters and Advocates are similar in regards to gameplay, but differ thematically.



RESOURCES

To survive on Dune and accomplish your Goals, you'll need Resources. Your Resources consist of Spice , Water , Weapons , Subterfuge , and Wild . The Wild token may replace any other Resource token. You will use these Resources throughout the game to gain access to Encounters, or activate various game effects. All resources you start with and gain are kept in your resource Pool until they are spent and returned to the box. Be careful, you should conserve Resources as you play—Arrakis is not a kind planet, you gain initial Resources at the beginning of the Story, and won't gain many more on this barren planet.

NOTE: Each Resource represents how you deal with situations in the story. A Water token may represent bribing someone on the barren and dry Arrakis, and a Subterfuge token might represent you hiding your true identity.

BASIC RULES

HOW TO PLAY

Your purpose as Rebel agents on Arrakis is very simple—uncover the secrets, and discover the story.

ENCOUNTERS

The game is played out by resolving Encounters. As you read and resolve each Encounter you'll begin to uncover a unique story filled with action and intrigue.

You start with a Chapter Introduction that provides Initial Encounters to pursue. Each Encounter is associated with a unique number to distinguish it. Encounters provide important information about the story, and also dictate how much Time you have left before the Chapter ends.

1



ENCOUNTER CARDS

1. Unique **CARD NUMBER** associated with the access to this card.
2. **PLOT TEXT**: this text describes the situation you're in and provides insights to complete your Goals.
3. **VARIOUS INSTRUCTIONS**: In this case: take Asset card "y" to read the message and draw a Consequence token.
4. **POSSIBLE ENCOUNTERS** to pursue, along with a description of what you may discover.

Encounters present you with various situations, like investigating suspicious areas, interrogating inhabitants of Arrakis, and searching for Assets. Each Encounter contains important information, so stay focused as you read them—they contain everything you'll need to accomplish your Goals.

TIME


The Time track indicates how much Time is left before you must report back to rebel headquarters—you can't remain in enemy territory for too long.

To resolve an Encounter card, move the Time marker on the TIME TRACK by 1 space toward the 0 space.

Time equals the number of Encounter cards you will reveal and read during a single game.

Each Chapter Introduction instructs you where the Time marker begins on the track.

RESOLVING AN ENCOUNTER

- 1 Draw the Encounter card with the corresponding number of the Encounter you wish to pursue.
- 2 Decrease the  by 1 space on the TIME TRACK.
- 3 Carefully take the card with the indicated number from the Encounter deck, without revealing any information on the other cards.
- 4 Read the Encounter aloud to all players. Make sure you keep the reverse side hidden (unless instructed otherwise).
- 5 Follow all of the Encounter's Instructions (see Instructions below).
- 6 Place the Encounter card near the Game board, keeping track of which Encounters you have full access to and which you don't (see *Flip*, page 5).

NOTE: Keeping Encounters organized is crucial to navigate the Chapter. We recommend placing Encounters that you only have access to the front of on the left side of the board, and those that you have full access to on the right side of the board.

Also remember, when you resolve an Encounter, take a moment to write the card's number down in your notes.

NOTE: Your notes are as important to you as wearing a stillsuit on Arrakis—Encounters and the information on them are like water, not a single drop should be wasted.

You may never view or read an Encounter until it becomes available or you are instructed to do so. Once you have resolved an Encounter, it is available to view and read for the rest of the current game and every subsequent Chapter!

*"Hope clouds observation."
- Reverend Mother Gaius Helen Mohiam*

BASIC RULES



INSTRUCTIONS

Encounters often contain INSTRUCTIONS that you must follow. Some of these Instructions offer choices, but many simply instruct you to draw and/or read game components. When a card has multiple Instructions, resolve them one by one in the order that they appear.

"The power to destroy a thing is the absolute control over it. You've agreed I have that power. We are not here to discuss or to negotiate or to compromise..."
- Paul Atreides




FLIP

The  icon indicates that you may access the reverse side of the Encounter card. In some cases the card indicates that you must spend or draw a token in order to flip it, but generally there is no cost, and in this case you may simply flip the card over when you see the  icon. If you must spend a token, or draw a Consequence token to flip a card, the decision must be made before you pursue any other Encounters and you may never return to and flip a previously unflipped Encounter card. If you choose not to flip it, you only have access to its front side. If you do decide to flip the Encounter card, you have access to both sides of it for every subsequent Chapter.

Follow the woman to continue the conversation.



Example use of the  icon:
Draw 1 Consequence token to flip the Encounter card.




DRAW 1 CONSEQUENCE

When you see this Instruction you must immediately draw one random token from the Consequence Pool and resolve it in the following way:



Nothing happens. Discard the Consequence token back into the box.



First, move the  -1 space on the Consequence track (see *Experience*, page 6). Second, take all the Consequence tokens, including this one and those discarded into the box, and reshuffle them back into the Consequence Pool.

Consequence tokens signify when your actions have been noticed by the Harkonnens, and represent losing opportunities to train and gain new Skills.

NOTE: The Consequence Pool is always refreshed at the beginning of each Chapter!



TAKE AN ASSET CARD

When you see this Instruction that indicates to take a card marked with a letter, you must immediately take the indicated Asset card from the Asset deck.

Remember, never reveal any other cards unless instructed to do so.

You may be Instructed to take an Asset that you already have. This is not a mistake. Some Assets are important and thus have multiple chances to obtain them. If you already have an Asset and are Instructed to gain it again, simply disregard the Instruction.



ENCOUNTERS

This section indicates which Encounters you may access. Each Encounter also contains a description of what you may find when pursuing the Encounter. The number (#003) indicates the Encounter card which you now have access to and may draw from the Encounter deck. Remember to keep notes about which Encounters you have access to.

NOTE: Some Encounters require spending a Resource to gain access to them.



SPEND RESOURCE TOKEN

When you see this Instruction, spend the indicated Resource from your Resource Pool and discard it into the box.



ADD RESOURCE TOKEN TO THE POOL

When you see this Instruction, immediately take the indicated Resource from the box and add it to your Resource Pool.



HISTORY & FILMBOOK

When you see these Instructions, you must immediately log in to the dune.playdetective.online to access the information. Once you log in, choose

the appropriate type of entry in the main window and enter the indicated number to access this important information (for example: *History@008* or *Filmbook@007*).

Example of Instructions found on Encounter cards:

409

Talk to the Sardakaur.

Jane must spend 1 Spice Resource to gain access to Encounter card #409.

407

Follow the soldiers into their HQ.

Adam must spend 1 Weapon Resource to gain access to Encounter card #407.

Assets represent important items to aid you throughout the story. These cards are marked with letters in order to distinguish them from Encounters. You gain Assets in various ways, such as Chapter Introductions or Encounters.

Assets follow many of the same rules as Encounters:

- You may only look at and read Asset cards that you have access to.
- Some Asset cards feature Instructions that you must resolve immediately when you gain them.
- Once you have access to an Asset card, it is available to all players, during every subsequent Chapter.

ASSET DECK

C

A


instructions on the cards

GAME END

END OF THE GAME

“Arrakis teaches the attitude of the knife—chopping off what’s incomplete and saying: ‘Now, it’s complete because it’s ended here.’”

- Princess Irulan, The Collected Sayings of the Muad’Dib

The game ends once the  reaches the Status Report space of the Time track.

To end a Chapter, choose the STATUS REPORT from the menu on the dune.playdetective.online website.

Remember, there is no winning or losing—you experience the game by completing each Chapter and reporting back to rebellion headquarters with your Status Report to influence the plot of subsequent Chapters.

The Status Report consists of a series of actions that you recommend to your headquarters. For each of the actions, you pick one suggestion that indicates how it impacts the subsequent Chapters. The outcomes are presented to you once you finish your Status Report.

After completing your Status Report you may gain new Skills for your Characters by spending your Experience.

HALT!

You’ve learned everything you need to begin playing DUNE: HOUSE SECRETS.

The following sections of the rulebook are only needed after you’ve completed the Prologue. It contains instructions for spending EXPERIENCE to gain new Skills, what the VICTORY POINT TRACK is used for, keeping track of information on your PROGRESS SHEET, beginning a NEW CHAPTER, REPLAYING CHAPTERS, and STORING THE GAME.

“We can say that Muad’Dib learned rapidly because his first training was in how to learn. And the first lesson of all was the basic trust that he could learn.”

- Princess Irulan, The Humanity of the Muad’Dib

EXPERIENCE

Spending the Experience points you’ve gained allows you to level up your Characters. This is done by placing Skill stickers on the dedicated spaces of Character and Advocate boards. Skills require you to spend your Experience points.



The Skill stickers sheet has 3 levels of Skills that are unlocked after playing specific Chapters. You unlock all level I Skills after playing Chapter 0, unlock level II Skills after Chapter 1, etc. In order to buy subsequent Skills, you must unlock the level as well as have applied the previous level of the Skill.

For example: before gaining the “Training: Smuggler, Expert” you must have played through Chapter 2 and already applied “Training: Smuggler, Apprentice” and “Training: Smuggler, Adept.”



Experience is shared by the entire team so be sure to deliberate how you want to divide it. You cannot save Experience points between Chapters, and will lose any that you do not spend.

Each Skill you gain has a special one-time effect that you may activate during the game. To activate it, check the box on the Skill and resolve its instructions.

Example: At the end of Chapter 2, the Consequence marker is on the 3 XP space of the Consequence track. The team gains 3 Experience points to spend. They decide to spend them on 2 level I Skills for 2 of the Characters and 1 level I Skill for an Advocate.



VICTORY POINT TRACK

The reverse side of the Game board contains a Victory Point track—instead of a Consequence track—that is used only for Chapter 3.

The rules for moving the marker on the Victory Point track are the same as the Consequence track. If you draw a Consequence token with the red Consequence side, move the Consequence marker -1 space on the Victory Point track.

Some Encounter cards instruct you to gain Victory Points as well, and when this happens, move the Consequence marker the amount indicated by the card.

Example: You see the instruction “Gain 2VP.” Immediately move the Consequence marker +2 spaces on the Victory Point Track.

Again, there is no winning or losing. The Victory Point track is used to indicate the positive impacts of your actions during Chapter 3.



NEW GAME, CREDITS

PROGRESS SHEET

The final page of these rules contain a Progress page. This page is used to keep track of various information between games.

At the end of each Chapter, take a moment to write down all the necessary entries from the Status Report on the Progress page, Encounters you have access to, as well as how many and which type of Resource tokens you have available.

CHAPTERS

NEW CHAPTER

Once you're ready to proceed to the next Chapter, you can begin by following the basic Setup instruction (see *Setup, page 2*) using the subsequent Chapter Introduction indicated by the number in its top-left corner.

REPLAYING CHAPTERS

If you wish to replay a Chapter, place all the Encounters back into the Encounter deck in numerical order, faceup. Each Chapter's Encounters are distinguished by the first digit of the number (0,1,2, or 3), and with a "B" to indicate the reverse side of the card.

For example: If you have just completed Chapter 2 and wish to replay it, you gather all the Encounters that begin with 2, and place them with the correct facing back into the Encounter deck in order.

Next, choose to reset the Chapter on the dune.playdetective.online website—but remember, if you choose to reset a Chapter, all the information that you have gained and all the progress you have made will be removed—so use caution when deciding to reset a Chapter.

STORING THE GAME

DUNE: HOUSE SECRETS is made up of a Prologue and 3 Chapters telling one overarching story. Playing the game over multiple sessions is very likely. Storing the game between sessions is important. We've provided an insert to help keep track of your progress—when storing the game, place all cards you've resolved in the right section of the box insert, and the unresolved Encounters in the left section.

CREDITS

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GALE FORCE 9

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LEGENDARY



GENUINE
ENTERTAINMENT

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PROGRESS SHEET

PROLOGUE (P)

Notes:



CHAPTER I

Notes:



CHAPTER II

Notes:



CHAPTER III

Notes:

