

BINDING DEALS

Players can make any kind of verbal deals or bribes between one another. Once made, these deals and bribes may be stated aloud and must be honored. A player cannot renege on a deal or bribe.

VALID:

- Information.
- Future actions.
- Spice.

INVALID:

- Treachery card.
- Faction advantages.
- Leader discs.
- Troop tokens.
- Actions that are unrelated to the current game being played.

Spice exchanged as part of a binding deal is placed in a faction's Bribe pile, in public, in front of the player's shield.

Players are allowed to offer deals that are impossible for them to actually perform, but they are not allowed to accept them.

Once a deal has been accepted by both parties, the parts the players want to be binding must be stated in public.

You can choose to keep details of a deal private, but this can cause bad things to happen:

- Players can lie to each other and betray each other.
- Private communication was done poorly, and no other players verified what was said.

BRIBES

The spice can be collected at the Collection phase.

Spice on the Bribe pile may not be removed from the bribe pile until the Collection phase, regardless of if the deal was dissolved.

Collecting the Spice from the Bribe pile is a single instant (*every faction performs this at the exact same time*) that happens at the very end of the Collection phase.

"THROWN FIGHTS"

An very common binding deal revolves around "blocking" strongholds in order to prevent other players to win that turn.

You can use the word "Thrown fight" and it has the official definition:

Players decide amongst themselves who will be the victor.

- Neither player will play a weapon Treachery card.
- Neither player will reveal a Traitor.
- Neither player will play Break Conditioning to gain it's effect.
- The losing player will dial 0.
- The losing player will play a leader that is low enough.
- The winner's battle plan can have any dial or leader.

