

SETUP

This section describes how to setup a game of dune.

SETUP PART 1 : DRAFTING

1. Place the board on the center of a table (seating at least 6). A recommended minimum size for the table is 60cm by 60cm.

2. Sit around a table. It's best if players don't sit directly parallel next to each other, but sit in a circle.

If you want to randomize seating, you can randomly deal the first 6 numbered prediction cards to players. Then have players sit in storm order starting from the "storm start" denoted on the board.

3. Each player drafts the faction-token of 1 faction they wish have in play, by places it in the center of the board. *Drafting a faction does not mean you'll be playing as that faction.*

4. Collect all the faction-tokens from the center of the board, and shuffle them thoroughly. Place the faction-tokens as evenly spaced as possible around the board on the storm track.

The result should be that every player around the table has a faction-token placed in front of them.

1. Players may now trade faction-tokens, but they are not allowed to swap seats.

What faction-token is in front of you, that faction is the one you'll be playing as.

2. Every players takes all the items specific to the faction they are playing, out of the box.

They take their initial Spice out of the Spice bank.

Place the faction-shield in such a way that the shield is clear to see for other places and it obscures your personal Spice stash.

There should be ample room in front of your shield for bribes and Tech Tokens.



