

## BID LIMIT

No player may bid more Spice than they have, except with permission from their ally if any, or the Emperor. If a faction wins the bidding, but cannot pay for the card due to not having enough Spice, the bid is considered illegal and the bidding on the card in question is restarted with the same starting bidder, however the player who made the illegal bid is unable to bid on that Treachery Card.

## NEXT STARTING BIDDER

In subsequent bidding during this phase, the First Player who can bid, to the right of the player who opened the bid for the previous card, begins the bidding for the next card. In this way every player who can bid gets a chance to open the bidding for a Treachery Card.

## END OF BIDDING

Bidding for Treachery Cards continues until all cards available for bid have been auctioned off or a card is not bid on by anyone.

If a card is passed by everyone, all remaining cards are returned to the top of the Treachery deck in the order they were dealt and the bidding round is over.

## TRANSPARENCY

The number of (not the type) Treachery cards each player holds is public information during the bidding round. Nobody is allowed to hide the number of cards they hold at this time.

If a player has a full hand, they must pass on all cards up for bid.

## BIDDING ETIQUETTE

While these are not strict rules, we suggest they are complied with to keep the bidding round as short as possible

A pause should be taken before the use of faction powers like Ixian deck Splitting or Atreides Prescience where they announce to the table that they are about to use them thus giving players a fair chance to use karama cards, or faction powers.

We suggest 30 seconds to a minute should be spent before the bidding of each card to allow the factions to make deals on card knowledge, subsidies and bidding strategy. In general, when a player is asking for subsidy from their ally or the Emperor, we recommend asking for an amount of Spice and accepting a yes or no answer to keep the round moving. This will also allow allies to share their plans on who should buy what and how much Spice they can share between them. Complex deals should be saved for this time period.

Once bidding starts on a card, each players bid should take no more than 10 seconds. Simple deals can take part in this time however the game should not be paused to allow a complex deal to take place.

When it is a players turn to bid they should have priority in making simple deals. This means that other players should be quiet and interfere minimally when they make deals during their 10 seconds.

We suggest that players frequently flouting these conventions be warned, with a potential limit being imposed that they may only state their bid and nothing else once bidding has started.

