
















SETUP PART 2 : TABLE LAYOUT & DECKS

1. Create a Treachery deck (**D1**)
2. Create a Fate deck (**D2**)
3. Take all Spice cards, and separate all the Shai-Halud cards.
The non-Shai-Halud cards are shuffled, then place 1 card (face down) from this deck on **A** and 1 card (face down) on **B**.
From the same deck place 1 card (face down) on **Pa**.
Add 2 Shai-Halud cards and shuffle the deck.
Then place 1 (face down) card on **Pb**.
Finally add the remaining Sha-Hulud cards and shuffle the deck. Place this deck (face down) on **D**.
4. Randomize Tech Tokens, and place them in a Stack (face down),
5. Create a Traitor deck by gathering all the Traitor card from the faction that have been drafted. (**C**)

-  Table
-  Board
-  Player faction-token location
-  Turn tracker
-  Phase tracker
-  Draw Treachery deck.
-  Discard Treachery deck.
-  Pile 1: cards to draw new auction cards from.
-  Pile 2: cards to draw new auction cards from, after P1 is exhausted.
-  The single card, currently up for auction.
-  Draw Spice deck.
-  Prescience for A.
-  Prescience for B.
-  Spice location A.
-  Spice location B.

