



TRUTH TRANCE

There are 2 truth trance cards in the Treachery deck.

You can play a Truth Trance card at any time.

Publicly ask one other player a single yes/no question about the game that must be answered publicly.

The game pauses until an answer is given.

The player must answer "yes" or "no" truthfully.

THE GAME PAUSES

When a truth trance card is played, no game actions can happen:

- No binding deals can be made during this time.
- No cards can be played, including other Truth Trance cards.

BINDING FUTURE ACTIONS

You can be asked about future actions you will perform.

You must commit to an answer and then you are not allowed to make game actions that would make your answer not true.

To be clear: you will be locked into future actions via the answer you give.

WHAT QUESTIONS ARE ALLOWED?

GOOD EXAMPLES

Do you have Stilgar as a traitor?

Will you play a projectile weapon, weirding way as a weapon or a lasgun in the next battle?

Will you have more than 4 Troop tokens in Arrakeen by the end of your shipment & movement turn?

Some player discretion is needed, it's possible for extreme toxic play to happen with either deliberately unclear questions, or questions that are effectively a card-blanc "you must do exactly the thing i decide you must do".

- Absolutely, no questions about future truth-trace questions.
- No confusing questions, if you need to explain the question, it's not clear enough.
- No questions about undecidable future events.

If you asked your question and it turns out to be toxic, you must discard your Truth Trance card, you do **not** get to ask another question.

BAD EXAMPLES

Will you win both battles?

Is Hasimir Fenring anyone's Traitor?

