

# DREAMRULES 2.0

## THE ORIGIN!

Dreamrules 2.0 is the brainchild of about 6-8 Dune players each of whom has hundreds of hours of game time under their belt.

The original Dreamrules was for the base game and it was a rather simple mesh of GF9 rules and the World Boardgames Championship rules where we mixed aspects we liked from both and tried to limit what we consider broken mechanics. It was fun, but still had a few 'flaws' from the original Dune and the faction changes we made were not balanced.

After the Ixian & Tleilaxu expansion that version of Dreamrules was abandoned as we came to understand (and definitely not like) what the game was becoming. The release of the FAQ in 2020 also changed a lot of things, in our opinion not for the better. We decided that to continue playing Dune we would have to revive Dreamrules, but where to begin.

## THE DESIGN GOALS WERE AS FOLLOWS:

- Remove broken/un-fun mechanics (Harkonnen Special Karama, Guild Timeout Victory, certain Treachery cards)
- Introduce aspects of WBC rules we enjoyed, Emperor subbing, Bene Gesserit flipping
- Keep aspects of the expansion we liked, Tech Tokens, certain Treachery Cards
- Balance factions, especially the Fremmen
- Reduce the likelihood of Early Nexus's
- Make 10 turn games less likely
- Make skirmishes outside strongholds more necessary and fun
- Treachery deck balance, remove broken cards, but keep it Dune like in power dynamics and excitement about certain cards

## THEN AS SECONDARY GOALS:

- Balance Ixian
- Overhaul Tleilaxu completely, we honestly didn't know where to begin.



