

DUNE



JOHN ESKRIDGE'S

BETRAYAL

A GAME OF INTRIGUE, TACTICS, AND DECEPTION



LEGENDARY



House Atreides knows that the Harkonnen will attack Dune soon. What they don't know is who they can trust and who is a secret Harkonnen agent.

Test your allies — who knows which side they will be on when the Harkonnen attack!

Uncover enemies hiding in the shadows — who can you trust? When the time comes, whose back will you defend and whose will you stab?

Objective

In Dune: Betrayal the players have secret identities. Behind the scenes they are the noble leaders and fighters of the honorable House Atreides and the cruel House Harkonnen that seeks to bring them low.

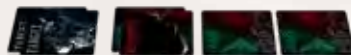
After three rounds seeking to learn each others identities and amassing points, the player's choose other players to attack and defend based on the knowledge they have acquired.

Finally, each player reveals their identity, winning additional points if their allies (or enemies!) defended them and losing points when attacked.

If House Atreides scores more points, Dune and their future are secure. Should the Harkonnens score more points, they seize Dune for themselves.

Contents

- **8 Identity Cards**
(4 Atreides & 4 Harkonnen)
- **24 Trait Cards**
(8 Atreides, 8 Harkonnen & 8 Fighter)
- **16 Target Cards**
(8 Attack & 8 Defend)
- **30 Action Cards**
(20 Core & 10 Extended)
- **8 Reference Cards**
- **1 Double-sided Scoreboard**
- **9 Tokens**
(3 Sigil, 3 Assassin,
1 Round Marker,
1 Dealer Token,
1 Score Marker)



Identity Cards — Determine the player's House (either Atreides or Harkonnen) and rank (Noble or Fighter). A player's Identity Card may not be revealed in any way (or artwork discussed) until the Battle Round. Hide your unused Trait Card underneath your Identity Card.

Trait Cards — Can be viewed to give players clues as to other players' identities.

Action Cards — Allow players to gain information on other players' identities, strengthen their attacks and avoid enemy attacks. Use the Core cards for all games. Add the Extended Cards for games with 6 or more players.



Target Cards — Are used to attack and defend other players.


Setup

Place the Scoreboard in the center of the playing area showing the side corresponding to the number of players. Place the Round Marker on the first Action Round, and the Battle Marker on the Start position.

Select a player as the dealer. This player takes the Action, Identity, Trait, and Target Cards, and the Dealer Token.

Action Deck

Shuffle the Action Deck and place it beside the Round Tracker. Flip the first three Action Cards and place them beside the deck. Any time two identical cards come up, discard one of them face-up next to the deck and flip another.

 **4-5 Players:** If playing with just 4 or 5 players, remove the 10 Extended Action Cards, marked with the symbol to the left, from the Action Deck before shuffling it.

Identity Cards

The dealer selects the following Identity Cards:

- Baron Harkonnen — Harkonnen Noble
- Trooper — Harkonnen Fighter
- Duke Leto Atreides — Atreides Noble
- Duncan Idaho — Atreides Fighter

If there are more than 4 players add the following cards:

- **5 or more Players:** Gurney Halleck — Atreides Fighter
- **6 or more Players:** Guard — Harkonnen Fighter
- **7 or more Players:** Lady Jessica — Atreides Noble
- **8 Players:** Beast Rabban — Harkonnen Noble

Shuffle the selected Identity Cards and deal one to each player face-down. Each player secretly looks at their Identity Card.

Sigils Each Action Card has a Sigil that is used in scoring in the Battle Round. Each Action Card that matches a Sigil on your Identity Card scores a point.



Atreides



Harkonnen



All Nobles



All Fighters



All Players

Identity Card

House

Rank

Scoring Sigils

Attribute



Trait Cards

The dealer gives each player one of each type of Trait Card: Atreides, Harkonnen & Fighter. Each player secretly selects the two Trait Cards matching their Identity Card.

All Nobles: Atreides & Harkonnen

Atreides Fighter: Atreides & Fighter

Harkonnen Fighter: Harkonnen & Fighter

Players shuffle their two Trait Cards and place them face-down next to their Identity Card such that even they don't know which is which. Ask a neighboring player to shuffle for you if desired.

Each Player hides their unused Trait Card underneath their Identity Card.

Note: A Fighter's Traits exactly match their Identity. Nobles trust no one, so are in disguise with both House Traits.

Target Cards

The dealer gives each player one Attack and one Defend Target Card. Players place these face-down beside their Identity Card.

Harkonnen Reveal

Once all players have looked at their Identity Cards, the dealer must make sure that the Harkonnen Nobles know who their Fighters are by repeating the following script:

'Everyone close your eyes.'

'All Harkonnen Fighters raise a hand.'

'Baron Harkonnen, open your eyes and note who your Fighters are.'

'Baron Harkonnen, close your eyes. Everyone's eyes should now be closed.'

If there are 8 players, continue:

'Beast Rabban, open your eyes and note who your Fighters are.'

'Beast Rabban, close your eyes. Everyone's eyes should now be closed.'

Close with:

'Harkonnen Fighters lower your hands.'

'Everyone, open your eyes.'

Note: Both Harkonnen Nobles know their Fighters, but neither know the identity of the other Noble.

Game Play

Each game has six Rounds:

- **3 Action Rounds**
- **2 Targeting Rounds**
- **1 Battle Round**

Use the Round Tracker to keep track of the Rounds.

Action Rounds

There are three Action Rounds. In these Rounds, each player in turn, starting with the dealer and going clockwise around the table, chooses one of the flipped Action Cards. Some Action Cards have actions that occur immediately when drawn, while others are used later in the Targeting Rounds. If an Action Card has a Sigil matching those on the player's Identity Card, they will score a point in the Battle Round.

Strategy

While adding Action Cards that match your Sigils will gain you points in the Battle Round, they can also tip off your opponents as to your identity!



Select an Action Card

On your turn, choose one of the three available face-up Action Cards. Place the card above your Trait Cards.

If any of the Action Cards cannot be played (for instance because your Traits are all Shielded (see page 6) or because there aren't enough Unshielded Trait Cards to view), the player can ask the dealer to discard that card and flip another in its place. This can also be requested if a player already owns one copy of Mind Games and another copy is face-up.

Once a player has selected their Action Card and finished their turn, the dealer flips a new Action Card to replace it. If it is identical to an already flipped card, discard it and flip another until three unique Action Cards are showing. If the Action Deck runs out, shuffle the discards to form a new Action Deck. A player may own multiple copies of the same card.

Immediate

If the Action states that it is to be used immediately, the player must complete all of the shown actions upon selecting the card.

Use in Targeting Rounds

Action cards stating that they are used in a Targeting Round do nothing at this point.

Viewing Traits

When an Action Card tells a player to view a Trait card, they select an appropriate Unshielded Trait Card and secretly look at it or have another player secretly look at it (depending on the card's instructions).

Shielded and Unshielded Traits

Trait Cards start the game Unshielded. When a Trait Card is viewed, it becomes Shielded. Return the card to its original spot, but turned on its side. It can't be viewed again, except by Mind Breaker.



Shielded Trait



Unshielded Trait

Tokens

Two of the Action Cards use Tokens: Atreides Sigil and Atreides Master of Assassins. If you select either of these cards, place the matching Token on it.

Atreides Sigil and Assassin Tokens are used in the first Targeting Round.

Tokens



Strategy

Viewing Trait Cards gives you valuable information as to who you can trust, who you must protect, and who your enemies are. If you see a Fighter Trait Card, you now know that player is an Atreides or Harkonnen Fighter. If you see an Atreides or Harkonnen Trait Card, you know that the player is either a Noble of either House, or a Fighter of that House.

A player may say anything they like about the viewed card, protecting others or accusing enemies as they please.

Targeting Rounds

There are two Targeting Rounds. In these Rounds, each player in turn, starting with the dealer and going clockwise around the table, looks at their Target Cards and chooses one to place face-down on top of another player's Identity Card. Before doing so, they can play Targeting Round Action Cards.

Use Targeting Round Action Cards

At the start of their turn, a player may use one or more of their Action Cards that state they are used in the Targeting Rounds. Some cards can only be used in the first or second Targeting Round, while others can be used in either Targeting Round.

Uniquely, the Ornithopter Escape card is played in another player's turn as a response to being Targeted.

To use a card, the player follows the rules shown on the card, and then turns it on its side to show that it is now Shielded and cannot be used again. If a player wants to use multiple Action Cards, they must play them in sequence with each card completed before they play the next card.

Delivering Tokens

The Atrides Sigil and Master of Assassins cards allow players to deliver Sigil or Assassin Tokens to other players. Place the Tokens on the player's Identity Card when they are delivered. Players cannot deliver Tokens to themselves. If a player already has 2 Tokens on their Identity Card, they cannot receive further Tokens.

These Action Cards must be used in the first Targeting Round. If a player chooses not to deliver their Tokens or forgets to do so, they remain on the Action Card and have no effect.

Strategy

Play Sigil Tokens on players from your own House. If you are Atrides, this will gain points for your allies. If you are Harkonnen, it will stop the Atrides from gaining points.

Play Assassin Tokens on players from the opposing House. If you are Atrides, this will cost your enemies points. If you are Harkonnen, it will protect your allies.

Target a Player

On their turn, a player places either their Attack or Defend card face-down on top of another player's Identity Card.

In the second Targeting Round, a player will place the only card they have left. Each card they place remains hidden until the Battle Round unless a player uses an Aerial Recon Action Card to view it.

A player may play both of their Target Cards on the same player, but may not play a Target Card on their own Identity Card. If a player already has 3 Target Cards, they can no longer be Targeted.

Attack your enemies, as their team will lose a point for each of their players that received at least one Attack card.

If you can, attack their Nobles, as Nobles lose points for every Attack card played on them! That makes it particularly important to defend your Nobles, especially if you are House Atreides, since their Nobles lose 2 points for every Attack card played on them.

Note: The Ornithopter Escape Action Card is played immediately as a response when the player is Targeted by another player. The player who Targeted them must either Target another player with that card or discard it.

Note: The Mind Games Action Card allows a player to skip placing a Target Card in the first Targeting Round and instead place both in the second, if desired.



Strategy

This is a game about social interaction. Feel free to discuss why you targeted who you did and whether you played your Attack or Defend card. Since no one can see which you actually played, this can be an opportunity to mislead your enemies or to signal your friends!

Battle Round

The last Round of the game is the Battle Round. In this Round, each player in turn, starting with the dealer and going clockwise around the table, adjusts the Battle Marker by their score. At the end of the Round, the Battle Marker will show which House has won.

Using the Battle Marker

The Scoreboard has two sides, one for 4, 6, or 8 players and one for 5 or 7 players. Make sure that the appropriate side is showing and that the Score Marker is on the Start.

Players move the Score Marker towards their own side when they score points and towards their enemy's side when they lose points. (Points are not limited by the game board.)

House Atreides: Move the Score Marker right when scoring points and left when losing points.

House Harkonnen: Move the Score Marker left when scoring points and right when losing points.

Reveal Identity

At the start of their turn a player reveals their Identity Card and all the Target Cards and Tokens on it.

Score Action Cards

A player scores 1 point for each Action Card they have with a Sigil that matches one on their Identity Card.

Score Tokens

Atreides Sigil: An Atreides player scores 1 point for each Sigil Token they have.

Master of Assassins: A Harkonnen player loses 1 point for each Assassin Token they have.

Score Target Cards

Time to tally the scores:

Harkonnen Nobles: lose 1 point for **each** Attack card.

Atreides Nobles: lose 2 points for **each** Attack card.

Fighters: Fighters lose 1 Point if Attacked, ignore further Attacks.

Each player gains 1 point for each Defend card they receive.

Scoring Examples

The first player is the Guard, a Harkonnen Fighter.

Their Action Cards are: *Mind Games* with the Any Fighter Sigil, *Ornithopter Escape* with the Any Fighter Sigil, and *Aerial Recon* with the Any Noble Sigil.

They score 1 point each for the two Any Fighter Sigils that match their Identity Card. They have an Assassin Token, which costs them 1 point. They have 2 Attack cards, so lose 1 point. Since they are a fighter, the additional Attack cards has no effect. With 2 points for the Harkonnen and 2 against, the Score Marker remains where it was.



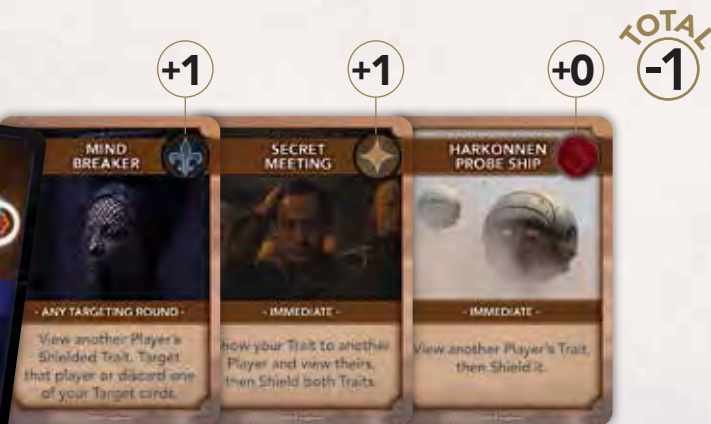
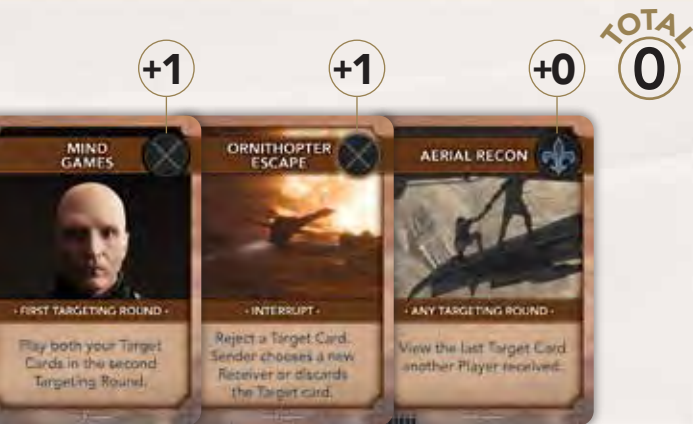
The next player is Lady Jessica, an Atreides Noble.

Their Action Cards are: *Mind Breaker* with the Any Noble Sigil, *Secret Meeting* with the Any Player Sigil, and *Harkonnen Probe Ship* with the Harkonnen Sigil.

They score 1 point each for the Any Noble and Any Player Sigils that match their Identity Card. They have an Assassin Token, but this has no effect on an Atreides player (so flip it over to the Atreides side).

They have 2 Attack cards and 1 Defend card. As an Atreides Noble, they lose 2 points for each Attack card. Finally, they gain a point for the Defend card. With 3 points for the Atreides and 4 against, the Score Marker ends 1 place to the left, leaving the Harkonnen in a better position.





Winning the Game

At the end of the Battle Round, the position of the Score Marker shows the outcome.

If the Score marker is on an Atreides Sigil, then House Atreides has won. Their position on Dune is secure.

If the Score marker is on a Harkonnen Sigil, then House Harkonnen has won. They have recovered their holdings on Dune and their place in the Emperor's grace.

Credits

Producers:

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Thanks to our play-testers' awesomeness through every iteration:

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Linus Hille, Ana Durglishvili, Onkar Mohite, Katarzyna Suhs,

Oussama Alimi, Aparna, and Robert.

Finally to Sooin Moon Eskridge, partner among the dunes.

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And Frank Herbert, author and creator of the Dune Universe, whose singular vision and imagination have inspired us all.

Quick Reference

Setup

See pages 3-4

Action Rounds

Select an Action Card

Place one of the face-up Action Cards above your Trait Cards. Complete any action and flip a new Action Card to replace it, discarding duplicates.

Immediate

Player must complete the shown actions upon selecting the card.

Viewing Traits

Player selects an Unshielded Trait and secretly looks at it or has another player secretly look (depending on the card's instructions).

Shielded and Unshielded

Traits start Unshielded. When viewed, they are turned sideways and become Shielded, so cannot be viewed again.

Targeting Rounds

Use in Targeting Round

Player uses one or more Action Cards following the rules on the card, and then Shields it so that it cannot be used again.

Delivering Tokens

Place Sigil or Assassin Tokens on a player's Identity Card. No more than 2 Tokens per player.

Target a Player

Place an Attack or Defend card face-down on another player's Identity Card. No player can be given more than 3 Target Cards.

Battle Round

Using the Battle Marker

Make sure Scoreboard is on correct side and the Score Marker is on Start.

House Atreides: Move the Score Marker right when scoring points and left when losing points.

House Harkonnen: Move the Score Marker left when scoring points and right when losing points.

Reveal Identity

Player reveals Identity Card and all Target Cards and Tokens on it

Score Action Cards

Score 1 point for each Action Card with a Sigil matching Identity Card.

Score Tokens

Atreides Sigil: An Atreides player scores 1 point.

Master of Assassins: A Harkonnen player loses 1 point.

Score Target Cards

Harkonnen Nobles: lose 1 point for **each** Attack card.

Atreides Nobles: lose 2 points for **each** Attack card.

Fighters: Fighters lose 1 Point if Attacked, ignore further Attacks.

Defend Against Attacks

Gain 1 point for each Defend card.

Winning the Game

If the Score marker is on an Atreides Sigil, then House Atreides has won. If the Score marker is on a Harkonnen Sigil, then House Harkonnen has won.

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