

# DUNE™\*

## ADVENTURE GAME

For 2 to 4 players/Ages 10 and Up

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### INTRODUCTION

Sometime in the century ten thousand . . .

Ordered by the Emperor Shaddam IV to leave their lush planet, Caladan, the Atrides family journeys to the desert planet known as Dune. Their mission: to replace their mortal enemies, the Harkonnens, as rulers of this desolate planet. But their mission is a trap! Fearing that the power of the House of Atrides is becoming a threat to his own, the Emperor Shaddam has secretly joined his ruthless Sardaukar terror troops to the Harkonnen legions in order to eliminate the Atrides.

The Atrides learn of the Emperor's scheme, and of the realities of their parched new world. They realize they must form an alliance with the elusive desert people, the Fremen, if they are to grow stronger. From low-flying ornithopters, they learn about the perilous mining of Spice with the aid of gigantic Spice Harvesters. To survive, the Atrides must learn to wear moisture-recycling stillsuits; to be on guard against the violent sand storms that sweep the planet; and to escape the unimaginable horrors of monstrous Worms!

The time comes for the ultimate battle between the major powers. Millions of warriors clash in a great contest of mind and might, from which only *one* true supreme power can emerge . . .

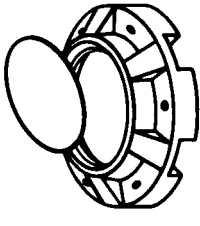
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<b>OBJECT</b> .....		
To eliminate all enemy characters and be the only player to have at least one character remaining at the end of the game. Use your Spice, Harvesters, Kanly cards, and Equipment cards to assist you in reaching this ultimate goal.		
<b>EQUIPMENT</b>		
Game board • 12 Dune Character Cards • 12 Character Discs and Plastic Movers • 12 Character Strength Clips • 52 Kanly and Equipment Cards • 24 Harvesters • 70 Spice Pieces • Six 6-sided dice (red) • Six 8-sided dice (white) • 1 Game Play Guide		
<b>THE GAME BOARD</b>		
The game board represents the water-starved planet of Dune. The spaces that form the inner circle of the board represent the castle of the rulers of Dune. The spaces surrounding the outer walls of the castle represent the hazardous, sand-covered terrain of Dune.		
<b>THE DUNE CHARACTER CARDS</b>		
Please review the illustration on p. 4 in order to identify the key features on your 3 character cards.		
<b>Stetch Color Coding</b> (pronounced Seech)		
All 3 of your character cards have matching color borders. These border colors must match the color of your Stetch space.		
<b>Character Names</b>		
Character names appear at the bottom of all character cards. Refer to <i>The Characters</i> , page 14 for a brief description of each Dune character.		
<b>Guile</b>		
Guile refers to your character's craftiness or cunning. The number on the left-hand side of each of your character cards indicates the character's level of guile. Guile will be important in certain game play situations, such as a Sand Storm, Poison, or Worm attack.		
<b>Strength and Strength Clips</b>		
Strength refers to your character's power and endurance. The numbers that appear on the right-hand side of your character cards indicate possible strength values for that character; 6 being the highest and 1 being the lowest. If a character's strength is reduced to 0, that character is eliminated. At the start of the game, you must place a strength clip over the number next to which the word "STRENGTH" appears. During game play, certain situations may arise which will cause your character's strength value to either increase or decrease. Depending upon the circumstances, you will move your character's strength clip up to increase strength, and down to decrease it.		

### SET UP

1. Open the game board and place it in the center of the playing area so that one Sietch space is directly in front of each player.
2. Shuffle together all the Kanly cards and Equipment cards and place them in a pile, *Face Down* in the center of the game board. *Note:* During game play, all discarded cards are out of the game and cannot be used.
3. In turn, roll two 6-sided dice. The player who rolls the highest number goes first. Play then passes, in turn, to the *LEFT*.

**At This Point, You May Begin to Play by Using the Game Play Guide and Referring, When Necessary, to the Rules.**

1. Open the game board and place it in the center of the playing area so that one Sietch space is directly in front of each player.
2. Shuffle together all the Kanly cards and Equipment cards and place them in a pile, *Face Down* in the center of the game board. *Note:* During game play, all discarded cards are out of the game and cannot be used.
3. Take the 3 Dune character cards that match the color of the Sietch space directly in front of you.
4. Take 3 character strength clips and place one onto each of your character cards so that it covers the number next to the word "STRENGTH."
5. Carefully remove all 12 character discs from the perforated sheet. Take the 3 character discs that match your character cards and insert each into a matching-color mover. Then, place all 3 character movers onto their matching color Sietch space.



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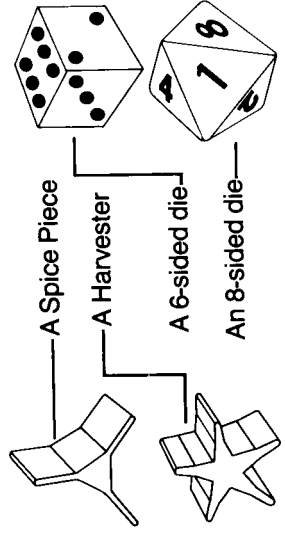
### Each Player Does The Following:

**SPICE**  
Spice, or melange, is a crop unique to the planet Dune. Because of its scarcity, Spice is considered quite valuable and is traded as a form of currency.

**HARVESTERS**  
Harvesters are large Spice-mining machines.

**KANLY CARDS AND EQUIPMENT CARDS**  
Kanly cards and Equipment cards help strengthen your characters and are always good to obtain. Equipment cards feature various types of weapons, while Kanly cards offer your characters the ability to seek revenge on the enemy.

**DICE**  
In this game, there are two different types of dice: 6-sided dice and 8-sided dice. During game play, you will be instructed on which type of dice to use.



## PLAYING

On your turn, try to eliminate enemy characters while also trying to gain Spice, Kanly cards, Equipment cards, and Harvesters.

Each turn consists of 4 steps, only the first of which is required. **THE REMAINING 3 STEPS ARE OPTIONAL.** The steps are, in order:

1. Roll two 6-sided dice and move your character (or characters) on the game board.
2. Fight enemy characters.
3. Buy Kanly cards, Equipment cards, or Harvesters.
4. Invest Spice in any or all of your investment spaces.

On your turn, you *must* move at least one of your characters first. After moving, you have the *option* to FIGHT, BUY, and/or INVEST. You must do these things in the order given, but if you do not fight, you can still buy, and if you do not buy, you can still invest.

**NOTE: YOU MAY PLAY ONE KANLY CARD AFTER MOVING AND BEFORE BUYING.**

## GAME PLAY GUIDE

The basic rules for how to MOVE, FIGHT, BUY, and INVEST appear on your Game Play Guide. Always refer to this Guide while playing. Additional rules and strategy hints regarding these 4 steps appear on the pages that follow.

## ADDITIONAL RULES AND STRATEGIES

### MOVE

Move all Characters on the board in a clockwise direction.

### Moving Your Characters on the Game Board

You begin the game by placing all 3 of your characters on their matching color Stetch space. This is your "home" space. You may move your characters along desert spaces (the outer circle) and castle spaces (the inner circle). At each Stetch space, there is an opening in the castle wall. You must move your characters through a Stetch space (any Stetch space) whenever you wish to cross over from one circle to the other.

### Moving One Character on Your Turn

If you decide to move one character on your turn (or only have one character to move), use the number on either die, or the total of the two dice. (see *GAME PLAY GUIDE*).

**EXAMPLE:** If you roll a 5 and a 4, and you are moving only one character, you may move that character 4, 5, or a total of 9 spaces.

### Moving Two Characters on Your Turn

If you decide to split your roll of the dice, and move two characters on your turn, follow these guidelines:

1. Move each character only the number of spaces indicated on a single die.
2. Decide which of the two spaces you will act upon first.
3. Follow the directions for your first space, then for your second space.

### No Harvesters and No Spice

If, at the beginning of your turn, you have neither Harvesters nor Spice, you automatically receive 1 Spice piece from the Spice bank. You must take the Spice before you begin to move your character. (If you have one or the other, this does not apply).

## FIGHT/AMBUSH

If your character lands on a space occupied by an enemy character, you may, if you wish, declare a "FIGHT" immediately—but you must follow the directions for the space before actually fighting. However, if the enemy calls "AMBUSH" before you call "FIGHT," or before you follow the directions for the space, you must battle this character first. If you win, you must then follow the directions for this space.

Fighting is the second part of your turn (after Moving) and is optional. A fight is actually a battle that is fought with dice and, if you have any, Kanly cards and Equipment cards. The object of a fight is to:

- eliminate enemy characters
- acquire Equipment cards belonging to enemy characters
- raise your fighting character's strength by 1 point

An ambush can accomplish the same results for your opponent as a fight can for you. Your opponent may call an ambush quickly, before you declare a fight—or even if you do not intend to fight. So beware!

**NOTE:** You may wish to ambush an enemy character, especially when its strength value is lower than your character's strength value.

**Fighting with More Than One Character**  
At times, you and your opponent may have more than one character involved in a single fight on the same space. Whenever this happens, each player:

1. Adds the strengths of his or her characters involved in the fight to determine how many dice can be used—**BUT NO MORE THAN 6**.
2. Chooses which character involved in the fight will take the damage. **EACH PLAYER MUST CHOOSE ONLY ONE.**

**NOTE:** When fighting with more than one character, the player who wins the fight can raise the strength of *all* his or her characters involved in the fight by 1 point.

### Winning a Fight

The winner of a fight:

1. Raises his or her character's strength by 1 point by sliding the strength clip up to the next number on that character card.
2. Takes **ALL** Equipment cards belonging to the defeated enemy character and immediately assigns any cards that are not duplicates to the winning character. Duplicates may be assigned to other characters or held in hand. **YOU CANNOT USE THIS EQUIPMENT UNTIL YOUR NEXT TURN.**

3. Remove defeated character from board.

### BUY

No player may buy more than 3 Kanly cards or Equipment cards and 3 Harvesters on one turn.

Buying is the third part of your turn (after moving and fighting) and is optional.

### Buying Kanly Cards and Equipment Cards

You may, if you wish, buy up to 3 cards on a turn. Each card costs 1 Spice, which is paid directly to the Spice bank.

### Buying Harvesters

You may also buy up to 3 Harvesters on your turn. Each Harvester costs 1 Spice, which is paid directly to the Spice bank. Take Harvesters directly from the Harvester bank.

### INVEST

As the last part of your turn, you may invest any amount in an attempt to earn more Spice.

Investing is the fourth and final part of your turn (after moving, fighting, and/or buying).

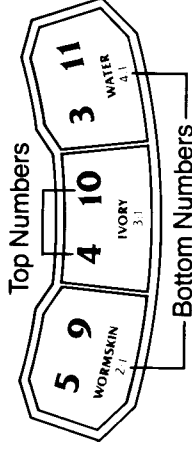
Investing your Spice offers you a chance to earn more Spice. However, like most investments, there is some risk involved, and you are not guaranteed a return.

### How Much Spice to Invest and Where to Place It

Place any amount of Spice onto any or all of the 3 investment spaces in front of you.

### How to Read Your Investment Spaces

**EXAMPLE:** For 3, 11: If any player rolls a total of 3 or 11, you earn a return on your investment.



**Top Numbers** At the top of each investment space are two numbers. These numbers offer you two chances to earn a return on your investment. When any player (including yourself) rolls the dice to begin his or her turn, add together the numbers on both dice. If the sum of the dice equals one of the top two numbers in your investment space, you earn a return on your investment!

**Bottom Numbers** At the bottom of each of your investment spaces are two numbers separated by a colon (:). These numbers indicate how much Spice you'll receive for every one you invest.

**EXAMPLE:** For 4:1, you will earn 4 Spice for every 1 invested.

### When to Take Your Investment Return and from Where

Whenever you are eligible for a return on your investment, take the appropriate number of Spice directly from the Spice bank and take back all Spice invested on that winning space. If more than one player is due an investment return at a time, players should take their Spice in a clockwise direction, beginning with the player whose turn it is.

### Losing Your Investment

If, on your next turn, after you roll the dice to move, you have any Spice left on any of your investment spaces that have not earned a return, you lose them and must place them in the Spice bank.

## KANLY CARDS AND EQUIPMENT CARDS

There are two types of cards: Equipment cards and Kanly cards. Both help you strengthen your characters; one with weapons, the other with the ability to seek revenge. You can acquire these cards by buying them, capturing them from enemy characters, or by trading with other players.

Equipment cards consist of various weapons and protective gear that can be used when your characters fight or ambush enemy characters.

The Equipment cards are:

**Sword** THIS CARD LETS YOU USE ALL 8-SIDED DICE INSTEAD OF 6-SIDED DICE WHEN FIGHTING.

**BENEFIT:** Greatly increases fighting capability if your character's strength is less than the enemy character's strength.

**Gorn Jabar** THIS CARD LETS YOU USE ONE EXTRA 8-SIDED DIE WHEN FIGHTING—IN ADDITION TO YOUR OTHER DICE.

**BENEFIT:** Increases fighting capability if your character's strength is less than the enemy character's strength.

**Lasgun** THIS CARD LETS YOUR CHARACTER SHOOT AN ENEMY CHARACTER WHO IS 1 OR 2 SPACES AHEAD OF YOU. THERE CAN BE NO OTHER CHARACTERS BETWEEN YOU AND YOUR TARGET.

**BEST USE:** When you wish to eliminate a character without entering into a fight.

**Shield** AS LONG AS THIS CARD IS ASSIGNED TO YOUR CHARACTER, IT WILL PROTECT YOUR CHARACTER FROM LASGUN BEAMS.

**Poison** THIS CARD ALLOWS YOU TO ATTEMPT TO POISON AN ENEMY CHARACTER—BUT ONLY AFTER YOU'VE INFLICTED 1 POINT OF DAMAGE TO YOUR ENEMY'S STRENGTH. AFTER YOU USE THIS CARD, YOU MUST DISCARD IT.

**BENEFIT:** Helps you eliminate your opponents more quickly during a fight.

**Stillsuit** THIS CARD INCREASES YOUR CHARACTER'S GUILF BY 1 POINT WHEN ATTACKED BY A WORM OR SAND STORM WHILE ON DESERT SPACES.

**BEST USE:** When a character is traveling in the desert.

**Ornithopter** THIS CARD ALLOWS YOU TO MOVE YOUR CHARACTER TO ANY OTHER SPACE ON THE BOARD. USE IT INSTEAD OF FOLLOWING THE ROLL OF THE DICE, OR WHEN ATTACKED BY EITHER A WORM OR A SAND STORM TO MOVE INTO THE CASTLE, OR BACK TO YOUR SIETCH. IF YOU USE THIS CARD, YOU MIGHT LOSE IT.

**BEST USE:** When your character is just about to be attacked.

### Assigning Equipment Cards

You can assign Equipment cards to any of your characters for use in fighting. However, you can only assign one of each kind of Equipment card to any one character.

You must assign an Equipment card:

- immediately after buying it
  - immediately after you capture it in a fight
- YOU CANNOT WAIT TO ASSIGN AN EQUIPMENT CARD AT A LATER TIME IN GAME PLAY. ONCE ASSIGNED, EQUIPMENT CARDS CANNOT BE REASSIGNED TO ANY OF YOUR OTHER CHARACTERS.

To assign an Equipment card, simply place it under the character card of your choice, as shown in the illustration.

**PLACE EQUIPMENT CARDS BEHIND YOUR CHARACTER CARDS SO THAT THEIR TITLES ARE VISIBLE.**



### Equipment Cards Not Assigned

If you have a duplicate Equipment card and cannot assign it, you must place it Face Down in your pile of Kanly cards. If, for any reason, you lose an Equipment card already assigned, you may replace it with a duplicate from your pile.

In general, you will want to assign Equipment cards whenever possible in order to strengthen your character. If you place Equipment cards into your Kanly card pile, there is a greater chance that they may be taken by another player following an attack or a fight.

## KANLY CARDS

Unlike Equipment cards, Kanly cards cannot be assigned to characters. Rather, whenever you acquire Kanly cards, simply place them *Face Down* in a pile in front of you.

The Kanly cards are:

**Secret Silo** THIS CARD ALLOWS YOU TO TAKE SPICE FROM THE BANK.

**Hunter-Seeker** YOU MAY ATTEMPT TO ASSASSINATE AN ENEMY CHARACTER WITH THIS CARD.

**Harvester Raid** THIS CARD ALLOWS YOU TO STEAL HARVESTERS FROM ANOTHER PLAYER.

## Playing Kanly Cards

You can only play one Kanly card *ON YOUR TURN*. You *must* play it before you begin the buying part of your turn. Once you have used a Kanly card, you must place it on the discard pile.

## MAKING A DEAL

*At any time during the game, you may make a deal with another player.* Once a deal is made, it must be honored for one complete round of play.

At certain times during the game, situations may arise when you may wish to make a deal

## SELLING HARVESTERS OR KANLY CARDS AND EQUIPMENT CARDS BACK TO THE BANK

At any time during the game, players may sell Harvesters or Kanly cards and Equipment cards back to the bank. The bank will pay 1 Spice for every 2 cards or Harvesters returned—or 1 Spice for 1 card and 1 Harvester. Returned Kanly and Equipment cards are placed in the discard pile.

## PROTECTION

At any time during the game, you may pay Spice directly to the bank in order to raise your character's guile, or to protect your Harvesters.

## Raising Your Character's Guile

For every 3 Spice you pay to the Spice bank, you will increase your character's Guile by 1 point. If enough Spice is paid, it will become impossible for your character to be eliminated. This heightened guile is only good for one attack. After the attack, your character's guile immediately returns to its assigned guile value.

You may wish to raise your character's guile whenever your character is attacked by a Sand Storm, Poison, or Worm.

## Protecting Your Harvesters

For every 1 Spice you pay to the Spice Bank, you will protect one of your Harvesters from a Sand Storm or the Worm. You may protect as many of your Harvesters as you wish. A protected Harvester is automatically safe *for that attack only*, so there is no reason for dice to be rolled against your protected Harvesters.

## END OF GAME AND WINNING

The game ends when one player has eliminated all opponents' characters. The player whose character(s) survives is the winner!

## 2-PLAYER GAME

A 2-player game plays like a 4-player game, with the following exceptions:

1. Each player controls two sets of characters. Each player should control the characters on opposite Sietch spaces (e.g., one player controls the red and blue Sietch, the other the green and yellow Sietch).
2. Play proceeds to the left as usual so that players alternate turns. Example: If red goes first, play proceeds to yellow, blue, then green.
3. Each player receives the usual number of Spice and Harvesters for each set of characters at the beginning of the game. Each

with another player (or players) in order to keep your character(s) safe. You may wish to trade Spice, Harvesters, Kanly cards, or Equipment cards—almost anything—in an effort to protect your character.

**EXAMPLE:** You land on an enemy occupied space, but do not wish to fight. You also do not want the enemy character to ambush your character. You might offer your opponent an Equipment card and some Spice if he or she promises not to ambush you. If your opponent agrees, he or she cannot ambush you on this turn.

## RUNNING OUT OF SPICE, HARVESTERS, AND CARDS

There is a limited number of Spice, Harvesters, Kanly cards and Equipment cards. If the Spice or Harvester banks are empty, or the Kanly Card/Equipment card draw pile is completely used up, these items are not available. **THE BANKS WILL NOT OWE A PLAYER SPICE OR HARVESTERS FROM A PREVIOUS TURN.**

player should keep both sets of character cards, as well as all Kanly cards, Equipment cards, Spice and Harvesters in front of him or her.

### 3-PLAYER GAME

A 3-player game is played in the exact same manner as a 4-player game.

## THE DUNE CHARACTERS

### RED

**Paul Atreides** The heroic son of Duke Leto, heir to the House of Atreides. Strength: 4, Guile: 3.

**Duke Leto Atreides** The head of the House of Atreides, one of the great planet-ruling clan houses. Strength: 3, Guile: 4.

**Gurney Halleck** A loyal Atreides planetologist. Strength: 5, Guile: 3.

### YELLOW

**Emperor Shaddam IV** The ruler of all the clan houses, the head of the Empire that rules the universe. Strength: 3, Guile: 4.

**Princess Irulan** The daughter of the Emperor Shaddam IV. Strength: 4, Guile: 3.

**Sardaukar Warrior** One of the soldier-fanatics of the Padishah Emperor. Strength: 5, Guile: 3.

### BLUE

**Dr. Kynes (Liet)** The Imperial Ecologist, who is, in reality, the leader of the Fremen of Dune. Strength: 3, Guile: 4.

**Chani** Daughter of Dr. Kynes (Liet). Strength: 4, Guile: 3.

**Stilgar** One of Dune's Fremen leaders. Strength: 5, Guile: 3.

### GREEN

**Baron Harkonnen** Evil leader of the clan House of Harkonnen, enemy of the House of Atreides. Strength: 3, Guile: 4.

**Feyd** One of Baron Harkonnen's two evil nephews. Strength: 4, Guile: 3.

**Beast Rabban** Baron Harkonnen's other evil nephew who eventually becomes Governor of Dune. Strength: 5, Guile: 3.

## ADDITIONAL DUNE TERMS

**BENE GESSERIT:** (pronounced Benny Guesser-it) A student of the ancient school of mental and physical training.

**GOM JABAR:** A thin short blade (often poisoned) for left-handed use in shield fighting.

**HARVESTER RAID:** Used to mine Spice, Harvesters are in great demand and are often stolen.

**HUNTER-SEEKER:** A razor-sharp sliver of metal guided as a weapon by a control console. It is a common assassination device.

**LASGUN:** A gunlike weapon that fires a powerful and continuous laser beam.

**ORNITHOPTER:** An aircraft of wing-beat flight, much like a bird, commonly referred to as a 'Thopter.

**SAND STORM:** (also referred to as CORIOLIS) A type of violent storm that periodically sweeps the planet Dune.

**SECRET SILO:** A warehouse for stolen or illegal Spice.

**STILLSUIT:** A protective garment that shields the body from extreme heat and recycles body moisture.

**WORM:** Any of the gigantic, deadly sandworms that inhabit the planet Dune.



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