BGT™

Board Game Therapy™

Extended Edition

Dune: Imperium Uprising

TABLE Method™ Game Guide



Play. Connect. Grow.

INSIDE THIS GUIDE

How to use this guide

An extended TABLE Method™ companion for Dune: Imperium Uprising. The game is not included; play by the rulebook in your box.

RUN THE GAME

At a glance and rules summary	3
Why this game, and the TABLE plan	4
Running the session	5
The five-rung debrief	6
Fit, access, and repair	7
Rule variations (4)	8

PLAN THE SESSION

Session plan: host or teacher	10
Session plan: coach	11
Session plan: licensed clinician	12
A three-session series	13

FACILITATE WITH DEPTH

Facilitator prompt bank	14
Debrief question bank	15
Adapting for ages, group sizes, and access	16
Troubleshooting	17

PRINTABLES

One-page desk card	18
Table agreements card	19
Session planning sheet	20
Rounds and conflicts log and after-session notes	21
Participant reflection (fillable)	22

CREDITS AND LICENSE

Credits, sources, scope, and evidence	23
License and permitted use	24

START HERE

For a first session, read pages 4 to 6, pick the session plan for your role, and print the desk card and agreements card. Everything after that is there when you need it: more prompts, more debrief questions, adaptations, and fixes for common problems.

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AT A GLANCE

Dune: Imperium Uprising at the table

Cards that send agents, a reveal, and a conflict each round. A TABLE Method™ companion for a game you already own. This guide does not include the game.

Edition	Dire Wolf Digital English main rulebook dated 23-10-12 (3 or 4 players)
Players	3 or 4 with the main rules; 1, 2 or 6 need the separate supplement
Session plan	Learning game: about 120 min BGT window; may end unfinished
Materials	Base Uprising box, main rulebook, Board Space Guide; CHOAM module left out

PLAY BY THE RULEBOOK IN YOUR BOX

This summary is a session aid, not a substitute for the published rules, and it leaves out details. Dire Wolf Digital English main rulebook 23-10-12, publisher-hosted PDF pp.4 to 15. Supplement for 1, 2 or 6 players retained but not summarized. Editions differ; if your rulebook says something different, follow your rulebook.

In the BGT book: Independent TABLE Method companion facilitation; no book chapter placement or tested outcome is asserted.

How the game works, in brief

Each round players play cards to send agents to board spaces, then reveal the rest of their hand to buy cards and fight one conflict. First to 10 points at round end, or an empty conflict deck, ends the game. Talk about bluffing and alliances as game moves only.

1. Setup: Leaders (one-icon Leaders suggested for a first game; no Shaddam without CHOAM), a 10-card Conflict deck of 1, 5 and 4 cards by level, 5-card Imperium row, 10-card starting decks, 1 water each, 3 troops in your garrison (pp.4,5).
2. Score starts at 1 in a 4 player game, else 0. Each player draws one objective; its first player icon picks the first player. Round phases: Round Start, Player Turns, Combat, Makers, Recall. Round Start reveals a conflict and everyone draws 5 (pp.5,8).
3. Agent turn: play one card, use one of its agent icons to send an agent to an empty matching space, pay its cost and meet its influence need. Agent turns are optional; a Reveal turn shows your remaining hand, uses reveal boxes and buys cards with persuasion (pp.8,9,12).
4. At a combat space you may deploy units recruited this turn plus up to 2 from your garrison. Strength: 2 per troop, 3 per sandworm, 1 per revealed sword; no units means 0. The Shield Wall blocks sandworms at three protected locations until removed (pp.10,12).
5. Combat: players in the conflict may play combat intrigue cards until all pass in a row. Highest strength takes the first reward and the card; ties for first each take the second reward. With 3 or fewer players the third reward only settles a second place tie (p.14).
6. Makers adds 1 spice to each empty maker space. Recall: if someone has 10 or more points or the conflict deck is empty, play endgame intrigue cards and the most points wins. Ties: spice, Solari, water, then garrisoned troops (p.15).

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THE TABLE PLAN

Why this game, and how to set it up

Each round shows a clear split between public moves, agents on the board, and a private hand revealed later. That gives a clear way to talk about hidden plans and open conflict as parts of a game.

T **Target.** Notice public and private information, chosen risk and each player's ownership of their moves.
Relational demand: Choose discussion depth with participants; no formal stage or ability rating is assigned.

A **Assess.** Check the player count, the time, and whether the game serves today's goal.

- Does everyone want direct conflict and bluffing in a long game?
- Can each player read card text and board icons with chosen support?
- Do we have 3 or 4 players for the main rules?

B **Build.**

- Show one Agent turn with a sample card and space, then one Reveal turn with persuasion and strength. Show a combat with two strengths. Reset the samples first.
- Agree Pass for optional reflection, Pause for a break and Fold to halt play immediately for the whole table, plus a visible signal. These are session agreements, not new game actions.
- Offer reflection after Recall, not during a combat or while someone plans. A real Fold halts the whole table immediately.

L **Lead.**

- Name a lost conflict as a game result, not a personal defeat.
- Leave card plays and deals with their owner.
- Read board space costs aloud on request without advising.

E **Extract and Extend.** Debrief in order: Board, Self, Us, Life or Work, Extension. Ask what participants make of the game. Do not tell them.

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FACILITATOR SEQUENCE

Running the session

Opening script

> *"We play the Dire Wolf Digital main rules, no CHOAM. Agents first, then a reveal, then combat. Bluffs stay in the game. Pass skips reflection, not a turn. Pause offers a break; Fold halts play and we close unfinished."*

Suggested timing

SEGMENT	TIME
Agreements and fit	5 min
Teach and reset	15 min
Play within chosen window	85 min
Optional reflection	12 min
Close and reset	3 min

Adjust to your group and to the official rules. Use the agreed session boundary; an early stop is unfinished, not a new official victory.

Planned pauses

WHEN	ASK
After Recall	Which conflict reward mattered most?
After a reveal	Was the strength total clear?
At close	Did someone reach 10, or is this unfinished?

Agreements and signals

Pass: say Pass to skip reflection without explaining; in-game decisions still follow the matched rulebook. Pause: say "pause" for a break. Fold: say "fold" or use the agreed nonverbal signal, and play halts for the whole table. No explanation is required.

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EXTRACT AND EXTEND

The five-rung debrief

Start at the board every time. Each person decides how far to go, and the group can end at any rung. Passing on any rung is allowed, and the later rungs are optional.

RUNG	QUESTION
Board	Which public move changed the round?
Self	Did you have time to plan your agents?
Us	Did we respect each player's choices?
Life or Work	If you choose: how do you handle a bluff that worked against you?
Extension	Which table talk agreement would you keep?

LISTEN FOR THE PARTICIPANT'S MEANING

If someone connects the game to life or work, ask what fits and what does not. If no connection fits, leave the moment in the game. The person who played decides what it means.

Closing check

"What would you like to keep, try, or leave at the table?"

Record a chosen step only if that belongs in your normal role and documentation.

FOLD OR CHANGE COURSE

Signals: say "pass" to skip optional reflection, not an invented game move, "pause" for a break, and "fold" to stop taking part, or use the agreed card or gesture. If anyone folds, halt play at once. Check in privately, not in front of the group, and offer choices: a break, watching, changing the activity, or ending. The game can end without a deep debrief, and no one owes an explanation.

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FACILITATOR JUDGMENT

Fit, access, and repair

The participant's account carries more weight than a guess about their behavior.

A LIKELY PINCH POINT

Losing a conflict or being bluffed can feel personal. Experienced players may steer new players toward certain spaces.

A WORKABLE ADJUSTMENT

Use the alliance talk boundary and offer a reveal readback. Ask before giving advice. Agree on any adjustment before play, and name it as an adaptation. Do not require anyone to disclose a disability or explain their needs to the group.

AFTER TENSION

End personal remarks, restate that conflict is a game move, offer a break, and close unfinished if wanted. Describe the sequence, not a motive. Accept a pass. Continue only if the group is ready.

Different roles, same game

HOST OR TEACHER

Check comfort with direct conflict and bluffing before teaching.

COACH

Invite one voluntary focus on public and private information. Points are not leadership ratings.

LICENSED CLINICIAN

Confirm consent for a conflict theme within your own practice; do not read bluffing as a clinical sign.

An accessible alternative is better than insisting on a rule that prevents someone from taking part. Say when you are adapting a rule, and agree on it before play. The rule variations come next.

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RULE VARIATIONS

Rule variations for different goals

Small rule changes let one box serve different goals. Each variation below names the change, the objective it targets, the group it suits, what to watch for, and a debrief prompt. This guide has 2 rulebook settings or practices (not separate variants) and 2 BGT house rules.

FROM THE RULEBOOK · NOT A SEPARATE VARIANT

One-icon Leaders

RULE CHANGE	For a first game each player picks a Leader with only one icon (p.4).
TARGETS	Use the printed first-game leader advice.
SUITS	A first learning table.
WATCH FOR	More complex Leaders can come later.
DEBRIEF PROMPT	“Was your Leader easy to follow?”

FROM THE RULEBOOK · NOT A SEPARATE VARIANT

Without the CHOAM module

RULE CHANGE	The rules recommend playing without the CHOAM module at least once (p.16).
TARGETS	Learn the core first.
SUITS	Any group new to Uprising.
WATCH FOR	Add the module only after the core is familiar.
DEBRIEF PROMPT	“Which core part needs more practice?”

BGT HOUSE RULE · NOT AN OFFICIAL RULE

Reveal readback

RULE CHANGE	On a Reveal turn, the player may read their total persuasion and strength aloud before buying. Others wait.
TARGETS	Make the reveal easy to follow.
SUITS	Tables new to reveal turns.
WATCH FOR	It is optional and never a promise.
DEBRIEF PROMPT	“Did the readback help you follow?”

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BGT HOUSE RULE · NOT AN OFFICIAL RULE

Alliance talk boundary

RULE CHANGE	Deals and bluffs stay about the game. Anyone can ask to pause table talk at any time.
TARGETS	Keep table talk as part of the game.
SUITS	Groups uneasy with direct conflict.
WATCH FOR	Never press someone to explain a play.
DEBRIEF PROMPT	“Did table talk stay friendly?”

BGT ADAPTATIONS ARE NOT DIRE WOLF DIGITAL RULES

A BGT house rule is a facilitation adaptation written for this guide. It is not part of the official rules of Dune: Imperium Uprising, and no publisher endorsement is asserted. Tell players when you are using one, and agree on it before play. Use one variation at a time so you can see what it changes.

Our game-specific agreement

Each player owns their cards, agents and deals. Bluffs and conflicts stay inside the game, and anyone may ask to pause table talk. We ask before advising and never press someone to explain a play.

BGT session agreement: Pass skips optional reflection, not a legal turn. Pause offers a break; Fold halts the whole table immediately. Close unfinished if nobody reached 10 and the deck remains. These are facilitation boundaries, not an official timed victory.

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SESSION PLANS BY ROLE

Session plan: host or teacher

WHO THIS PLAN IS FOR

For hosts, teachers and librarians choosing a game that fits their group. Offer a useful teach and an optional concrete conversation, not an assessment.

SEGMENT	TIME	WHAT TO DO
Welcome and fit	**5 min**	Check comfort with direct conflict and bluffing before teaching. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**15 min**	Show one Agent turn with a sample card and space, then one Reveal turn with persuasion and strength. Show a combat with two strengths. Reset the samples first.
Play with choice	**85 min**	Offer reflection after Recall, not during a combat or while someone plans. A real Fold halts the whole table immediately. Let each player choose cards and spaces; read text only on request.
Optional reflection	**12 min**	Which public move changed the round? Did we respect each player's choices? Later rungs stay optional; accept a pass and no personal inference.
Close and reset	**3 min**	Name the actual ending or mark unfinished. Ask keep, try or leave. Record public process notes only, following your role and privacy duties.

Total: about 120 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Dune: Imperium Uprising is complete, and you have read the rulebook in your box.
- ☐ Seats let everyone see and reach the play area.
- ☐ The agreements card is printed or on display.
- ☐ You know which variation, if any, you will use, and you will name it before play.
- ☐ You know what your setting expects if someone needs support.

STAY INSIDE YOUR ROLE

Stay at the Board and Us rungs unless the group moves on by itself. If something personal comes up, listen, thank the person, and return to the game. If someone seems to need support, follow your setting's own procedure.

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SESSION PLANS BY ROLE

Session plan: coach

WHO THIS PLAN IS FOR

For coaches and team leads. Let participants choose a process to notice. Scores and decisions are not ratings of people or evidence of transfer outside play.

SEGMENT	TIME	WHAT TO DO
Choose a focus	**5 min**	Invite one voluntary focus on public and private information. Points are not leadership ratings. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**15 min**	Show one Agent turn with a sample card and space, then one Reveal turn with persuasion and strength. Show a combat with two strengths. Reset the samples first.
Play with choice	**85 min**	Offer reflection after Recall, not during a combat or while someone plans. A real Fold halts the whole table immediately. Ask before giving a prompt; accept any legal play without asking why.
Optional reflection	**17 min**	Which public move changed the round? Did we respect each player's choices? Later rungs stay optional; accept a pass and no personal inference.
Close and reset	**3 min**	Name the actual ending or mark unfinished. Ask keep, try or leave. Record public process notes only, following your role and privacy duties.

Total: about 125 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Dune: Imperium Uprising is complete, and you have read the rulebook in your box.
- ☐ Seats let everyone see and reach the play area.
- ☐ The agreements card is printed or on display.
- ☐ You know which variation, if any, you will use, and you will name it before play.
- ☐ You know what your setting expects if someone needs support.

STAY INSIDE YOUR ROLE

Keep the focus on the skill the group chose, not on judging individuals. Do not interpret game moves as evidence about a person. Life or Work links are optional and come from participants.

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SESSION PLANS BY ROLE

Session plan: licensed clinician

WHO THIS PLAN IS FOR

For licensed clinicians within their own training, consent, license and records practice. This session shape is not a treatment plan, diagnostic tool or clinical protocol.

SEGMENT	TIME	WHAT TO DO
Purpose and consent	**7 min**	Confirm consent for a conflict theme within your own practice; do not read bluffing as a clinical sign. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**15 min**	Show one Agent turn with a sample card and space, then one Reveal turn with persuasion and strength. Show a combat with two strengths. Reset the samples first.
Play with choice	**85 min**	Offer reflection after Recall, not during a combat or while someone plans. A real Fold halts the whole table immediately. Notice upset after a lost conflict; offer Pause without needing an explanation.
Optional reflection	**15 min**	Which public move changed the round? Did we respect each player's choices? Later rungs stay optional; accept a pass and no personal inference.
Close and reset	**3 min**	Name the actual ending or mark unfinished. Ask keep, try or leave. Record public process notes only, following your role and privacy duties.

Total: about 125 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Dune: Imperium Uprising is complete, and you have read the rulebook in your box.
- ☐ Seats let everyone see and reach the play area.
- ☐ The agreements card is printed or on display.
- ☐ You know which variation, if any, you will use, and you will name it before play.
- ☐ You know what your setting expects if someone needs support.

STAY INSIDE YOUR ROLE

This guide is not a treatment plan, assessment, or outcome measure. Use it only where it fits your license, training, and setting. Consent, clinical fit, confidentiality, and documentation remain your responsibility.

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SESSION PLANS BY ROLE

A three-session series

For groups that meet more than once. Each session uses the core plan in this guide; the series only changes the setup and the debrief focus. Skip or repeat a session whenever the group needs it.

SESSION	SETUP	DEBRIEF FOCUS
Learn a round	Main rules, one-icon Leaders, no CHOAM.	Board: agent, reveal, combat.
Protect choices	Repeat with a reveal readback if wanted.	Self/Us: ask before advising.
Choose scope	Try new Leaders or keep the same.	Extension: keep a friendly table talk agreement.

Between sessions

- Use the title-specific session log for setup, public process and actual ending. Never turn it into a ranking, diagnosis or promised progress measure.
- Open each session by asking what people remember from last time. Passing is fine.
- Change only one thing at a time: one variation or one new rule.
- Close the series by asking what the group would like to keep doing together.

A NOTE ON PROGRESS

A series gives a group more practice with the same game. It does not promise any change outside the game. If a participant names a change they have noticed, that is their observation to share or keep.

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FACILITATE WITH DEPTH

Facilitator prompt bank

Pick one or two prompts, not all of them. Offer reflection after Recall, not during a combat or while someone plans. A real Fold halts the whole table immediately. Every prompt can be passed.

BEFORE PLAY

"Do we have 3 or 4 players?"

"Are we using one-icon Leaders?"

"What reading support is wanted?"

"Which visible signal means Fold?"

AFTER A HARD MOMENT

"Is that a game move or a personal remark?"

"Would a quiet minute help?"

"Did anyone ask for advice?"

"Would we rather pause or close unfinished?"

BETWEEN TURNS

"Who won the conflict, and what reward came next?"

"Did maker spaces get spice?"

"Is table talk still friendly?"

"Is everyone comfortable continuing?"

CLOSING

"Did we check 10 points or an empty conflict deck?"

"Did we use the tiebreak order?"

"Which agreement helped most?"

"What would you keep, change or leave?"

HOW TO ASK

Ask the whole table, then wait. Accept short answers and silence. Reflect what you heard in the participant's words, not yours. If a prompt lands badly, say so, and move on.

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FACILITATE WITH DEPTH

Debrief question bank

Extra questions for each rung of the five-rung debrief. Use them to replace or follow the core question, one rung at a time. The later rungs stay optional, and the Life or Work questions are always offered as a choice.

BOARD

- Which space was taken first?
- What did the reveal show?
- Who won the conflict?

SELF

- Was the card text readable?
- Did a bluff bother you?
- Was the length right?

US

- Did we avoid steering others?
- Did table talk stay friendly?
- Did each player own their moves?

LIFE OR WORK

- If you choose: how do you respond to a setback?
- If you choose: how do you keep plans private kindly?
- If you choose: how do you separate a game move from a person?

EXTENSION

- Would you try a two-icon Leader next?
- Would the CHOAM module suit us later?
- Would you choose this game again?

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FACILITATE WITH DEPTH

Adapting for ages, group sizes, and access

Ages

Rating boundary	No numeric age is printed in the selected rulebook; check the matching box.
Reading load	Read one card's agent box and reveal box together first.
Theme readiness	Conflict, spies and desert themes may fit differently.
Requested support	Agree literal readback without choosing spaces.

Group sizes

3 players	The third reward only settles a second place tie.
4 players	Start each score at 1; the third reward is used.
1, 2 or 6 players	Use the separate Rivals or Six-Player supplement, not these notes.
Outside 1 to 6	Choose another activity.

Accessibility

Vision	Read card text and board spaces aloud on request.
Hearing	Announce strength and show the combat marker.
Motor	A helper places agents and troops as directed.
Language	Teach Agent and Reveal turns with samples first.
Attention	Offer breaks after Recall and a reveal readback.

No numeric age is printed in the selected Dire Wolf Digital main rulebook. Check the matching box; readiness and access notes are facilitation choices, not publisher requirements. Agree on any adaptation before play and name it as an adaptation. Nobody has to disclose a disability or explain a need to the group.

Choice and support agreement

Each player owns their cards, agents and deals. Bluffs and conflicts stay inside the game, and anyone may ask to pause table talk. We ask before advising and never press someone to explain a play.

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FACILITATE WITH DEPTH

Troubleshooting

Common problems at the table, with something to try first. If a fix does not work, stop the session rather than forcing play. A short good game beats a long hard one.

IF THIS HAPPENS	TRY THIS
One card sends two agents	Choose only one agent icon per card.
Agent placed on a taken space	Spaces must be empty, unless a spy rule allows it.
Too many garrison troops deployed	Units recruited this turn plus up to 2 from the garrison.
Strength with no units	No units in the conflict means 0 strength.
Sandworm at a protected location	Blocked while the Shield Wall token is in place.
Tied first place takes first reward	Tied players each take the second reward; no one takes the card.
Game ends mid round at 10	Check for 10 points or an empty deck at Recall.
Window ends early	Record unfinished; do not declare a winner.

WHEN TO END PLAY

Signals: say “pass” to skip optional reflection, not an invented game move, “pause” for a break, and “fold” to stop taking part, or use the agreed card or gesture. If anyone folds, halt play at once. Check in privately, not in front of the group, and offer choices: a break, watching, changing the activity, or ending. The game can end without a deep debrief, and no one owes an explanation.

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ONE-PAGE DESK CARD

Dune: Imperium Uprising: quick guide

Standalone printable desk card. Print this page for the facilitator's seat. The game is supplied separately.

BEFORE

Show one Agent turn with a sample card and space, then one Reveal turn with persuasion and strength. Show a combat with two strengths. Reset the samples first. Agree Pass for optional reflection, Pause for a break and Fold to halt play immediately for the whole table, plus a visible signal. These are session agreements, not new game actions.

SAY

> *"We play the Dire Wolf Digital main rules, no CHOAM. Agents first, then a reveal, then combat. Bluffs stay in the game. Pass skips reflection, not a turn. Pause offers a break; Fold halts play and we close unfinished."*

DURING

After Recall: "Which conflict reward mattered most?"

After a reveal: "Was the strength total clear?"

At close: "Did someone reach 10, or is this unfinished?"

DEBRIEF IN ORDER

1. Board: Which public move changed the round?
2. Self: Did you have time to plan your agents?
3. Us: Did we respect each player's choices?
4. Life or Work: If you choose: how do you handle a bluff that worked against you?
5. Extension: Which table talk agreement would you keep?

> FOLD: to stop taking part, say "fold" or use the agreed signal. PASS: say Pass to skip reflection without explaining; in-game decisions still follow the matched rulebook. PAUSE: say "pause." NO INFERENCE: ask participants what, if anything, a game moment means to them.

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PRINTABLE · TABLE AGREEMENTS

Our table agreements for Dune: Imperium Uprising

Print and place in the middle of the table, or read aloud before play.

PASS	PAUSE	FOLD
Skip a question or a share. No reason needed.	Take a break. The table waits.	Stop taking part. Play halts for the whole table, and no one asks why.

We agree that

☐ Each player owns their cards, agents and deals. Bluffs and conflicts stay inside the game, and anyone may ask to pause table talk. We ask before advising and never press someone to explain a play.

☐ Game moves are game moves. We ask what something meant instead of guessing.

☐ Play halts if anyone folds, and we check in quietly, not in front of everyone.

☐ Sharing is a choice. We ask each other to respect what is shared, but other participants cannot promise confidentiality, so share only what you are comfortable with. The facilitator will explain how privacy works here, including any legal, clinical, or safeguarding duties that come first.

☐ Our nonverbal signal is: _____

Our adaptations today

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PRINTABLE · SESSION PLANNING SHEET

Session planning sheet: Dune: Imperium Uprising

Date _____ Group _____ Players _____ Time available _____

MY ROLE TODAY

☐ Host or teacher ☐ Coach ☐ Licensed clinician, within my license

TARGET (T)

Which public or private information moment will we notice?

ASSESS (A)

Conflict comfort, reading load and player count

BUILD (B)

Dire Wolf Digital main rules 23-10-12, no CHOAM

LEAD (L)

How will I avoid steering anyone's moves?

EXTRACT AND EXTEND (E)

Which public moment and optional prompt will we revisit?

IF TIME RUNS SHORT

Close unfinished if nobody reached 10 and the deck remains

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PRINTABLE · TRACKER

Rounds and conflicts log

Record count, Leaders, public moments and the actual ending. Do not rate bluffing or leadership.

SESSION	COUNT / LEADERS	PUBLIC MOMENT	ENDING	NEXT AGREEMENT
1				
2				
3				
4				
5				
6				
7				
8				

House printable for voluntary process notes, not an assessment or a replacement for required records. Do not retain private content or infer traits.

After-session notes (for the facilitator)

Note how the session ran, not judgments about people. If your role requires records, follow your own setting's rules instead of this sheet.

What went well, and where did the plan not fit?

Rules, setup, or access changes for next time

Next session I will try (variation, prompt, or timing)

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R

REPRODUCIBLE SHEET · DUNE: IMPERIUM UPRISING

Participant Reflection

Name or group (optional): _____ Date: _____ Game: Dune: Imperium Uprising

Use only if a written reflection fits the setting. You decide whether to share or submit this sheet. Your facilitator will explain any collection or storage before use. A spoken or drawn reflection works too. The five response boxes are fillable on screen.

My choice: keep this private / share a part / pass.

BOARD

Which public move changed the round?

SELF

Did you have time to plan your agents?

US

Did we respect each player's choices?

LIFE OR WORK

If you choose: how do you handle a bluff that worked against you?

EXTENSION

Which table talk agreement would you keep?

You can pass on any prompt. Leave it blank, write "pass," or draw instead. No reason needed. Play is a prompt for reflection, not proof about a person.

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Independent companion

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Sources

Publisher-authored Dire Wolf Digital English main rulebook dated 23-10-12 (copyright 2023 Dire Wolf Digital; published under license from Gale Force Nine; DUNE copyright 2023 Legendary), linked from direwolfdigital.com/dune-imperium/resources (publisher CloudFront CDN). 20 pages. Supplement retained separately (SHA 256 454ea3ef442f0622f4bf5b83b8368b24e34aaf4f0dc0f02d93dfba66e690c075) but not summarized. No numeric age printed. https://d19y2ttatozxjp.cloudfront.net/pdfs/DUNE_IMPERIUM_UPRISING_Main_Rulebook_23-10-12.pdf (retained November 9, 2026; sha 256 0a8daa36f73c09316143d05bbd5d845183d1ae6f56ce211d93c59b360074f7db). This is a facilitation summary, not a replacement for the matched rulebook. Check the rulebook in your box for your printing. Variations marked "Official variant" appear in that source, and variations marked "From the rulebook" use a setting, recommendation, or practice the rulebook describes rather than a separate variant. Variations marked "BGT house rule" are original adaptations and are not official rules. Session plans, prompt banks, adaptation notes, troubleshooting, and printables are original facilitation material written for this guide.

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This is a facilitation guide for structured play. It does not diagnose anyone, and the game is not therapy by itself. Board Game Therapy is not inherently psychotherapy. This product is an educational and facilitation resource for structured play and optional reflection. It is not a psychological assessment, screening tool, diagnosis, validated outcome measure, treatment plan, or treatment protocol, and no educational, social, behavioral, or clinical outcome is guaranteed. Teachers, coaches, hosts, and other facilitators work within their own role and their organization's policies. Licensed professionals who use it in clinical services remain responsible for clinical fit, informed consent, confidentiality, documentation, and the standards of their license.

Evidence. Research on board games covers many games, settings, and populations, with real methodological limits. Two general reviews: Gauthier, A., et al. (2019). Board Games for Health: A Systematic Literature Review and Meta-Analysis. Games for Health Journal, 8(2), 85-100. doi.org/10.1089/g4h.2018.0017. Noda, S., Shirotsuki, K., & Nakao, M. (2019). The effectiveness of intervention with board games: a systematic review. BioPsychoSocial Medicine, 13, 22. doi.org/10.1186/s13030-019-0164-1. Neither review evaluated the TABLE Method™ or this product. The TABLE Method™ and these variations are practice guidance, not a validated intervention. Nothing here promises that what happens in the game will carry over elsewhere.

> If someone is in distress, end the game and use the support your setting already names. In a crisis, contact local emergency services or a crisis line.

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