BGT™

Board Game Therapy™

Extended Edition

Dune: Imperium

TABLE Method™ Game Guide



Play. Connect. Grow.

INSIDE THIS GUIDE

How to use this guide

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

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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 at the table

A deck you build over the game, four Factions to court, and a conflict every round. A TABLE Method™ companion for a game you already own. This guide does not include the game.

Edition	Dire Wolf Digital English rulebook dated 2020-10-26 (1 to 4 players; solo and 2 use House Hagal)
Players	3 or 4 as written; 2 or 1 add House Hagal cards (rulebook pp.19,20)
Session plan	Learning game: about 115 min BGT window; may end unfinished
Materials	Base Dune: Imperium box, rulebook and Board Space Guide sheet; no expansions

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 rulebook 2020-10-26, publisher-hosted PDF pp.4 to 13 and 19 to 20. FAQ dated 25-1-13 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 you play cards to place Agents, then reveal the rest of your hand to buy stronger cards for your deck. Influence with four Factions scores points and can win an Alliance that may later pass to someone else. Talk about the deck you are building and the Factions you chase as game choices.

1. Setup: a 10-card Conflict deck with one Conflict I card on top, five Conflict II below and four Conflict III at the bottom; a five-card Imperium Row; Reserve stacks for Arrakis Liaison, The Spice Must Flow and Foldspace (p.4).
2. Each player: a 10-card starting deck, two Agents on the Leader, the Swordmaster beside the board, score 1 in a 4 player game (else 0), a cube at the bottom of each Influence track, 3 troops in the garrison and 1 water. First player is random (p.5).
3. Rounds: Round Start (reveal a Conflict, draw 5), Player Turns, Combat, Makers, Recall. An Agent turn plays one card and sends one Agent to an unoccupied space matching one of its icons. A Reveal turn shows your remaining hand; Persuasion buys cards into your discard pile (pp.8,9,11).
4. Influence: visiting a Faction space moves your cube up. 2 Influence scores 1 point, 4 gives the track bonus, and the first to 4 takes the Alliance token. A player who later rises higher on that track takes the Alliance and its point (p.7).
5. At a Combat space you may deploy troops recruited this turn plus up to 2 from your garrison. Each troop is 2 strength and each revealed sword is 1; with no troops your strength is 0. Ties for first: no one wins and the tied players take the second reward (pp.10,11,12).
6. In the Makers phase each maker space without an Agent gains 1 bonus spice. At 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.13).

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THE TABLE PLAN

Why this game, and how to set it up

The game splits each turn between a public Agent placement and a private hand you reveal later, while your deck changes every round. That gives a clear way to talk about planning ahead, changing a plan, and sharing a goal like a Faction with someone who may overtake you.

T **Target.** Notice long planning, changed plans and the public race for Faction Alliances, with each player owning their choices.

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 a long game with direct competition for spaces?
- Can each player read card boxes and icons with chosen support?
- Do we have 3 or 4 players, or will we add House Hagal?

B **Build.**

- Show one Agent turn and one Reveal turn with sample cards, then buy one card into a discard pile. Move a cube to 2 and to 4 Influence. 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, never during a Reveal turn. A real Fold halts the whole table immediately.

L **Lead.**

- Name a lost Alliance as a game result, not a personal loss.
- Leave each deck and Intrigue hand private to its owner.
- Read card text aloud on request without suggesting a space.

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 rules from 2020 with first-game Leaders. Agents first, then a reveal; Influence can win an Alliance that may change hands. Pass skips reflection only, never 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	80 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 Faction moved the most this round?
After a purchase	Was the card you bought part of a plan?
At close	Has anyone reached 10 points, or do we close 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 Alliance change mattered most?
Self	Did you have enough time to plan your hand?
Us	Did we keep decks and hands private?
Life or Work	If you choose: how do you adjust when a plan gets blocked?
Extension	Which table agreement would you keep next time?

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 an Alliance to someone who moves past you can feel personal. Experienced players may comment on how others build their decks.

A WORKABLE ADJUSTMENT

Use the Alliance change readback and keep deck talk optional. Ask before giving any 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 remarks about anyone's deck, restate that an Alliance change is a rule, 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 a long, competitive game before teaching.

COACH

Invite one voluntary focus on planning and adjusting. Points are not ratings of planning skill.

LICENSED CLINICIAN

Confirm consent for a competitive theme within your own practice; do not read deck choices 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 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

Recommended first Leaders

RULE CHANGE	For a first game each player picks a one-icon Leader: Paul Atreides, Glossu Rabban, Earl Memnon Thorvald or Count Ilban Richese (p.4).
TARGETS	Start with simpler Leader powers.
SUITS	A new table.
WATCH FOR	Two- and three-icon Leaders can come later.
DEBRIEF PROMPT	“Was your Leader power clear?”

FROM THE RULEBOOK · NOT A SEPARATE VARIANT

Two players with House Hagal

RULE CHANGE	Add House Hagal as a third Rival that blocks spaces and fights Conflicts but never scores, as the rulebook describes (pp.19,20).
TARGETS	Play with exactly two people.
SUITS	Pairs who want this game.
WATCH FOR	Read the Rival rules once before the teach.
DEBRIEF PROMPT	“Did the Rival make spaces feel crowded?”

BGT HOUSE RULE · NOT AN OFFICIAL RULE

Alliance change readback

RULE CHANGE	When an Alliance token changes hands, the new holder reads the Faction and the point change aloud.
TARGETS	Keep the Influence race easy to follow.
SUITS	Tables new to Influence tracks.
WATCH FOR	A readback is a fact, not a taunt.
DEBRIEF PROMPT	“Did you always know who held each Alliance?”

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BGT HOUSE RULE · NOT AN OFFICIAL RULE

Deck talk is optional

RULE CHANGE	Nobody asks to see another deck or Intrigue cards. A player may describe their own deck plan only if they want to.
TARGETS	Protect private planning.
SUITS	Groups with mixed experience.
WATCH FOR	Never coach a deck unless asked.
DEBRIEF PROMPT	“Did your plan feel like your own?”

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, 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 deck, hand, Agents and Faction choices. Losing an Alliance to someone who rises higher is a rule, not a slight. We keep decks and Intrigue cards private, ask before advising, and never press someone to explain a purchase.

BGT session agreement: Pass skips optional reflection, not a legal turn. Pause offers a break; Fold halts the whole table immediately. Record unfinished if no one has 10 points and Conflict cards remain. 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 a long, competitive game before teaching. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**15 min**	Show one Agent turn and one Reveal turn with sample cards, then buy one card into a discard pile. Move a cube to 2 and to 4 Influence. Reset the samples first.
Play with choice	**80 min**	Offer reflection after Recall, never during a Reveal turn. A real Fold halts the whole table immediately. Let each player choose cards, spaces and Factions; read text only on request.
Optional reflection	**12 min**	Which Alliance change mattered most? Did we keep decks and hands private? 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 115 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Dune: Imperium 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 planning and adjusting. Points are not ratings of planning skill. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**15 min**	Show one Agent turn and one Reveal turn with sample cards, then buy one card into a discard pile. Move a cube to 2 and to 4 Influence. Reset the samples first.
Play with choice	**80 min**	Offer reflection after Recall, never during a Reveal turn. A real Fold halts the whole table immediately. Ask before giving a prompt; accept any legal purchase without asking why.
Optional reflection	**17 min**	Which Alliance change mattered most? Did we keep decks and hands private? 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 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 competitive theme within your own practice; do not read deck choices as a clinical sign. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**15 min**	Show one Agent turn and one Reveal turn with sample cards, then buy one card into a discard pile. Move a cube to 2 and to 4 Influence. Reset the samples first.
Play with choice	**80 min**	Offer reflection after Recall, never during a Reveal turn. A real Fold halts the whole table immediately. Notice upset after a lost Alliance; offer Pause without needing an explanation.
Optional reflection	**15 min**	Which Alliance change mattered most? Did we keep decks and hands private? 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 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	First-game Leaders, 3 or 4 players.	Board: Agent, Reveal, Influence.
Protect planning	Repeat with optional deck talk.	Self/Us: ask before advising.
Choose scope	Try new Leaders or the Rival rules.	Extension: keep a friendly Alliance readback.

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, never during a Reveal turn. A real Fold halts the whole table immediately. Every prompt can be passed.

BEFORE PLAY

“Do we have 3 or 4 players, or House Hagal?”

“Which first-game Leaders are we using?”

“What reading support is wanted?”

“Which visible signal means Fold?”

AFTER A HARD MOMENT

“Is that a rule or a remark about a person?”

“Would a short break help?”

“Did anyone ask for deck advice?”

“Would we rather pause or close unfinished?”

BETWEEN TURNS

“Who holds each Alliance now?”

“Did the maker spaces gain spice?”

“Is the pace still comfortable?”

“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 card did you buy first?
- Which Faction track moved most?
- Who won the last Conflict?

SELF

- Was your hand easy to plan?
- Did a blocked space change your plan?
- Was the game length right?

US

- Did we keep hands private?
- Did Alliance changes stay friendly?
- Did each player own their purchases?

LIFE OR WORK

- If you choose: how do you change a plan partway?
- If you choose: how do you share a goal with a rival?
- If you choose: how do you plan for later rewards?

EXTENSION

- Would you try a Leader with more icons next time?
- Would you like the two-player Rival rules?
- Would you choose this game again?

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FACILITATE WITH DEPTH

Adapting for ages, group sizes, and access

Ages

Rating boundary	The selected rulebook prints no numeric age; check your box.
Reading load	Read one card's Agent box and Reveal box together first.
Theme readiness	Desert politics and conflict themes may fit differently.
Requested support	Read card text word for word on request, without picking a space.

Group sizes

2 players	Add House Hagal as the Rival (pp.19,20).
3 players	The third Conflict reward is not used.
4 players	Scores start at 1 and all three Conflict rewards are in play.
Solo or 5 or more	Solo uses two Rivals; 5 or more is outside these rules.

Accessibility

Vision	Read card boxes and Faction spaces aloud on request.
Hearing	Announce strength and Alliance changes clearly.
Motor	A helper places Agents, cubes and troops as directed.
Language	Teach the two turn types with samples first.
Attention	Offer breaks after Recall, not mid Reveal.

No numeric age is printed in the selected Dire Wolf Digital 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 deck, hand, Agents and Faction choices. Losing an Alliance to someone who rises higher is a rule, not a slight. We keep decks and Intrigue cards private, ask before advising, and never press someone to explain a purchase.

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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
Card used for two spaces	Choose one Agent icon; one card sends one Agent.
Agent sent to a taken space	Board spaces must be unoccupied.
Bought card goes to hand	New cards go to your discard pile.
Too many garrison troops sent	Troops recruited this turn plus up to 2 from the garrison.
Alliance kept after being passed	The higher player takes the token and its point.
Tied first takes the top reward	No one wins; tied players take the second reward.
Game ends mid round at 10	Check 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: quick guide

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

BEFORE

Show one Agent turn and one Reveal turn with sample cards, then buy one card into a discard pile. Move a cube to 2 and to 4 Influence. 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 rules from 2020 with first-game Leaders. Agents first, then a reveal; Influence can win an Alliance that may change hands. Pass skips reflection only, never a turn. Pause offers a break; Fold halts play and we close unfinished."*

DURING

After Recall: "Which Faction moved the most this round?"

After a purchase: "Was the card you bought part of a plan?"

At close: "Has anyone reached 10 points, or do we close unfinished?"

DEBRIEF IN ORDER

1. Board: Which Alliance change mattered most?
2. Self: Did you have enough time to plan your hand?
3. Us: Did we keep decks and hands private?
4. Life or Work: If you choose: how do you adjust when a plan gets blocked?
5. Extension: Which table agreement would you keep next time?

> 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

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

PASS

Skip a question or a share. No reason needed.

PAUSE

Take a break. The table waits.

FOLD

Stop taking part. Play halts for the whole table, and no one asks why.

We agree that

☐ Each player owns their deck, hand, Agents and Faction choices. Losing an Alliance to someone who rises higher is a rule, not a slight. We keep decks and Intrigue cards private, ask before advising, and never press someone to explain a purchase.

☐ 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

Date _____ Group _____ Players _____ Time available _____

MY ROLE TODAY

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

TARGET (T)

Which planning or Alliance moment will we notice?

ASSESS (A)

Competition comfort, reading load and player count

BUILD (B)

Dire Wolf Digital rules 2020-10-26, first-game Leaders

LEAD (L)

How will I keep decks private and avoid coaching?

EXTRACT AND EXTEND (E)

Which public moment and optional prompt will we revisit?

IF TIME RUNS SHORT

Record unfinished if no one has 10 points and Conflict cards remain

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PRINTABLE · TRACKER

Decks and Alliances log

Record player count, Leaders, public moments and the actual ending. Do not rate deck skill or planning.

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

Participant Reflection

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

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 Alliance change mattered most?

SELF

Did you have enough time to plan your hand?

US

Did we keep decks and hands private?

LIFE OR WORK

If you choose: how do you adjust when a plan gets blocked?

EXTENSION

Which table agreement would you keep next time?

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 rulebook dated 2020-10-26 (copyright 2020 Dire Wolf Digital, LLC; published under license from Gale Force Nine; DUNE copyright 2020 Legendary), linked as English Edition Rules from direwolfdigital.com/dune-imperium/resources (publisher CloudFront CDN). 20 pages. English FAQ 25-1-13 retained separately (SHA 256 7b54c283357244e5107d1d0f4e87817d39297e914c2014239acbb2c460c0c6b9) but not summarized. No numeric age printed.
https://d19y2ttatozxjp.cloudfront.net/pdfs/DUNE_IMPERIUM_Rules_2020_10_26.pdf (retained November 9, 2026; sha 256 a689f19e7bda36ec03240ba19cbc481dd4d681f55837529cd8170ec9d19be6db). 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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