DUNE™ · II

The Building of A Dynasty

The SITUATION on ARRAKIS

Report by: Elara Moray Trieu
Submitted to: Reverend Mother Marius Alethea Blasco

Dear Reverend Mother Marius Alethea Blasco:

The situation on Arrakis is critical. I have collected the information that you requested and strongly urge you to make a decision soon on this matter.

Frederick's political gamble has proved dangerous. Desperate for spice, he has challenged the three great Houses to compete for mining rights. The possession and Governorship of Arrakis has been offered as incentive for the House that delivers the most spice.

We have considerable self-interest in this war. Arrakis is the only known source of the spice, and it cannot be manufactured. We must make certain that whichever of the competing Houses prevails, our supply to the Gesserit remains continuous. We cannot afford to make enemies now.

I hope this report is useful to you. Please let me know if there is additional information that you require.

Your Servant,

Lady Elara Moray Trieu

Lady Elara Moray Trieu

DUNE II

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THE EMPEROR

The Emperor Frederick IV

We should be wary of this man's true intentions. Removed from the throne by his brother during the Years of Treason, Frederick eventually overthrew his brother and again assumed the throne. In this effort he has incurred a vast debt and now owes considerable sums of spice to his debtors. It is rumored that he owes CHOAM, the Intergalactic Merchants Guild, over three billion K units.

Although still in possession of several significant holdings, his biggest asset is the small dusty planet Arrakis. As you know, Arrakis is valuable because it is the only source of Melange in the universe, and all attempts to replicate it have failed. The Emperor is extremely anxious to harvest the spice quickly and repay his debts.

To encourage rapid spice harvesting, Frederick has offered a unique opportunity to the House that delivers the most spice: sole governorship of the planet Arrakis and a share of the tax revenues. He has made this offer to the three great Houses: House Atreides, House Ordos, and House Harkonnen, and granted them special concession to mine the spice.

Deputations from all three Houses have now arrived on Arrakis, and we expect harvesting operations to commence soon. Our spies are in place, and we have reason to believe that the Emperor may have certain favorites in this competition. We will advise you as more information becomes available.

BACKGROUND ON ARRAKIS

Planet Arrakis, also known as Dune

Terrain:

The planet surface is covered by endless dunes. There is no vegetation, and no terrestrial source of water has been found. Miles of barren deserts hold nothing more than basins, dunes, and occasional rocky outcroppings. The dangerous sands shift constantly and unpredictably. Shelves and mountain ranges rising through the dunes provide the only possible building sites on the planet.

Weather:

Nearly uninhabitable, Dune is extremely hot and oppressively arid. Windstorms with speeds exceeding 200 km/hr rake the planet surface, and generate violent electrical storms. Clouds of noxious gases accumulate in lower areas. Ultraviolet reflections will eventually blind the unprotected eye. Maintenance of vehicles and structures is extremely difficult under these conditions.

Indigenous Life-forms:

Two known species represent the native life-forms of Dune: Fremen and Sand Worms. Legends suggest the Fremen are descended from survivors of an ancient interstellar shipwreck. Although reclusive and secretive, the Fremen are quite numerous. The mystery of their survival in these hostile conditions is eloquent tribute to the nurturing effect of Melange.

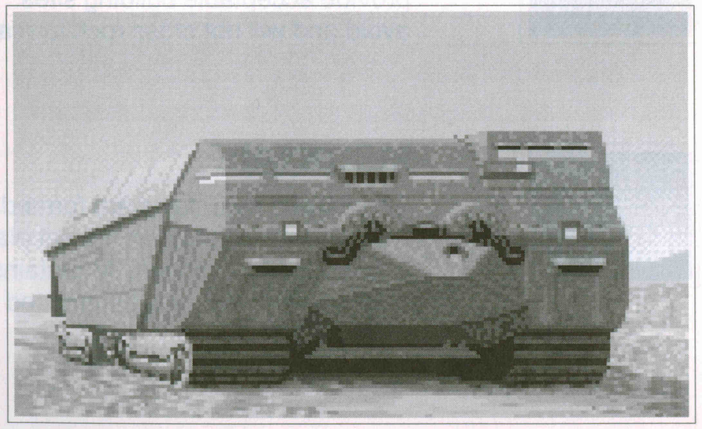
The Sand Worms travel easily beneath the surface of the sand. A possible component of the Melange complex, these hideous creatures have gained a justified reputation for attacking anything that moves on the surface, and will devour either humans or their vehicles when the opportunity arises.

SPICE

Often called Melange, Spice serves many purposes. It makes interstellar travel possible by allowing Guild Navigators to warp the fabric of space. Spice can also prolong human life. Those who consume Spice regularly can live for hundreds of years. The widespread use of spice as a component of dermal unguents has also maintained the youthful appearance of millions of consumers.

Spice is a rare and a valuable commodity. It is used in trade, barter, and monetary systems throughout the universe. We, the Bene Gesserit know the spiritual value of Spice, for without it, our Reverend Mothers could not achieve their visions.

We must watch Arrakis closely, to insure our flow of Spice is not interrupted!



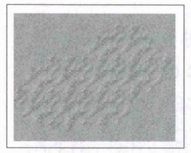
TERRAIN

SPICE FIELD

Spice generally occurs along the surface and is a reddish-orange color which distinguishes it from normal sand.

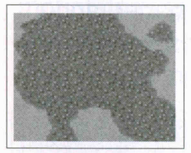
SAND

Sand is the most common type of terrain found on Arrakis. Most vehicles on Dune are specially designed to travel upon this terrain. Sand Worms are a danger when traveling across sand areas.



DUNES

Extensive sand dunes are formed by the constant windstorms. They are difficult to traverse, especially for ground based units.



ROCK

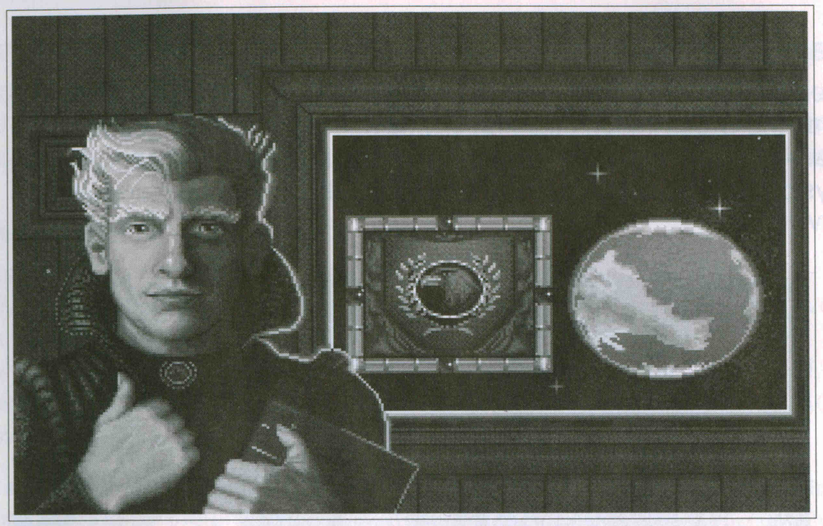
Rock formations are the only terrain features that provide acceptable building sites. Sand Worms avoid and will not cross rock formations.

MOUNTAIN

The rugged mountains are formed by layers of rock and give the otherwise flat planet surface its only notable elevations. Mountains are impassible to all vehicles but may be crossed by infantry units.

HOUSES

HOUSE ATREIDES



Planet Information:

Caladan, home planet of the Atreides, has a warm, calm climate and the lands are lush and green. The rich soils and mild weather support an extensive variety of agricultural activities. In recent centuries industrial and technological development has added to the prosperity of the Caladanian peoples.

House Profile:

House Atreides has been prominent for thousands of years and has a long tradition of being fair and just administrators. Their people are loyal, hard working and peaceable. Both intelligent and noble, the Atreides leaders have endeared themselves to their subjects. Unusual devotion to duty is a common feature among the Atreides soldiers. According to all recent reports, the Atreides military is in top operating condition, as are their vehicles and structures.

Our sources indicate that the Atreides campaign on Dune is being advised by the brilliant Mentat, Cyril. As expected, the Atreides have been passive and have not attacked the other Houses to date, although they have successfully defended themselves against a series of raids, sabotage, and larger offensives. True to their nature, the Atreides have attempted to achieve their goals through diplomacy, a strategy which will undoubtably fail on Dune.

HOUSE ORDOS

HOUSES

Planet Information:

The home planet of the Ordos is a frigid and ice-covered world. We presume the Ordos import their agricultural and technological goods from nearby star systems. Acting as traders and brokers, the Ordos produce no physical product of their own and rely upon their merchandising skills to survive.

House Profile:

Our sources indicate the House Ordos represents a cartel of wealthy families, brought together by the desire for greater security. The Ordos have little conscience and seem to gain strength through their sabotage and terrorism. Protected by their great wealth, the Ordos' status as a great House is unaffected by their long history of manipulation, trickery, and deception.

Recent reports suggest the cunning Mentat, Ammon, is in charge of Ordos' Dune operations. This is a rare opportunity to get a clear view of Ammon in action. It will be interesting to learn more about these clandestine peoples.

HOUSE HARKONNEN

HOUSES

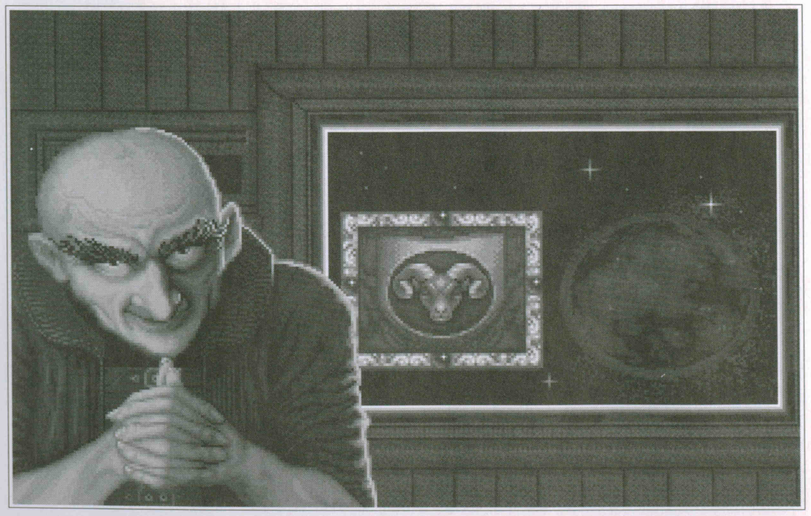
Planet Information:

From the dark world of Giedi Prime the terrible House Harkonnen has spread across the universe. A cruel people, we can expect the Harkonnen to be ruthless towards both friend and foe in their pursuit of control of Dune.

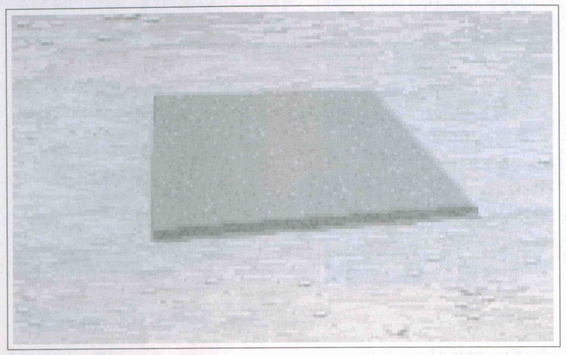
House Profile:

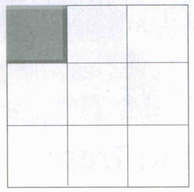
House Harkonnen is the most savage House in the universe. The Harkonnens have a long history of employing violence and fear to achieve their objectives. Status is not bestowed in House Harkonnen, it is taken. If a subordinate kills a superior, he assumes that position and is respected. Their military organization changes constantly and is almost impossible to follow.

Our current reports on House Harkonnen indicate their Dune strategies are being dictated by the unstable Mentat, Radnor. A true Harkonnen, Radnor reached his position by assassinating the previous Mentat Marko, his former teacher and guide. We do not know the extent to which Radnor is trusted by his people or the House he serves. The Harkonnens on Dune have spent most of their efforts assembling a considerable military force. We doubt they plan to actually harvest spice for the Emperor. They seem convinced that they can merely conquer the other Houses. The combination of Radnor's lust for power and his ability to persuade is dangerous. We shall continue to monitor the Harkonnens closely, for they are quite unpredictable.



STRUCTURES

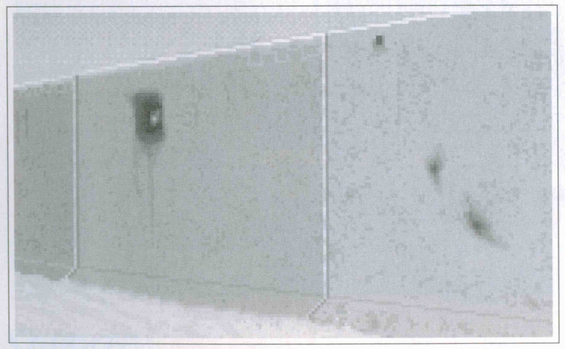


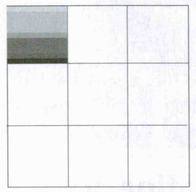


Concrete Slab:

Type: Foundation
Material: Gravel/Sand base mix.
Weight: 1,469 kg
Armor: Medium

Concrete Slabs may serve as roadways and make up the foundations that are required before erecting structures. Concrete slabs cannot be repaired if damaged, and must be replaced or abandoned.

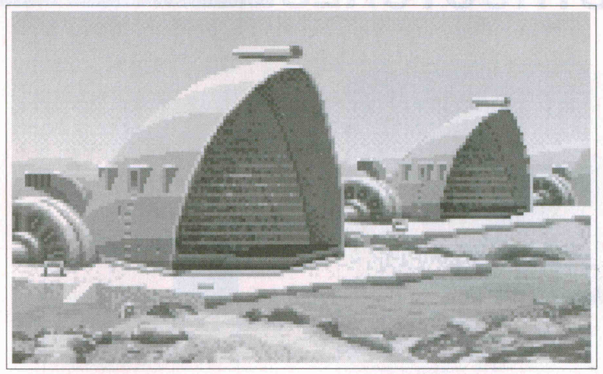


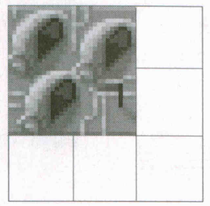


Walls:

Type: Defensive Wall
Material: Gravel/Sand base mix
Weight: 2,245 kg
Armor: Medium

Walls can be used for structure enhancement and fortification purposes. Like the concrete slabs, walls can not be repaired.

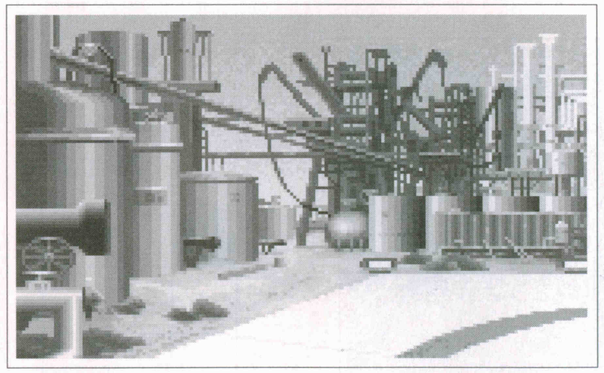


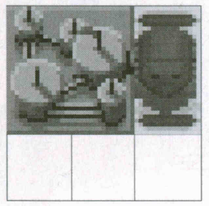


Wind Trap:

Type: Power Plant
Armor: Light
Armament: none
Generators: ESkort 650 hp EL-2A Dual Turbine

The Wind Traps provide power and water to an installation. Large, above-ground ducts funnel wind underground into turbines which power the generators and humidity extractors.

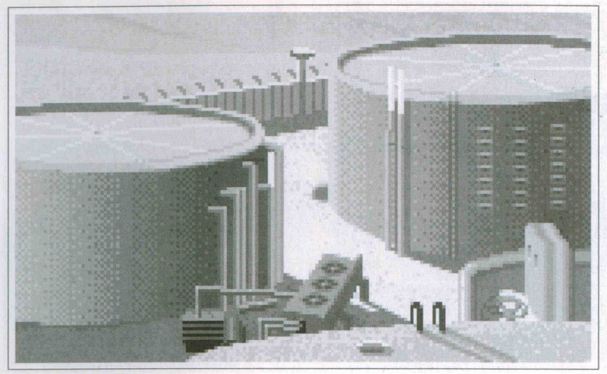


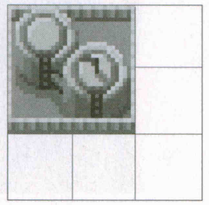


Refinery:

Type: Industrial Facility
Armor: Medium
Armament: none
Capacity: 1000 spice units

The Refinery is the basis of all spice production on Dune. Harvesters transport mined spice to the Refinery where it is converted into credits. Refined spice is automatically distributed among the silos for storage. All Refineries will be provided with a Harvester.

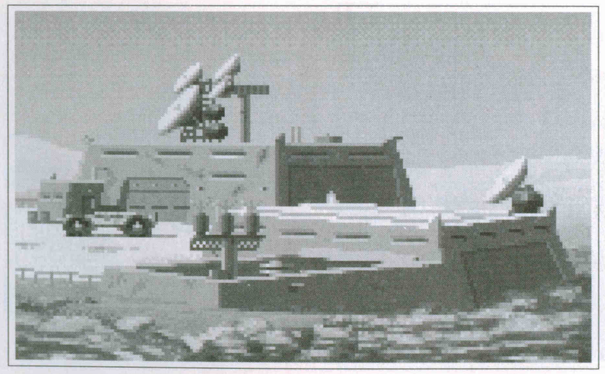


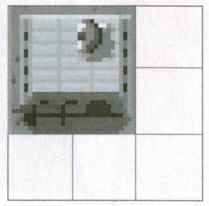


Spice Silos:

Type: Storehouse
Armor: Light
Armament: none
Capacity: 1000 spice units

Spice Silos hold harvested spice. When the Refinery completes the conversion process, it automatically distributes the spice evenly among the silos. *Note: When harvested spice quantities exceed Silo capacity, the excess will be lost.*

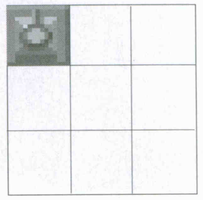




Outpost:

Type: Military/Surveillance Structure
Armor: Heavy
Armament: none

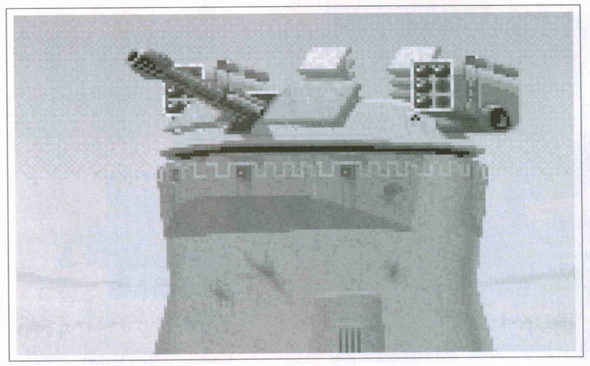
The radar capabilities of an Outpost are used for military command purposes. An on-screen radar is activated when construction of the Outpost is complete. An Outpost is required before any new military units can be produced.

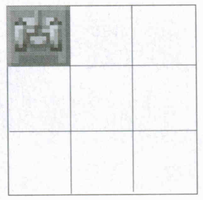


Turret:

Type: Ground Based Turret
Armor: Heavy
Armament: 105mm cannon
Elevation: 0° to 20°
Range: 100m

This stationary turret fires armor-piercing rounds at a close range. Turrets are maintained by a single tactical ground commander, who handles targeting and guidance. Turrets will fire on any enemy units within range.

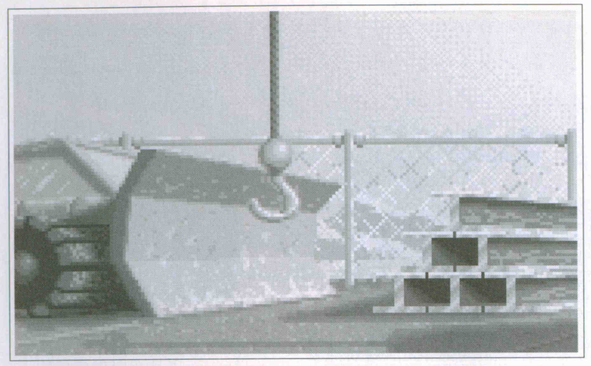


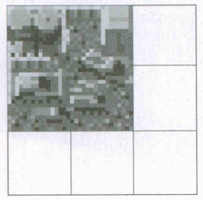


Rocket Turret:

Type: Ground Based Turret
Armor: Heavy
Armament: 105mm cannon/Twin missile launchers
Elevation: 0° to 20°
Range: 100m/1000m

An upgraded version of the standard Turret, the missile turret also has long range, high explosive projectiles. The additional missile launchers are attached to the head of the turret.

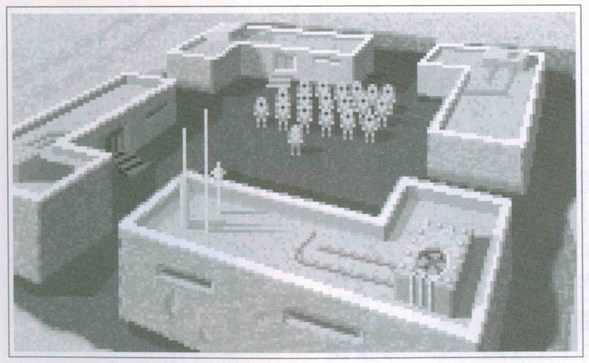


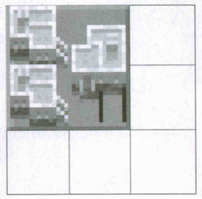


Construction Yard:

Type: Production Facility
Armor: Medium
Armament: none

A Construction Yard is required to build any new structures. It contains all materials required for building structures on Dune.

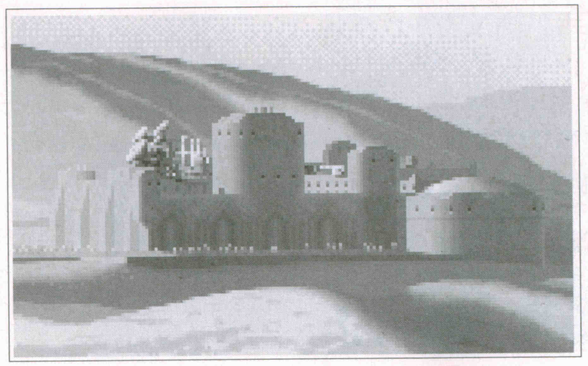


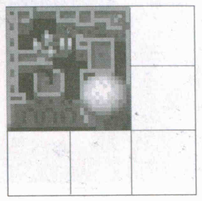


Barracks:

Type: Production Facility
Armor: Medium
Armament: none
Capacity: N/A

Barracks are required to produce and train Light Infantry units.

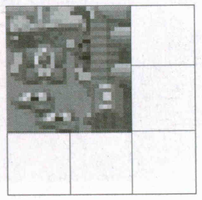




WOR (Trooper Training Facility):

Type: Production Facility
Armor: Medium
Armament: none
Capacity: N/A

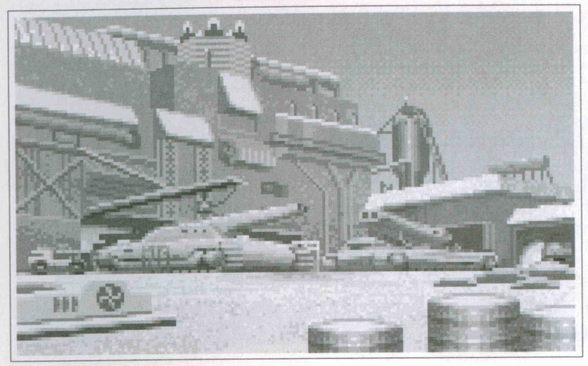
The WOR facility produces Heavy Trooper units by providing advanced training and weaponry.

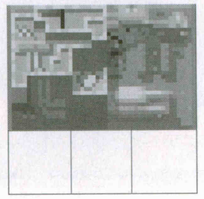


Light Factory:

Type: Production Facility
Armor: Medium
Armament: none
Capacity: N/A

The Light Factory produces small, lightly armored, combat vehicles. A Light Factory must be built before a Heavy Factory can be constructed.

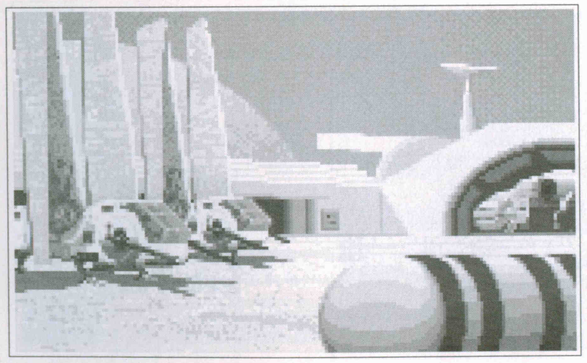


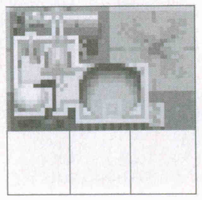


Heavy Factory:

Type: Production Facility
Armor: Medium
Armament: none
Capacity: N/A

The Heavy Factory produces large, tracked, military or spice harvesting vehicles. Harvesters and tanks can be produced with a Heavy Factory.

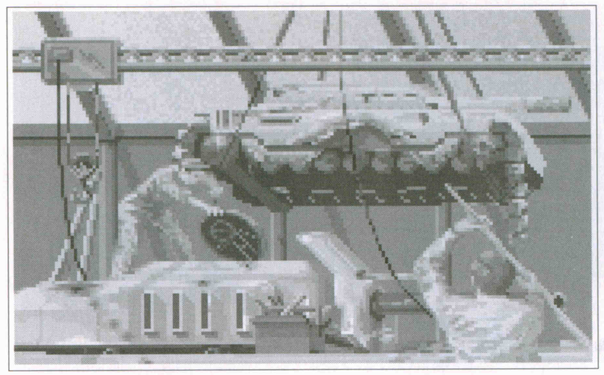


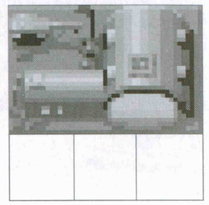


High Tech Factory:

Type: Production Facility
Armor: Medium
Armament: none
Capacity: N/A

The High Tech Factory produces airborne units, such as the Carryalls.

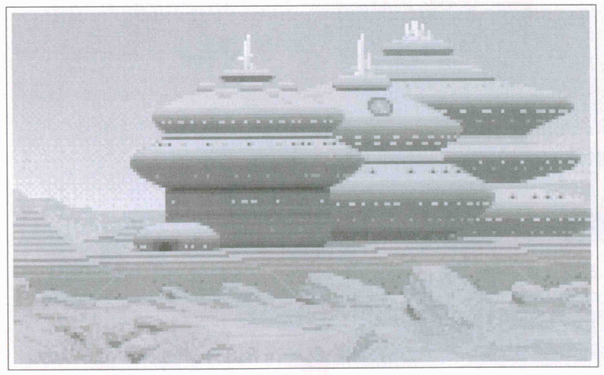


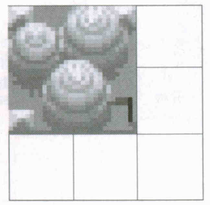


Repair Facility:

Type: Industrial Facility
Armor: Medium
Armament: none
Capacity: N/A

A Repair Facility is required to repair damaged vehicles. Credits are charged according to the extent of damage and type of vehicle repaired.

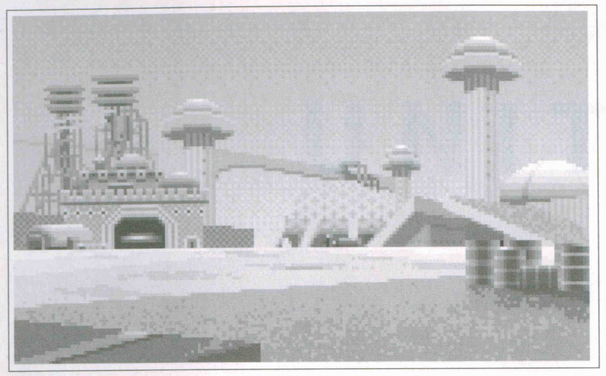


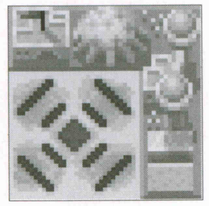


IX (Research Center):

Type: Technology Facility
Armor: Medium
Armament: none

The IX facility provides technology upgrades on structures and vehicles. Special weapons and prototypes may also become available through the Research Center.

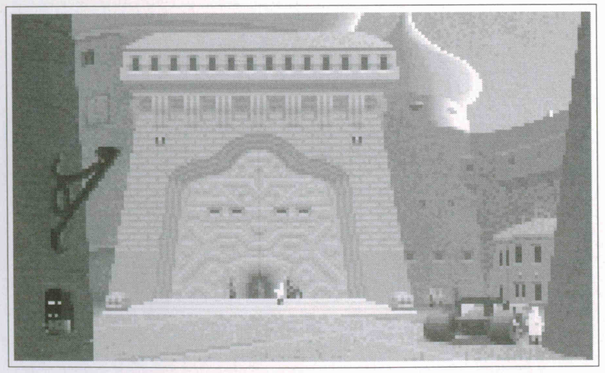


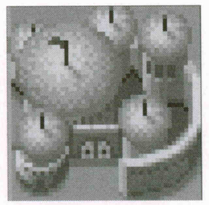


Starport:

Type: Advanced Structure
Armor: Heavy
Armament: none
Capacity: N/A

The Starport allows you to engage in intergalactic trading with the Merchant's Guild. They provide a trading market for vehicles and airborne units at premium rates.



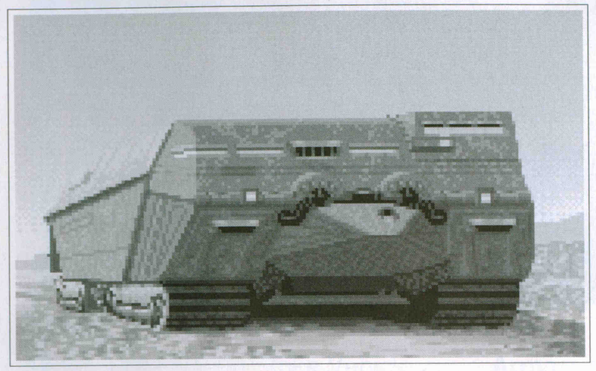


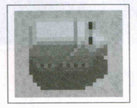
Palace:

Type: Capitol Building
Armor: Heavy
Armament: none

Palaces are awarded to chosen leaders who show great bravery and prowess in their missions. A Palace cannot be purchased or built. The Palace will also serve as the command center as soon as it is occupied. Many Palaces feature unique additional options.

UNITS

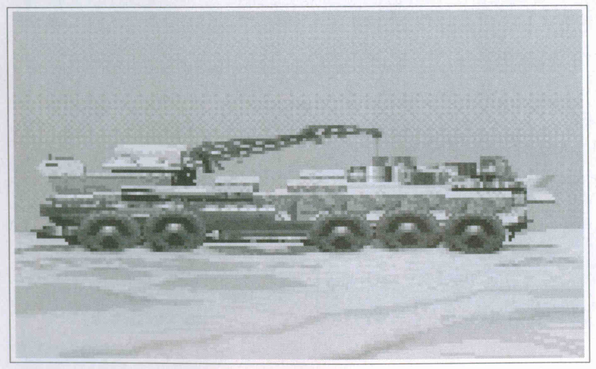


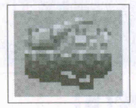


Harvester:

Type: Spice Recovery Vehicle
Armament: none
Speed: 32 km/h (tracked)
Armor: Medium
Crew: 5

The Harvester separates spice from the sand. Unusable sand is then dumped through the exhaust system. Once filled, the Harvester will automatically take raw spice to the Refinery for processing.

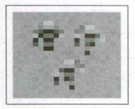




MCV (Mobile Construction Vehicle):

Type: Base Deployment Vehicle
Armament: none
Speed: 36 km/h (tracked)
Armor: Medium
Crew: 15

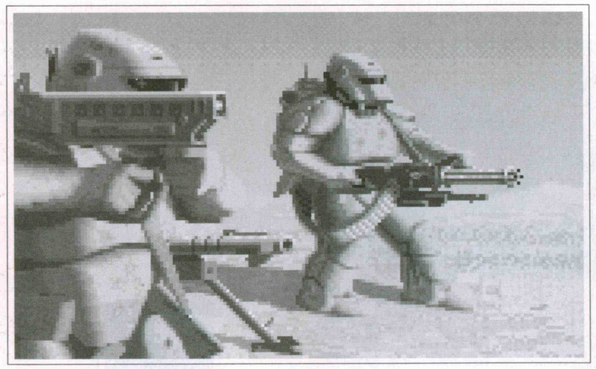
The MCV scout vehicle is used to find rock outcroppings suitable for erection of new installations. Upon locating an appropriate site the MCV will transform itself to a Construction Yard. (See Construction Yard.)

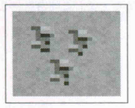


Infantry:

Type: Ground Based Military Units
Armament: 9mm RP Assault Rifles
Speed: 5 km/h (foot)
Armor: Light
Units: 1 to 3

Infantry consists of lightly armored foot soldiers, equipped with 9mm RP assault rifles which fire armor piercing rounds. Infantry have a limited firing range and speed.

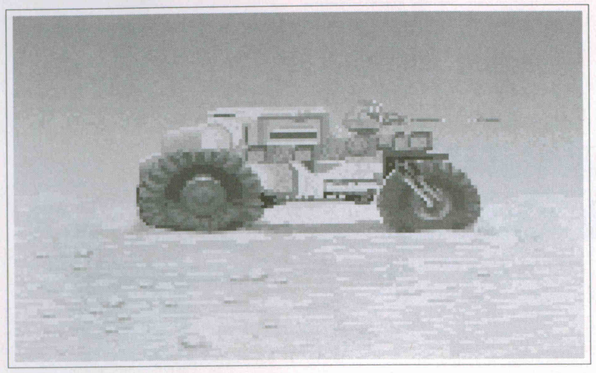




Troopers:

Type: Ground Based Military Units
Armament: 10mm Rotary Cannons; FS Rockets
Speed: 12 km/h (foot)
Armor: Light
Units: 1 to 3

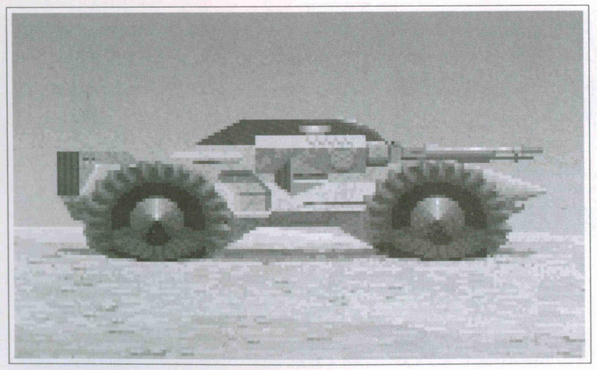
Troopers are armed with 10mm Rotary Cannons firing armor piercing incendiary rounds and FS rockets. Troopers wear heavy, mechanized power suits which enhance performance and speed.

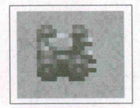


Trike:

Type: Light Recon/Strike Vehicle
Armament: Dual 20mm cannons
Speed: 72 km/h (wheel)
Armor: Light
Crew: 2

The Trike is a lightly armored, three-wheeled, vehicle which fires armor piercing rounds. It has limited firing range, but moves rapidly.

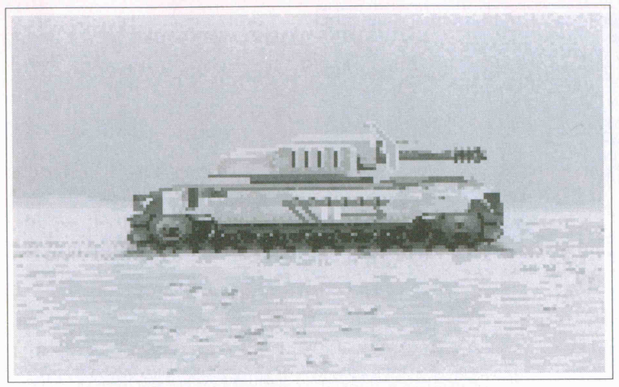


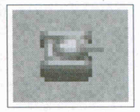


Quad:

Type: Light Attack Vehicle
Armament: Dual 30mm cannons
Speed: 59 km/h (wheel)
Armor: Light
Crew: 2

The Quad is a lightly armored, four-wheeled vehicle which fires armor piercing incendiary rounds. The slower Quad is stronger than the Trike in both armor and firepower.

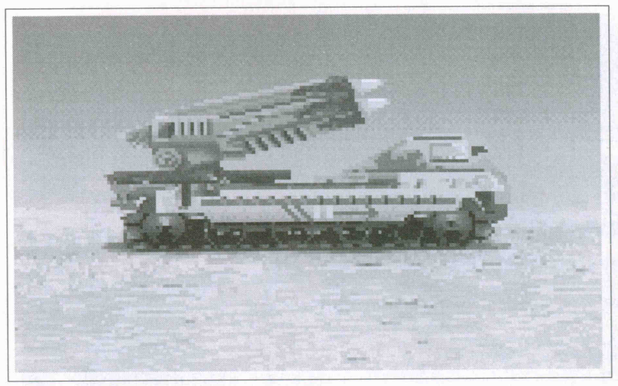


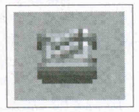


Combat Tank:

Type: Medium Battle Tank
Armament: 155mm gun
Speed: 40 km/h (tracked)
Armor: Medium
Crew: 2

The Combat Tank is a medium armored, tracked tank firing high explosive rounds. It is slower than the average tank and has limited maneuverability.

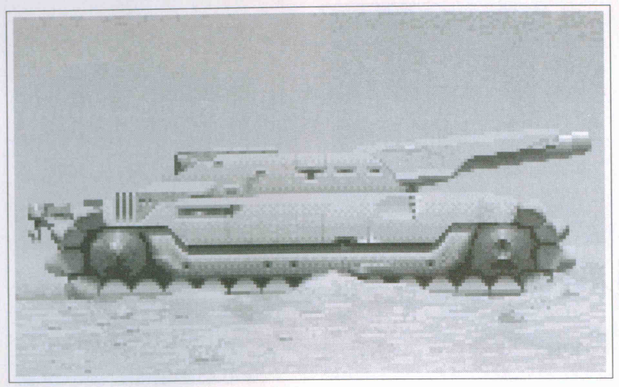


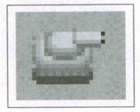


Missile Tank:

Type: Battlefield Support Vehicle
Armament: Missile launcher
Speed: 48 km/h (tracked)
Armor: Medium
Crew: 3

The Missile Tank fires a battle support missile, similar to the Rocket Turret. The Missile Tank has long range strike capability, and although inaccurate, it fires two missiles for greater coverage, and moves faster than the heavier battle tanks.

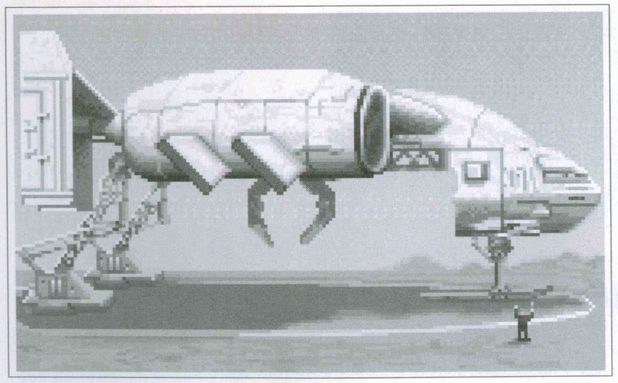


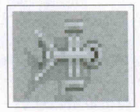


Siege Tank:

Type: Main Battle Tank
Armament: Dual 155mm cannons
Speed: 32 km/h (tracked)
Armor: Heavy
Crew: 3

The Siege Tank is a tracked vehicle with dual cannons. These cannons fire armor piercing incendiary rounds, giving it more than twice the firepower of the smaller Combat tank. It has twice the armor, and is slower than most tanks.

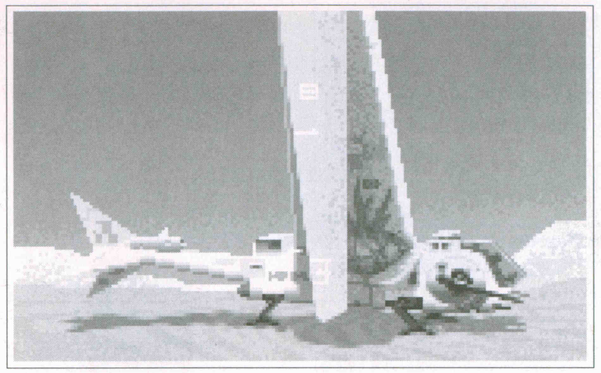


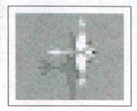


Carryall:

Type: Airborne Unit
Armament: none
Speed: 160 km/h (airborne)
Armor: Light
Crew: 4

The Carryall is a lightly armored aircraft with no weapons. It is able to lift and transport heavy machinery and vehicles. Carryalls are utilized primarily for transporting Harvesters.

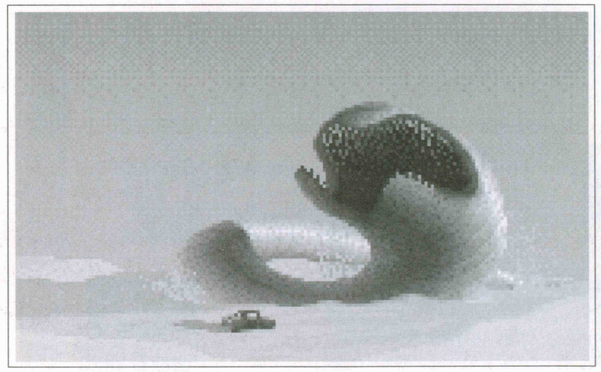


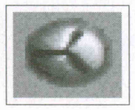


Ornithopter:

Type: Close Support Attack Aircraft
Armament: Battle Support Rockets
Speed: 340 km/h (airborne)
Armor: Light
Crew: 2

The Ornithopter is a lightly armored aircraft capable of firing battle support rockets. The Ornithopter utilizes the unusual M-Flex technology which creates the distinctive "flapping" motion of the wings. The Ornithopter is highly maneuverable and the fastest aircraft on Dune.

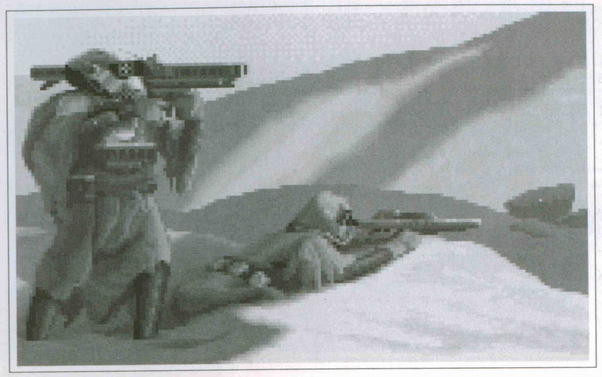


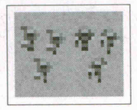


Sand Worm:

Type: Creature of Dune
Armament: Appetite
Armor: Heavy
Speed: 56 km/h

The Sand Worms are indigenous to Dune. Attracted by vibrations, they frequent battlefields and often devour numerous combatants. Sand Worms are almost impossible to destroy, have a voracious appetite, and will consume military hardware.

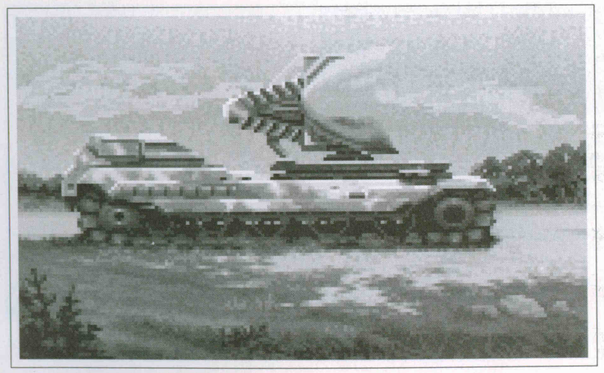


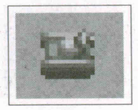


Fremen:

Type: Ground Based Military Units
Armament: 10mm Assault rifles/Rockets
Speed: 17 km/h (foot)
Armor: Light
Units: Unknown

The Fremen are native to Dune. Elite fighters, the Fremens' familiarity with the hostile terrain makes them a difficult adversary. Informed sources say they may soon forge an alliance with the Atreides.

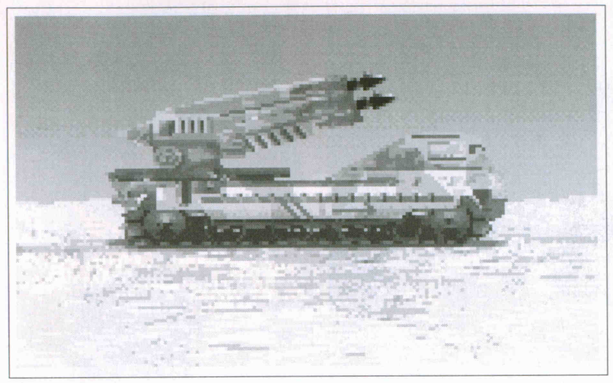


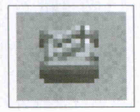


Sonic Tank:

Type: Advanced Battle Tank
Armament: Sonic Amplifier
Speed: 44 km/h (tracked)
Armor: Medium
Crew: 2
House: Atreides

Developed by the Atreides, this enhanced tank utilizes sound waves technology to fire a powerful blast of sonic energy at its target. The high energy frequencies break down the molecular structure of affected victims.

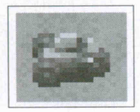




Deviator:

Type: Battlefield Support Vehicle
Armament: Missile launcher
Speed: 48 km/h (tracked)
Armor: Medium
Crew: 3
House: Ordos

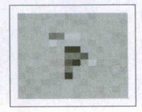
The Ordos Deviator is a standard Missile Tank which fires a unique warhead. The warhead contains a nerve gas that does not damage vehicles or structures, but its effects confuse enemies and may temporarily change their loyalty.



Raider:

Type: Quick Strike Vehicle
Armament: Dual 20mm cannons
Speed: 90 km/h (wheel)
Armor: Light
Crew: 2
House: Ordos

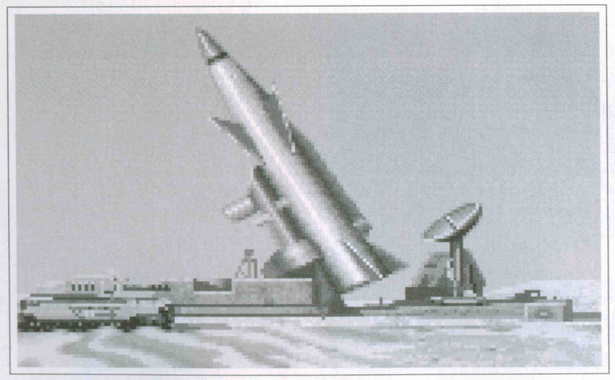
The Ordos Raider is similar to the standard Trike, however, it sacrifices armor to gain speed and maneuverability.

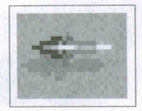


Saboteur:

Type: Espionage Unit
Armament: Unknown
Speed: 95 km/h (trike)
Armor: Light
Crew: 1
House: Ordos

The Saboteur is a special military unit belonging to Ordos. Trained in the art of espionage and terrorism at the Palace, a single Saboteur can destroy almost any structure or vehicle.

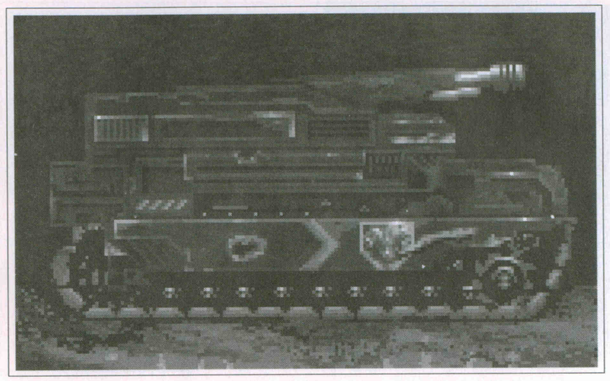


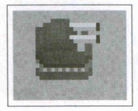


Death Hand:

Type: Battlefield Support Missile
Dimensions: 8.12m (length)
Warhead: H355 HS cluster bomb
Guidance: Inertial
Range: 1120km
House: Harkonnen

The Death Hand is a special weapon based at all Harkonnen Palaces. This ballistic missile is unable to be guided or targeted accurately, yet its multiple warheads can inflict great damage across a wide area.

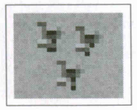




Devastator:

Type: Advanced Battle Tank
Armament: Dual 190mm guns
Speed: 20 km/h (tracked)
Armor: Heavy
Crew: 3
House: Harkonnen

Developed by the Harkonnens, this tank fires dual plasma charges. It is the most powerful tank on Dune, yet it is very slow. The Devastator is nuclear powered, and may become unstable in combat.



Sardaukar:

Type: Ground Based Military Units
Armament: Classified
Units: 3
Armor: Light
Speed: 15 km/h
House: Emperor

The Sardaukar are the Emperor's elite troopers. They have superior fire-power and armor. Spies report the Sardaukar's armament includes a rotary cannon which fires armor piercing rounds in addition to a mobile missile launcher that fires shaped charges.

HOW TO PLAY

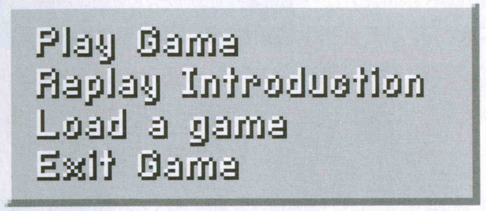
HOW TO PLAY

INSTALLATION:

Refer to the reference card enclosed in this package for installation instructions.

GAME PLAY MENU:

A cinematic introduction will begin to play. If you wish to skip subsequent introductions, press the space bar or click the left mouse button. This will take you to the **Title Screen** and **Game Menu**. To start the game select "**Play Game**" and click on it with your mouse, or type "**P**".



Game Menu

Play Game:
This begins the game and will bring up the House Selection screen.

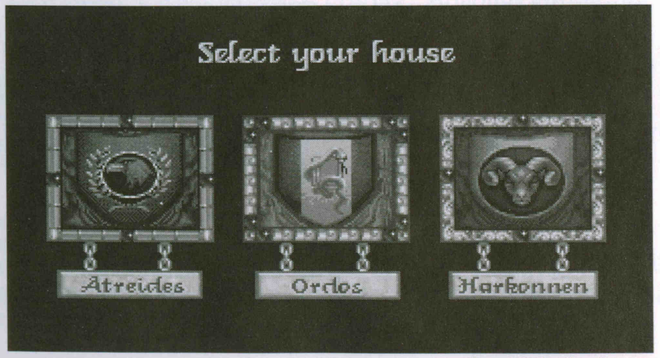
Replay Introduction:
Click on this option if you wish to see the introduction again.

Load a Game:
This option will only appear after you have saved your first game. Clicking on this will bring up the saved game menu.

Exit Game:
This will return you to your operating system.

HOUSE SELECTION SCREEN:

This screen lets you choose which of the three Houses you wish to play. Choose a House by clicking on one of the three heralds with the mouse, or by pressing the first letter of the House.



House Selection Screen

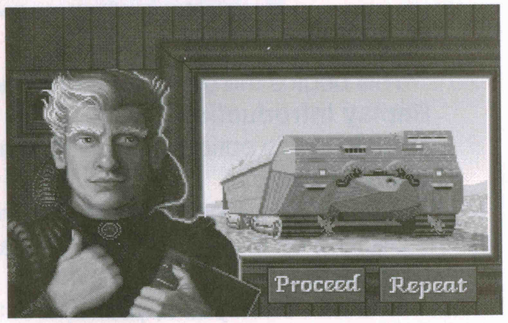
BENE GESSERIT SCREEN:

After you have chosen your House, the Bene Gesserit will appear on screen to give a description of the House you have chosen. You may then accept the House or choose another. Once you decide which House you'd like to play, click on the **Yes** button near the bottom of the screen or type "**Y**."

Bene-Gesserit Screen

MENTAT SCREEN:

After selecting a House, you will be introduced to your Mentat. The Mentat is your advisor and will provide you with tips and information.



Mentat Screen

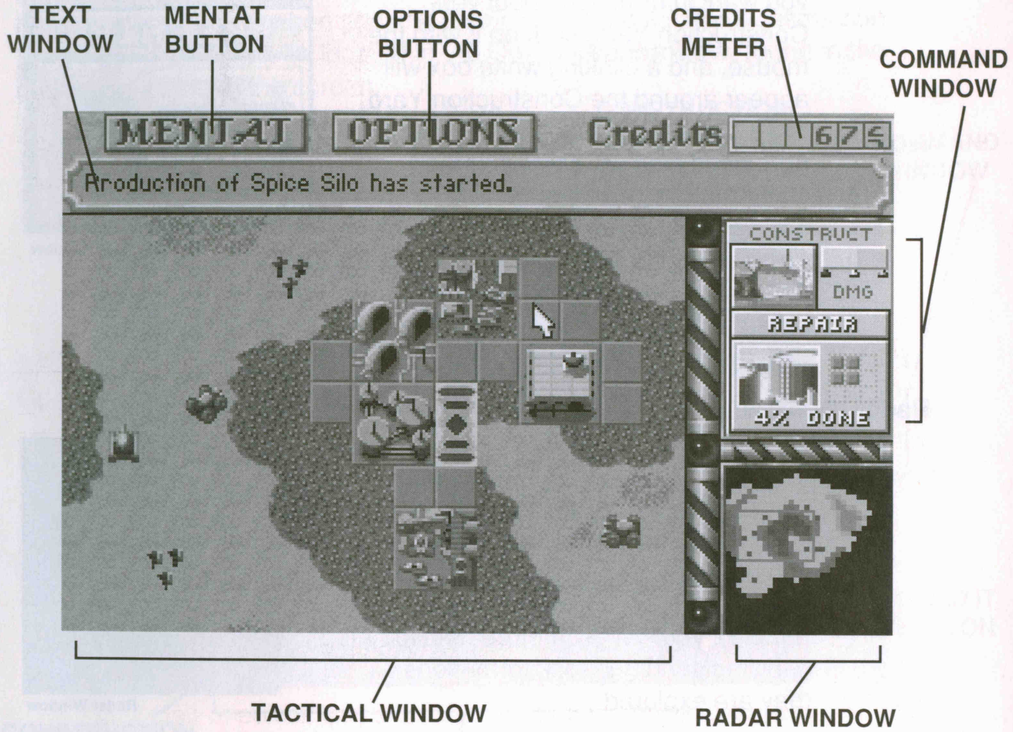
After the mission briefing, your Mentat will give you advice to help you accomplish your goal. After the Mentat's advice, you can click on the **Proceed** button, or type "**P,**" or click on the **Repeat** button or type "**R**" to repeat the briefing. You are now ready to begin your mission!

Mission: Your first mission will be to fill a spice quota. This can only be accomplished by building a refinery, and then deploying your harvester to harvest spice. You will be given several military units, a Construction Yard, and 1000 credits to produce to help you fill the spice quota.

HINT: *Build most structures on concrete slabs to provide a strong foundation for them. Structures erected on bare rock do not withstand the elements as well as those on concrete slabs. Structures with rock as their foundation begin partially damaged causing that Structures productivity to decrease.*

GAME SCREEN:

The diagram below shows the main game screen and identifies key aspects of that screen.



Credits Meter:

This meter shows your current accumulation of credits or money. Harvesting spice increases credits. Building structures and units takes credits away along with other activities.

Text Window:

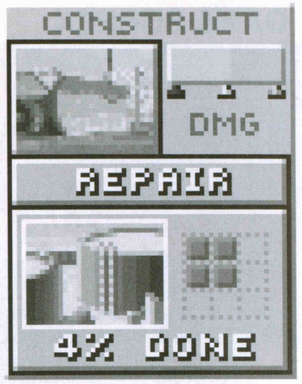
This window will give you information on any units or structures you click on in the **Tactical Window**.

Tactical Window:

This is the main play field. In this window, you will see exactly what is occurring in one area of the map. You can manipulate structures and units in this window by clicking on them.

Command Window:

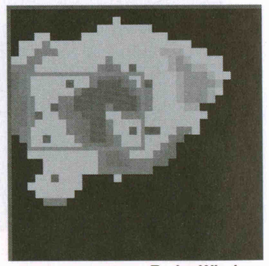
This window shows detailed information on any structure or unit clicked on in the tactical window. For example, if you want information about your Construction Yard, click on it with the mouse, and a blinking white box will appear around the Construction Yard. The Command Window in the middle right hand side will show you the Construction Yard, its damage, and any options available. If you click on another House's unit or structure controlled by the computer, only the title, picture, and strength of that unit or structure will be displayed.



Command Window

Radar Window:

Located in the lower right hand corner of the screen, this window allows you to see things on a larger scale. It will display your current structures as colored squares on a black background. When you build an Outpost *(available in Scenario 2)*, you will get a more detailed map, showing sand and rock formations as they are explored.


Radar Window

Mentat Button:

Clicking on the **Mentat** button will take you to the **Mentat Screen**. A list of topics and information will be displayed.

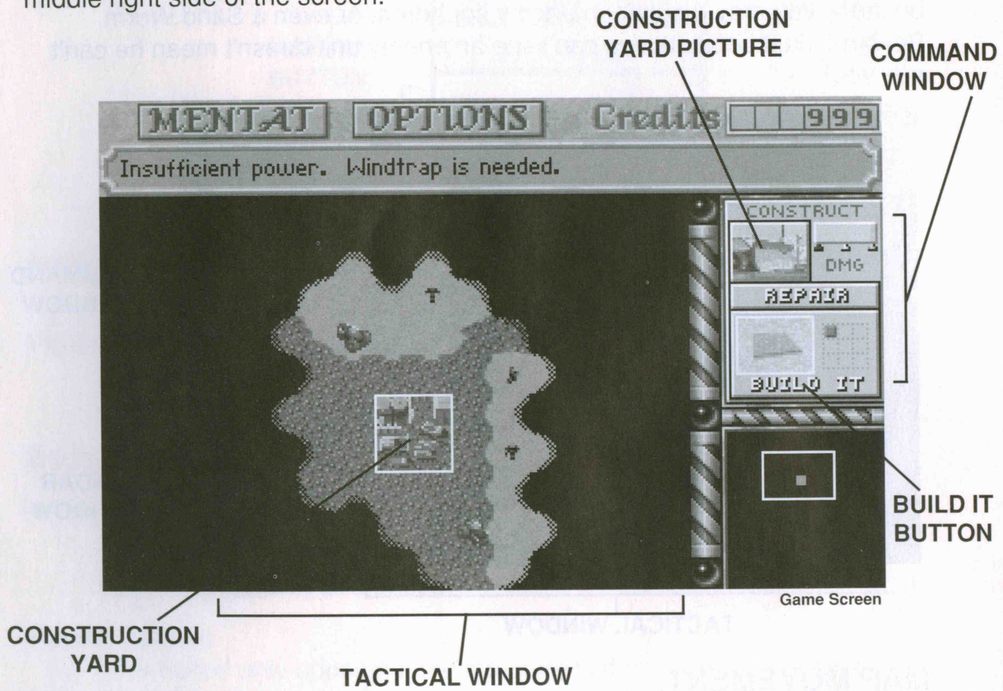
Options Button:

This button brings up the **Game Options Menu**. This menu lists the following options:

Load a game
Save this game
Game controls
Restart scenario
Pick another house
Quit playing
Continue game

GETTING STARTED:

At the center of the **Tactical Window**, your Construction Yard will be highlighted. You will also notice several military units surrounding your base. Note that the color of your military units corresponds with the original herald color you saw when you first chose your House. The Construction Yard's commands will be located in the **Command Window**, found in the middle right side of the screen.

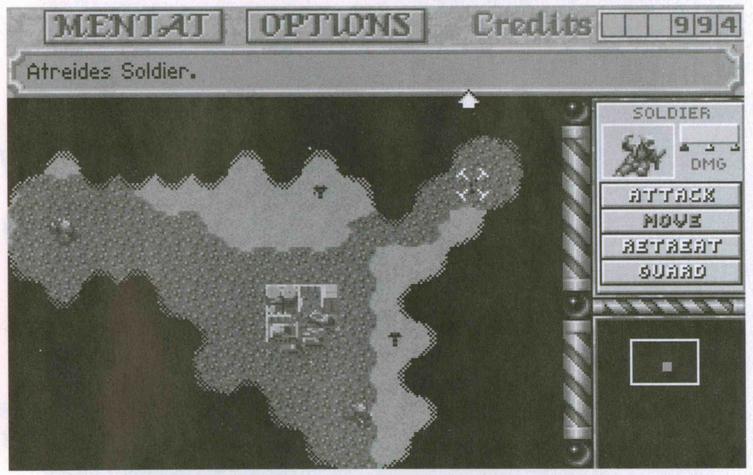


Game Screen

To build a concrete slab click on **BUILD IT**, or type "**B.**" The Construction Yard will produce a concrete slab. Notice the percentage of completion as the Construction Yard works toward finishing it. Once complete, the message, "**PLACE IT**" will appear on the button. To place the concrete slab, click on the **PLACE IT** button, or press "**P.**" Your cursor will now become a glowing box, representing the size and shape of the slab. To place the slab, click on a portion of rock adjacent to the Construction Yard and the slab will appear on the map. You will now be ready to build another structure. If you wish to see a list of other structures you are capable of building, click on the Construction Yard picture or type "**F3**" in the **Command Window**. This will take you to the **Production Screen**.

EXPLORATION:

Initially the areas around your base and units are shrouded in darkness, only a small portion of terrain will be visible to you in the **Tactical Window**. These visible portions are caused by the sight range of your units. If you send units into the dark areas, the terrain will become revealed to you. Uncovering new terrain is beneficial and sometimes dangerous. It is beneficial because you need to search for spice fields to harvest, and dangerous because you may run into an enemy squadron, or even a Sand Worm. Beware! Just because you can't see an enemy unit doesn't mean he can't see you!



COMMAND WINDOW

RADAR WINDOW

TACTICAL WINDOW

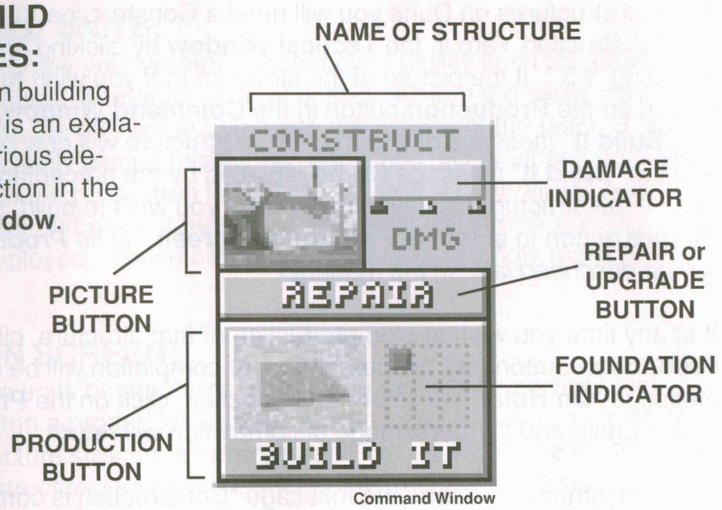
MAP MOVEMENT:

To move around your world you can use the **Radar Window** or the **Tactical Window**. The **Radar Window** movement occurs as you move around the **Tactical Window** or with your mouse. To move with your mouse click on the white box while continuing to hold down the left mouse button and move it around the window to the desired location.

To move around the **Tactical Window** using the mouse place the mouse cursor to one of the four edges of the **Tactical Window**, with the ***Auto Scroll*** option ***ON*** it will automatically scroll in the direction of the cursor arrow. With the ***Auto Scroll*** option ***OFF*** hold down the left mouse button to scroll the window. To use your keyboard to move around the **Tactical Window** use your numeric keypad arrows or your arrow keys.

HOW TO BUILD STRUCTURES:

Before you begin building structures, here is an explanation of the various elements of production in the **Command Window**.



Command Window

Name:

This is the name of the Structure.

Picture Button:

Click on the **Picture** button or type "**F3**" to enter the **Production Screen.**

Damage Indicator:

This indicator displays the amount of damage the structure has taken. If the bar graph is: **Green** = little to no damage, **Yellow** = moderate damage, **Red** = heavy damage. When a structure is damaged its operating capacity decreases.

Repair Button:

This button only appears if the structure is damaged. To repair a structure, click on the **Repair** button or type "**R**." Repairs will begin immediately, but all production will be put on hold. Repairing a structure does cost credits, the cost varies from structure to structure. If a structure can be upgraded the **Upgrade** button will then appear.

Production Button:

This button shows what you are currently producing or the last item you produced.

Foundation Indicator:

This indicator is found on the right side of the **Production** button, and displays the shape and amount of concrete needed to have a stable foundation for the structure displayed. For concrete it indicates its size.

To build structures on Dune you will need a Construction Yard. First, select the Construction Yard in the **Tactical Window** by clicking on the structure or by typing "**F3**." If the picture of the structure that you wish to build is displayed on the **Production** button in the **Command Window,** then click on the "**Build It**" message or type "**B**." That structure will now begin production and the "**Build It**" message will be replaced by the percentage of completion. If the structure displayed is not what you wish to build, then click on the **Picture** button to enter the **Production Screen.** *(The **Production Screen** will be described later in the manual.)*

If at any time you wish to stop production of that structure, click on the **Production** button and the percentage of completion will be replaced by the message "**On Hold**." To return to production, click on the **Production** button again and the percentage of completion will return.

Once the structure is done the message "Construction is complete" will be seen. The message on the **Production** button has now changed to a flashing "**Place It**." To place the structure, click on the **Production** button or type "**P**." Your cursor will now turn into a glowing rectangle in the shape of your completed structure. Move the cursor over a portion of rock or concrete foundation adjacent to any of your structures and click the left mouse button or press the space bar. The new structure will now be displayed on the map in the **Tactical Window.** In the event that you do not wish to place the completed structure you may revert your building back to the "**Place It**" state.

Hint: *Structures can only be placed on **Rock** or **Concrete**. All structures must also be adjacent to another structure.*

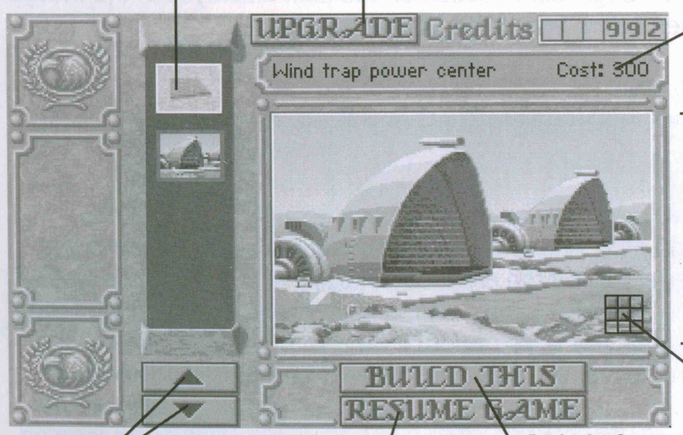
Hint: *The "**Place It**" cursor will change colors according to the terrain it is over: **White, Yellow,** or **Red** with an "**X**" through the cursor. A **White** cursor means that there is sufficient concrete to place the structure. A **Yellow** cursor means that there is insufficient concrete to place the structure and the structure will require repairs. A **Red** cursor means that you cannot place the structure at that location.*

HOW TO BUILD UNITS:

To build units on Dune you will need a production facility such as: **Light Factory** or **Barracks**. The production of units is done in the same manner as structures, with the only exception being the placing of the units. The units are automatically placed beside the production facility when completed. If the area around the production facility is occupied, a Carryall will pick up the completed unit and place it nearby. A message will inform you that a unit has been deployed. Those newly deployed units are now ready for orders.

PRODUCTION SCREEN:

You can produce units or structures at any time, provided that you have enough credits and a production facility. A production facility is a structure that can manufacture structures or armament. For example, the Construction Yard produces structures while the Light Factory produces Trikes and Quads. To see what a production facility is capable of producing, click on a production facility in the **Tactical Window**, then click on it's **Picture** button in the **Command Window**. This will take you into the **Production Screen.**



Production Screen

SELECTION LIST
UPGRADE BUTTON
TEXT WINDOW
IMAGE WINDOW
FOUNDATION INDICATOR
DIRECTIONAL ARROWS
RESUME GAME BUTTON
BUILD THIS BUTTON

Text Window:
This window displays information on the currently selected item in the **Image Window.**

Selection List:
This list displays what items can be currently produced by this production facility.

Directional Arrows:
These allow you to scroll through all of your choices in the **Selection List** by clicking on either arrow with the mouse or by using the arrow keys or numeric keypad on your keyboard.

Image Window:
This window displays a large detailed picture of the item selected in the **Selection List.**

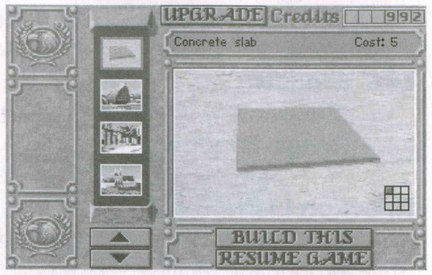
Foundation Indicator:
This indicator displays the shape and amount of concrete needed to have a stable foundation for the displayed structure. For concrete it indicates its size.

Build This Button:
This button will begin construction on the item displayed in the **Image Window**, then return you to the **Game Screen.**

Resume Game Button:
This button will return you to the **Game Screen.**

Upgrade Button:
This button will only appear if a production facility is ready to be upgraded and your structure has been fully repaired. All items that will become available if the production facility is upgraded are displayed on the **Selection List**. These items cannot be produced until the production facility is upgraded. The cost of the upgrade will be displayed on the picture of the item to be upgraded. If you wish to upgrade this production facility, click on the **Upgrade** button or type "**U**." The production facility will be upgraded immediately, as long as you have sufficient funds for the upgrade.

You may notice the first item on the **Selection List** is selected and its corresponding picture is displayed in the large **Image Window**. In the **Text Window** appears the name and the cost of the highlighted item. To select the next item in the **Selection List** click on the **Directional Arrow** pointing down or type "↓."

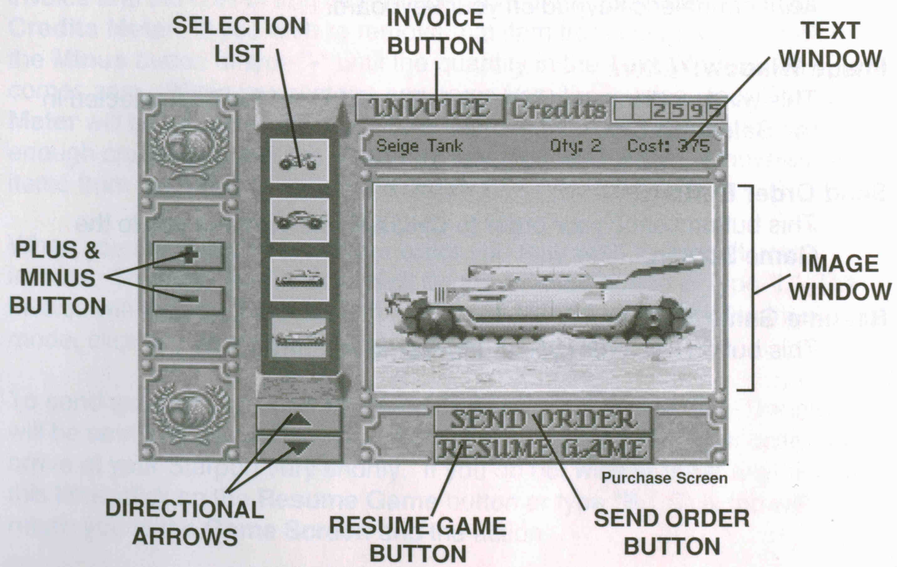


Production Screen

When you have highlighted the item you wish to produce, click on the "**BUILD THIS**" button or type "**B**." Production of that item will begin and you will be returned to the **Game Screen**. If you do not wish to produce anything at this time, click on "**RESUME GAME**" button or type "**R**." This will return you to the **Game Screen** and the action.

PURCHASE SCREEN:

You can purchase vehicles from **CHOAM**, **The Intergalactic Merchants Guild**, provided that you have enough credits and a Starport. The **Purchase Screen** can only be accessed through the Starport. To see what items are available for purchasing, click on the Starport in the **Tactical Window**, then click on its **Picture** button in the **Command Window**. This will take you to the **Purchase Screen.**



Purchase Screen

Invoice Button:
This button shows a complete listing of what is being ordered. This listing includes the name of the unit, quantity ordered, quantity cost for each unit ordered and the overall cost of the order.

Text Window:
This window displays information on the currently selected item in the **Image Window.**

Selection List:
This list displays what items can be currently produced by this production facility.

Plus Button:
This button increases the quantity ordered of the item selected in the **Selection List.**

Minus Button:
This button decreases the quantity ordered of the item selected in the **Selection List.**

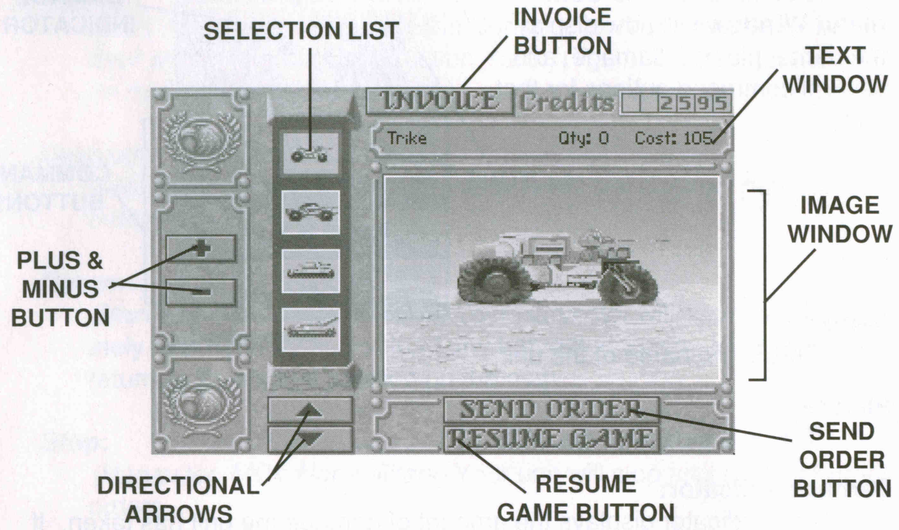
Directional Arrows:
These allow you to scroll through all of your choices in the **Selection List** by clicking on either arrow with the mouse or using the arrow keys or numeric keypad on your keyboard.

Image Window:
This window displays a large detailed picture of the item selected in the **Selection List.**

Send Order Button:
This button sends your order to **CHOAM**, then returns you to the **Game Screen.**

Resume Game Button:
This button will return you to the **Game Screen.**

You may notice the first item on the **Selection List** is selected and its corresponding picture is displayed in the large **Image Window**. In the **Text Window** is the name, cost, and quantity ordered of the item selected in the **Selection List**. To select the next item in the **Selection List** click on the **Directional Arrow** pointing down or type "↓."



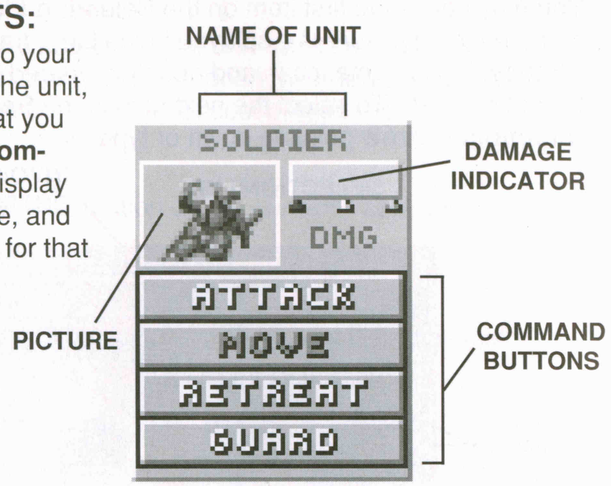
When you have highlighted the item you wish to purchase, click on the **Plus** button or type "**+**." You will now have one of those items in your invoice and the cost of that item will be immediately deducted from your **Credits Meter**. If you wish to remove that item from your invoice, click on the **Minus** button or type "**-**" until the quantity in the **Text Window** becomes zero. When you remove any items from the invoice, your **Credits Meter** will be refunded the cost of the removed item. If you do not have enough credits to purchase a desired item, you will have to remove some items from the order or cancel the order.

When you are ready to send your order you may wish to consult your invoice. To check the invoice, click on the **Invoice** button or type "**I**." The invoice will replace the picture in the **Image Window**. To exit the invoice mode, click anywhere on the screen or press any key.

To send the order, click on the **Send Order** button or type "**S**." The order will be sent and you will be returned to the **Game Screen**. Your order will arrive at your Starport very shortly. If you do not wish to order anything at this time, click on the **Resume Game** button or type "**R**." This too will return you to the **Game Screen** and the action.

COMMANDING UNITS:

You can give commands to your units at any time. Select the unit, military or non-military, that you wish to command. The **Command Window** will now display the name, picture, damage, and several command options for that unit.



Command Window

Name:
This is the name of the unit.

Picture:
This is a picture of the unit.

Damage Indicator:
This indicator displays the amount of damage the unit has taken. If the bar graph is: **Green** = little to no damage, **Yellow** = moderate damage, **Red** = heavy damage.

Command Buttons:
These are the commands that are available for this unit. There are different **Command** buttons for military units and civilian units.

Attack:
(Military) Select a target you wish to attack. Your unit will begin attacking that target immediately.

Move:
(Military and Non-military) Select a location. Your unit will begin moving to that location immediately.

Retreat:
(Military) Your unit will return to its original position on the map.

Guard:
(Military) Your unit will guard its immediate area and attack any enemy units that come within range of its weapons.

Harvest:
(Harvester Non-military) Your Harvester will move onto any nearby Spice fields and begin harvesting. If no Spice fields are nearby, your Harvester will stop.

Deploy:
(MCV Non-military) Your Mobile Construction Vehicle will deploy itself and become a Construction Yard. *(The MCV is required to be on rock at time of deployment.)*

Destruct:
(Military, Devastator) Your Devastator will self destruct damaging everything around it.

Return:
(Harvester, MCV Non-military) Your Harvester will return immediately to a Refinery and unload any harvested Spice. Your MCV will return to it's original position on the map.

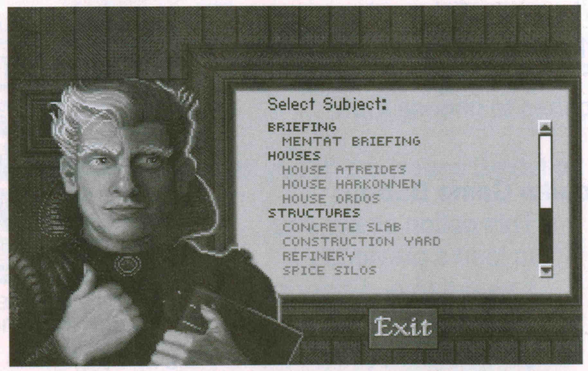
Stop:
(Harvester, MCV Non-military) Your unit will stop and wait for further orders.

Hint: *The first letter of each of the **Command** buttons is the keyboard equivalent for that command.*

If you decide not to command your selected unit, you may make another selection in the **Tactical Window.**

MENTAT BUTTON:

To consult your Mentat, click on the **Mentat** button or type "**F1**." This will take you into the **Mentat Screen**. A list of categories in the window next to your Mentat will allow you to request information on a particular topic. Clicking on the black and white scroll bar will expose additional categories.



Mentat Screen

Briefing:
This category gives information on your orders and any advice that your Mentat has for you.

Houses:
This category gives information on all of the Houses on Dune.

Structures:
This category gives information on all of the structures that you have encountered, and all those in the current scenario.

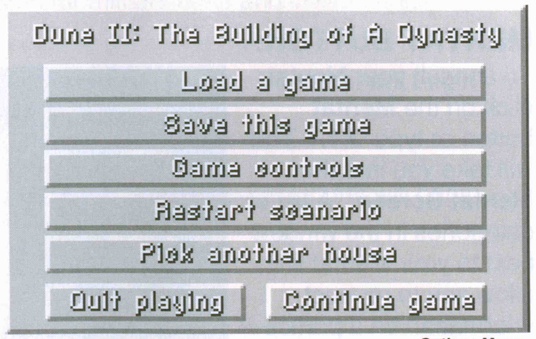
Vehicles:
This category gives information on all of the vehicles that you have encountered, and all those in the current scenario.

Specials:
This category gives information on special weapons and options that you have encountered, and all those in the current scenario.

To receive information on any of the categories, click on the subject or use the "↑" or "↓" keys to highlight the desired subject, then press "**Return**." A picture of the subject will appear in the window and your Mentat's description will be directly above that. To scroll the text, click with the left mouse button or press the space bar. When the description is complete or if you wish to exit from a certain subject, click on the **Exit** button or type "**E**." The list of categories should be displayed once again. To resume your game, click on the **Exit** button or type "**E**." This will return you to the **Game Screen.**

OPTIONS MENU:

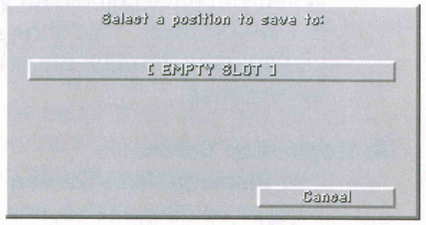
When you click on the **Options** button or press "**F2**" you are given several options to choose from:



Options Menu

Load a Game Button:
This option allows you to load a previously saved game. Click on the **Load a Game** button and a menu showing your previously saved games will appear. To load a game, click on the name of the game you wish to load.

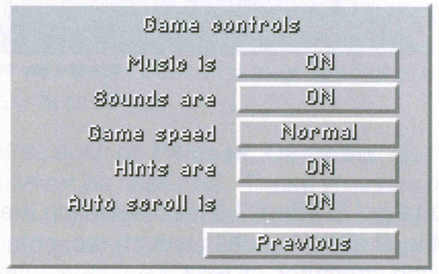
Save This Game Button:
This allows you to save your current game. When you click on the **Save This Game** button, a text box will appear, allowing you to choose an empty slot to enter the name of your saved game. Enter the name, then click on the **Save** button to save the game.



Save Game Menu

Game Controls:
This allows you to change certain aspects of game play.

Music is	**ON/OFF**
Sounds are	**ON/OFF**
Game speed	**SLOWEST, SLOW, NORMAL, FAST, FASTEST**
Hints are	**ON/OFF**
Auto scroll is	**ON/OFF**
Previous	**Returns you to the Options Menu**



Game Controls Menu

Restart Scenario:
This quits your current scenario and restarts that scenario from the beginning.

Pick another house:
This quits your current game and returns you to the House Selection Screen.

Quit Playing:
This quits the game and returns you to your operating system.

Continue Game:
This returns you to the **Game Screen**.

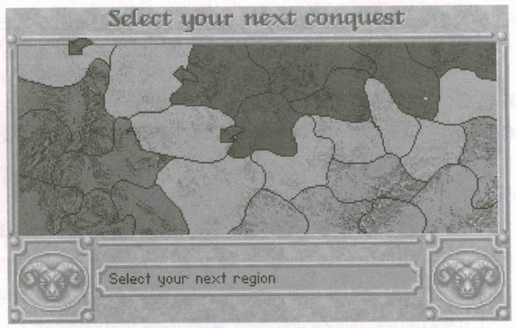
HOW TO PLAY

Hall of Fame:

When you have completed your scenario, you will be shown the Hall of Fame screen. This shows your current status in your House. If you progress through the scenarios and are successful, your status will increase.

Strategic Map Screen:

The **Strategic Map Screen** will show you the territories that you have conquered after each scenario, and what territories your enemies possess. It will also allow you to choose the area that you'd like to conquer next.



Strategic Map Screen

HELPFUL HINTS:

Targeting:

What can you target to attack? When selecting the command "**Attack**" you are capable of attacking units, structures, or terrain. This includes friendly units and structures as well.

Mounds:

What is under those big mounds in the sand? A number of surprises can be found under those mounds in the sand. Some of the items that can be found are: Spice blooms, hidden credits, abandoned vehicles, hiding enemy units, etc.

How do you find out what is under the mound? You can move a unit over the top of the mound or shoot the mound. If you choose to move a unit over the mound and a Spice bloom is under it, your unit will be destroyed, and fresh Spice will appear on the surface. If you decide to shoot a mound and there are credits under it, those credits will no longer exist. So you will have to decide which approach you wish to employ when discovering what is under a mound.

Creating Teams:

How can you create teams of units? First, select one of your units and give it the "**Move**" command. When it asks for the destination, select another one of your units. The first unit will move up right beside the second unit and wait. Now, select the second unit and give it the "**Move**" command and pick a spot on the map. The first unit will now follow the second unit until it is given another command. In this way you may direct them as a team.

Capturing Enemy Structures:

How do you go about capturing an enemy structure? First, the ability to capture an enemy structure is only given to Infantry and Troopers. Second, the enemy structure's **Damage Indicator** must be in the **RED**. You can then command an Infantry/Trooper unit to "**Move**" onto the structure and take it over. If you command an Infantry/Trooper unit to move onto the structure before it is in the **Red**, your unit will explode and inflict damage on the structure.

What happens when you capture a structure? When a structure is captured by one of your units, it will become one of your structures. If you capture an enemy factory, you will be able to produce any units that factory was producing when it was under enemy control. This tactic will allow you to get possession of special enemy weapons that your House cannot produce.

Certain structures such as **Palaces**, **Outposts**, **Barracks, IX**, and **Wor Facilities** can never be captured. These structures must be destroyed. Beware, for some Houses *booby-trap* their own structures in case they fall into enemy hands. These structures may self-destruct right away or they might wait awhile.

Sand Worms:

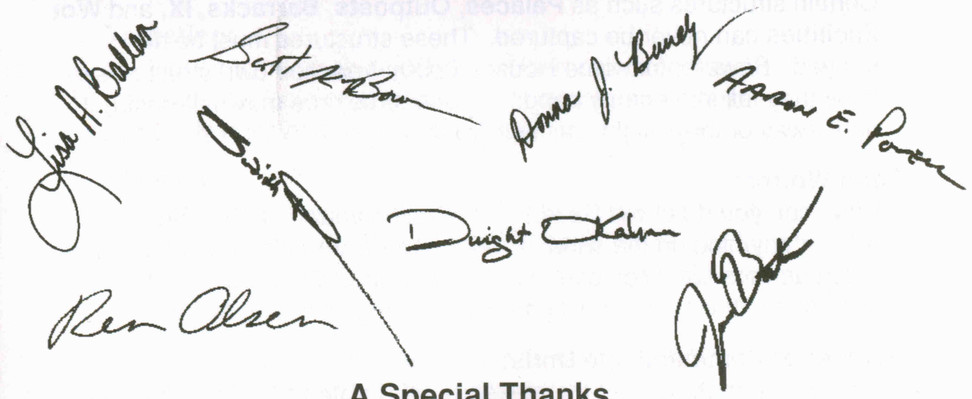
What can you do about Sand Worms eating your units? Sand Worms will eat anything on the sand, so try to have your units move on rock as much as possible. You can also attack a Sand Worm by targeting the distortion in the sand, and if you hurt it enough it will go away.

Number of Commandable Units:

Why do I sometimes get the message "**Not able to build at this time**" on the **Image Window** in my **Production Screens**? There is a limited number of units that you can effectively command at one time. You will not be able to produce any more units until some of your existing units are destroyed. You may wish to attack and destroy some of your own units to allow for production of new units.

Westwood™ STUDIOS

DUNE II Core Design Team



A Special Thanks
to the
Westwood Studios Team

It takes each of you to make our games a success!

DUNE™ • II

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The Building of A Dynasty