

DUNE 2000

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Westwood™
S T U D I O S

THE SITUATION ON ARRAKIS

Reported by: Lady Elara Moray Trieu - Bene Gesserit Truthsayer and Bound Concubine to Frederick IV - Emperor of the Known Universe. At: The Planet Arrakis.

Submitted to: Reverend Mother Marius Alethea Blasco of the Bene Gesserit Sisterhood, Proctor Superior. At: The Wallach IX Bene Gesserit School.

My Reverend Mother;

I pray that this communiqué finds you well, my Bene Gesserit Sisters thriving, and myself, somewhere in the great dunes of Arrakis, alive. In these times, one can only hope.

On the following pages, I entrust my report to the Sisterhood. Attend these facts carefully.

I have carried out the first stage of my mission, and taken our candidate to Arrakis on the Emperor's own heighliner. (Unwise, I know. Perhaps I thought my Reverend Mother would appreciate the irony.) We have chosen well. There is great strength in this warrior - can it be? The warrior of the Prophecy, the One who will rise to lead the people to bloody peace? We shall see.

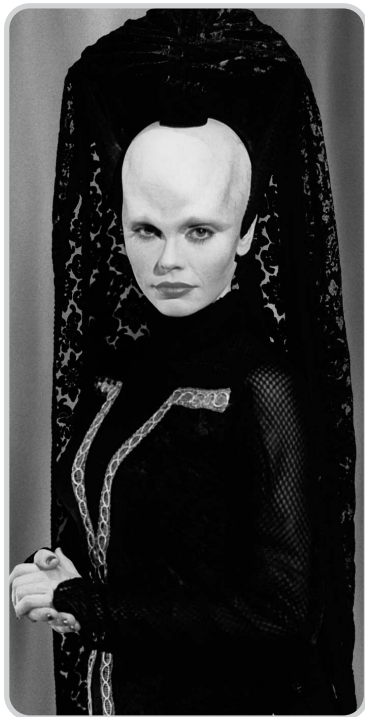
The situation on Arrakis is critical. The Emperor is not to be trusted. His demand for the Spice grows unchecked. As my report notes, not only has he challenged three great houses of the empire - House Atreides, House Harkonnen, and House Ordos - to compete for mining rights, but he offers Dune itself as the prize. The Governorship of Arrakis goes to the victor. Why such a generous offer? I rather suspect the Emperor of a darker purpose, yet to unfold. Plans within plans.

There is one small matter I must disclose regarding the Emperor. Frederick no longer trusts me, I fear. Though I will continue to serve the Sisterhood, there must be no further communication between us.

Know that I will see our project on Arrakis through to the end. If our candidate, our hero, is indeed the warrior of the Prophecy, the Bene Gesserit will never want for Spice again.

Deputations from all three houses have arrived. Spice harvesting will surely commence, and with it, the great Spice wars. Our spies are in place. All will be made manifest soon enough.

Your more than humble servant, Lady Elara Moray Trieu

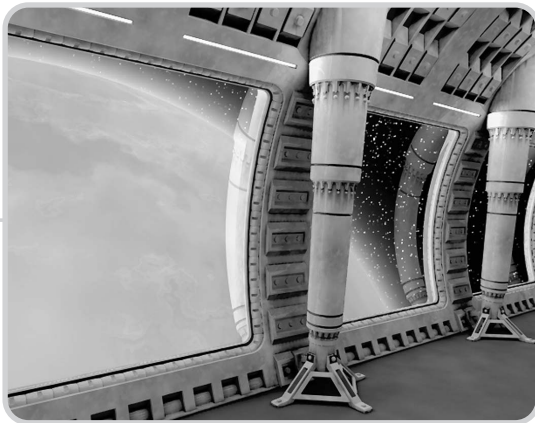


THE PADISHAH EMPEROR FREDERICK IV RULER OF THE KNOWN UNIVERSE

The Emperor Frederick IV, of House Corrino, rules the galaxy from the Golden Lion Throne on Kaitan. The Emperor's strength lies with his Sardaukar terror troops — his soldier fanatics. The Sardaukar training facility is on Salusa Secundus, the Imperial prison planet. One Sardaukar can take ten ordinary Landsraad conscripts.

Aside from military might, the Emperor controls the one true source of power in the galaxy - the Spice Melange, found only on Arrakis. With the price of Melange on the Imperial market up beyond 500,000 Solaris per decagram, the Emperor knows that every Major - and Minor - House in the Empire seeks the wealth of Arrakis for itself. And so the Emperor trusts no one. Which brings us to the Emperor's challenge for Arrakis. It is highly illogical that Frederick would offer all Dune to the victors. Frederick would never volunteer Governorship of Arrakis, and a share in revenues, to either the Harkonnen, Atreides, or the Ordos. I suspect he is playing each House against each other, to increase Spice production, and eliminate all potential threats to his throne in one bloody contest.

Whatever the case, knowing my Lord as I do - somewhat intimately - I assure you, there is rather more to the situation on Arrakis than meets the eye.



THE PLANET ARRAKIS

ALSO KNOWN AS DUNE, THE DESERT PLANET CLIMATE: DESERT / PRECIPITATION: NONE VEGETATION: NONE

TERRAIN

The surface of Arrakis is covered by endless dunes. There is no climate control of the planet. When the Fremen planetologist, consultant to the Harkonnen Governor, was asked how long it would take to transition Dune into a verdant, water-giving planet, he presented the figure of 500 years.

Miles of barren deserts hold little more than basins, dunes, and the occasional out-cropping of rock. The sands are dangerous, shifting constantly and unpredictably. Rock shelves and mountain ranges rising through the dunes provide the only possible building sites on the planet.

There are five major types of terrain on Dune.



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



Obviously, sand is the most common type of terrain found on Dune. Most vehicles on Arrakis are varieties of sandcrawlers, vehicles specially designed to travel upon this terrain. Giant sandworms are a danger when traveling across sandy stretches.



Extensive sand dunes are formed by the constant windstorms that plague the surface of the planet. Dunes are difficult to traverse, especially for ground based units.



Rock formations are the only terrain features that provide acceptable building sites. Sandworms avoid and can not cross rock formations.



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

WEATHER

To most human life forms, Dune is considered hot and oppressive in the extreme. Windstorms ravage the surface of the planet with speeds exceeding 200 km/h often generating intense electrical storms. Gaseous clouds accumulate in the lower sinks and dunes - through the quanats, or canals, which cross the surface. Ultraviolet reflection eventually blinds the unprotected eye, though the local Fremen (Dune's nomadic population of sand-dwellers) blacken their eyes with stain to reduce these effects.

All who venture into the deserts must do so wearing special stillsuits, built to preserve and reclaim the natural moisture of the body recycling it into catchpockets, where it is made available for ingestion through a network of tubing. Needless to say, maintenance of vehicles and structures is adversely affected under these conditions.

INDIGENOUS LIFE FORMS: There are two.

SANDWORMS

Far beneath the surface of the sand, giant sandworms cross the dunes - unseen and unheard. At the first signs of an impending worm attack, a Sandmaster or Duneman will call "wormsign," alerting those involved in the Spice harvesting operations to evacuate. The local Fremen population respectfully worship the enormous worms as "Shai-Hulud," the Worm God. Sandworms can grow from tiny sandtrout to worms more than 400 meters in length. Sandworms can be slain, or drowned in water which is toxic to their species.

FREMEN

Fremen are the other indigenous population of Arrakis. Fremen are the desert-dwelling sand warriors, the Free Tribes of Dune. Their nomadic ancestry descends from the legendary Zensunni Wanderers, who roamed the galaxy until they were shipwrecked on this barren desert planet. The Fremen are reclusive and secretive; it is unknown how many they number in their tribal dwellings, or sietches, hidden deep in the Desert. However, they are a fierce warrior people whose women and children can outpace most military conscripts. They have no allies, but if they did, they would be a powerful asset in battle.

Duke Leto of House Atreides believes there to be a great number of Fremen, and has sworn to ally them to the Atreides Forces. The Fremen do not reciprocate - yet. My spies will inform us, should the situation change.

THE SPICE MELANGE

The Spice Melange is the most powerful substance in the Universe. The Spice enables all interstellar space travel, allowing the Spice-mutated Guild Navigators to warp the fabric of space. Without the Spice, our Bene Gesserit Sisterhood can have no visions, no future Sight. With the Spice, human life can be extended by hundreds of years.

In all the Galaxy Spice is found only on the planet Arrakis. The native Fremen possess the Blue-Within-Blue eyes indicative of Spice saturation. Spice is harvested from the desert Spice fields, and exported throughout the Empire. Without the Spice the Padishah Emperor would have no empire.

We watch Arrakis closely now. We must, beyond all else, insure that our Spice allotments are not interrupted. The Spice must flow.



THE HOUSE ATREIDES



HOMEWORLD: The Planet Caladan. Verdant. Lush. Prosperous. The water world.

LEADER: Duke Leto Atreides. Noble. Just. Diplomatic. Intelligent. Duty-Bound.

MENTAT MASTER OF ASSASSINS: Noree Moneo. A Mentat, or human computer, of the most traditional education and schooling. Noble and intelligent, like the House.

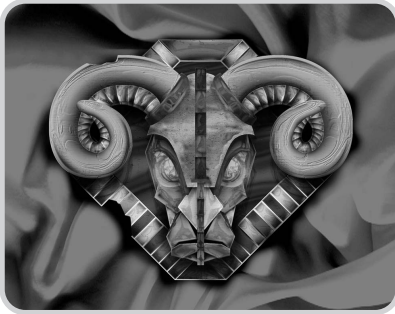
MILITARY STRENGTHS: An exceptional air force composed of Ornithopters; high-quality and good condition of vehicles and structures; intense loyalty among the conscripts to their honorable Duke; a highly-skilled Mentat of premier strategic training; the potential of a diplomatic alliance with the Fremen warriors.

HOUSE PROFILE: Virtue is clearly on the side of the Atreides. While not one of the richer Houses, the Atreides have ruled Caladan with a generous, noble spirit for ten generations. Their people are hard-working and desire both peace and honor. Atreides troops are exceptionally devoted to their Duke. Our spies have seen nothing like it in any other House of the galaxy, excepting, perhaps, the Fremen. It is possibly this shared devotion to duty, the fierce honor of the people, that makes the Duke believe the Fremen will come to fight with him. It is perhaps also the Duke's noble nature which makes the Baron Harkonnen so loathe and swear to destroy him.

Our spies confirm that the Atreides campaign is being advised by the brilliant Mentat Noree Moneo, long-time Mentat to the Duke. Moneo appears to have advised caution; of all the Houses, the Atreides seem most suspicious of the Emperor's challenge. As expected, the Atreides have been holding off attack of both the Ordos and the Harkonnen, simply defending themselves against a series of raids, sabotage, and larger offensives. True to their nature, the Atreides have first attempted diplomacy. Yet, Arrakis tolerates nothing of diplomacy. Soon, the Atreides will crush their opponents in the sand.

HOUSE INSIGNIA: The Hawk

THE HOUSE HARKONNEN



HOMEWORLD: The Planet Giedi Prime. Dark. Industrial. Toxic. Cruel.

LEADER: The Baron Harkonnen, or Siridar-Baron - Planetary Governor. Like Giedi Prime, the Baron is dark. Cruel. Savage. Driven by greed and a kanly, or vendetta, to use the Ancient Tongue, against Duke Leto and the entire House Atreides.

MENTAT MASTER OF ASSASSINS:

Hayt DeVries. Hayt is a Gholia, a re-animated corpse, purchased from the flesh-vats of the Planet Tleilax. Ruthless. Brilliant. Cold. Cruel. Egomaniacal. Like the House.

MILITARY STRENGTHS: Brute force; illegal atomic weaponry, or so it is rumored; the ruthlessness of the Baron and his Mentat; the degree to which the Baron's Troops fear him - and thus, fear disappointing him. (He has been known to personally drink the blood of those who bear unfortunate news to his chamber. Indeed, it is said the Harkonnen are forced to wear heart plugs, such that the Baron can loose their blood with greater ease.)

HOUSE PROFILE: Giedi Prime is a dark, deranged world as are the creatures of House Harkonnen. The Harkonnen are a cruel people, equally ruthless toward friend and foe, if necessary. The Harkonnen have a long history of employing violence and fear to achieve their objectives. In House Harkonnen status is not bestowed. It is taken. Treachery upon treachery, assassin upon assassin, our spies cannot keep up with the rapid shifting of military rank in the Harkonnen forces, excepting, of course, the nearly totalitarian control of the Baron.

Nothing will stop the Baron Harkonnen in his pursuit of Dune. Formerly the sole stewards of the Spice harvesting operations on Arrakis, the Harkonnen feel deprived of something which they believe to be rightfully theirs: the Governorship of Dune. As the Baron has sworn to cut the ducal ring from the hand of Leto, it is highly unlikely that he would tolerate an Atreides victory over Dune.

HOUSE INSIGNIA:The Ram

THE HOUSE ORDOS



HOMEWORLD: Little is known of the icy, remote planet of the Ordos. The economy of the planet is based entirely on trade and smuggling, to be certain. Our spies can tell us that much, if nothing else.

LEADER: Unknown. A reclusive cartel of wealthy noblemen who seem to control the finances of House Ordos, and thus, House Ordos itself. No one has ever seen them except the few generals who formerly controlled what troops the Ordos could muster. One by one, those generals have been eliminated under mysterious circumstances.

MENTAT MASTER OF ASSASSINS: None. The previous Mentat, known only as Ammon, was executed on the alleged charge of embezzlement. Spies have reported on the possibility of an Ixian clone, a computer in the form of a human male, smuggled from the Ixians in exchange for a fortune in Spice. However, since the Butlerian Jihad, there has never been a computer in the likeness of a human mind, so these reports have been largely disregarded.

MILITARY STRENGTHS: Immense wealth. They have the kind of wealth that buys incredibly powerful forbidden technologies, illegal weapons purchased from the house of Ix and then smuggled to the Ordos troops. Aside from wealth, there is little military strength to House Ordos. Their troops are largely mercenary, and tend to desert with great frequency.

HOUSE PROFILE: House Ordos cannot be profiled. We do know they have a tendency towards sabotage, expensive weaponry, and illegal technologies. We believe the Ordos may have Ixian weapons the Harkonnen and Atreides could only dream of. But this could all be speculation. We know nothing else for certain .

HOUSE INSIGNIA: The Snake

HOW TO PLAY

STARTING THE GAME

CHOOSING YOUR SIDE: HOUSE ATREIDES, HOUSE HARKONNEN, OR HOUSE ORDOS

DUNE 2000 gives you the option to play one of three distinct fighting forces: the noble House Atreides, loyal to Duke Leto Atreides; the evil House Harkonnen, led by the ruthless and greedy Baron Harkonnen; or the mysterious House Ordos, controlled by a cadre of wealthy families, about whom little is known. If you choose the Atreides, you will fight against the Harkonnen and the Ordos. If you choose Harkonnen, you will fight against the Atreides and the Ordos. If you choose Ordos, you will fight against the Atreides and the Harkonnen. Each house is radically different from the other with varying strengths and weaknesses, different units, technologies, and different philosophies towards war. In addition, different stories will unfold depending on the house you have chosen.

When you start a new game, a dialog box will come up asking which house you wish to play. Simply click the house that you want and that game will begin.

When you start the game for the first time, DUNE™ 2000's introduction movie will automatically begin to play. After the introduction, the game itself will begin. In subsequent games, you'll be taken directly to the Title Screen menu.



START NEW GAME

Select this option to start a new game. Your new game will start with a screen for you to select your difficulty level, then present you with the choice of which house to play: Harkonnen, Atreides, or Ordos. When starting a new game, the introduction is not shown again.

DIFFICULTY LEVELS

There are 3 difficulty settings which will change the balance of the game. We recommend playing the game at "Normal" difficulty, but if you feel the game is too hard or too easy, you can tailor it to your tastes. Difficulty can ONLY be set at the beginning of a new game. You cannot change it once you are in the missions. Changing the difficulty level affects the cost and build speed of enemy units and structures.

HOW TO PLAY

LOAD MISSION

If you want to play a previously saved mission, choose this option. (See page 22 for saving missions.)

From this screen (see diagram), click on the up-arrow or down-arrow to scroll through your saved missions. Select the saved mission you wish to reload and left-click on LOAD.



MULTIPLAYER GAME

Select this option to play an Internet game (via Westwood Online), local area network game or serial game (modem or null modem). See page 27 for details.

REPLAY INTRODUCTION

If you want to see the introduction again, select the preview option.

OPTIONS

If you want to change the color depth, the default is 16 bit, but the player may choose to run in 8 bit. Running in 8 bit will increase the speed of the game .

EXIT GAME

Select this option to exit back to the Windows desktop.

HOW TO PLAY

DUNE™ 2000'S BASIC INTERFACE

The interface for DUNE™ 2000 has been designed to allow maximum control of your units and structures with little effort. If you are familiar with the Windows environment (point & click, etc.), then you can play DUNE™ 2000 with ease. The mouse will move your pointer around the screen, and depending on what you click on, you can order units, build structures, attack, repair and perform a variety of other commands.

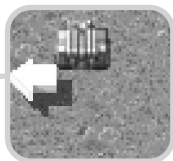
As a general rule in DUNE™ 2000, left-clicking confirms orders, changes modes, or selects units and structures. Right-clicking pauses and cancels actions, modes and selections.

SCROLLING AROUND

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The cursor will become a solid white arrow and the view will scroll in the indicated direction. If you're at the edge of the battlefield, a universal "no" slash will appear over the arrow indicating that this is as far as you can go. You can increase or decrease the scroll rate from the game controls menu.

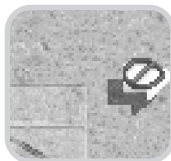
● ————

**SCROLL
ARROWS**



● ————

**CAN'T SCROLL
ARROWS**



ORDERING YOUR TROOPS AROUND

To get your units to act, select a unit by left-clicking on them. Then move the cursor to the desired point on the battlefield where you want the unit to go. If the cursor is over a potential target, it will change to one of the targeting cursors. Left-clicking at this point will cause the unit to attack the target if it is in range, or move towards it and attack it when it gets in range.

Otherwise, it will move the unit to that location, unless it is impassable (e.g. a cliff), in which case it will get as close as it can to the target. Some terrain is passable to infantry, but not vehicles. If a vehicle is told to move to this terrain, it will get as close as it can to it, but infantry will actually move onto it.

To cancel out of move / attack mode (or any mode), right-click and the unit will be deselected. Although no longer selected, the unit will retain its orders, so it will continue to follow its last command. To stop a unit from moving, select it again and redirect it to a new location, or press the 'S' key to make it stop.

● ————

**NO MOVE
CURSOR**



● ————

**MOVEMENT
CURSOR**



● ————

**SELECTION
CURSOR**

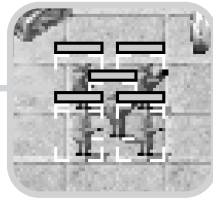


HOW TO PLAY

GROUP ACTIVITIES

To save time, you can form teams among your troops. To select several units simultaneously, left-click and hold the mouse button down. Drag the mouse cursor to include all the troops you want selected. A light gray box outline indicates the range of this selection. Then, release the mouse button, and all the units within the box will be selected. You can give that group an order the same way you would give a single unit an order. Some units in groups will not respond to certain commands. For instance, an Engineer in a group ordered to attack will not move when the rest of the group engages, because he has no weapon.

SELECTING A GROUP



THE SHROUD

When you start a mission, much of the battlefield will be covered with a black “Shroud.” This represents the areas of the battlefield that are unexplored. As you move your units towards the edge of the visible area, the Shroud will be uncovered around them depending on how far the units can “see.” You can order a unit to move deep into the Shroud, uncovering large sections of the area at a time.

THE SIDEBAR

The Sidebar is your tool for accessing information and abilities not directly related to your troops. With it, you can build units and buildings, get a radar view of the area (if you have an Outpost). It will also tell you how much power your base is producing vs. how much it needs.



HOW TO PLAY

BUILDING YOUR BASE

Critical to the success of many missions is the construction of your own field Base, and the constant maintenance and defense of this Base during combat. The Base is necessary for the gathering of resources (harvesting Spice via the Spice Refinery with its accompanying Spice Harvester), construction of units, and defense thereof.

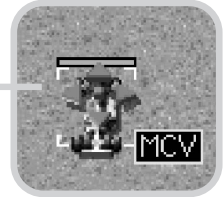
To begin building your Base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle (MCV). Move the MCV to where you want the Construction Yard placed. Move the cursor over the MCV and you'll get the Deploy cursor. You'll need clearance on all sides of the MCV in order to deploy it. If you try to deploy the MCV where there isn't enough room, you will receive the No Deploy cursor, and the MCV won't deploy. If you do have enough room, left-click to deploy the MCV, and it'll turn into a Construction Yard.

Once the Construction Yard is set up, the Sidebar will fill with icons and become active. In the large upper window on the Sidebar, you will see the symbol of your House (Atreides Hawk, Harkonnen Ram or Ordos Snake). Later, this area becomes a radar display once you've built an Outpost, and have enough power to run it.

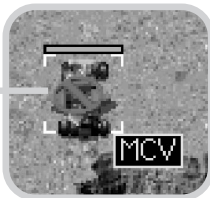
●
MCV
CURSOR



●
DEPLOY
CURSOR



●
NO DEPLOY
CURSOR



●
CONSTRUCTION
YARD



HOW TO PLAY

BUILDING THINGS

Below and slightly overlapping the radar display is a horizontal row of five icons, or buttons. Each button has a single function such as: ordering units to guard an area, ordering units to retreat, toggling the radar map display, repairing buildings, or selling buildings.

Below the row of five buttons are two more buttons, the Upgrade button, and the Starport button. The Upgrade button will upgrade, or improve structures. The Starport button will allow you to order new units from the CHOAM Merchant's Guild.

Below these two buttons are two columns of icons. The left column displays the structures your Construction Yard can build, and the right column displays the units you can create. The buildings show the space they will occupy when built at the top left of their picture. This is very useful when planning the amount of concrete you will need for it. The arrow buttons at the bottom of these icons allow you to scroll through the selections when there are more than four available.

Before building a structure, it is advisable, but not necessary, that you place a concrete foundation beneath the building you wish to construct. Without first laying down a concrete foundation, your structure will immediately operate at less than full health, and will need to be repaired. Concrete cannot be repaired, and must be replaced or abandoned, if damaged. Buildings not placed entirely on concrete will be weathered by the harsh environment and their health will degrade over time.

To build a structure or unit, left-click on the appropriate icon. Construction will take a period of time, as indicated by the sweeping hand over the icon. Cost for construction and purchasing will be automatically deducted from your credits. Only one unit (of any one class) and one structure can be built at any one time. If you move the mouse cursor over the icon (without clicking), you'll see what that icon represents and how much it would cost you to build, buy, or train it.

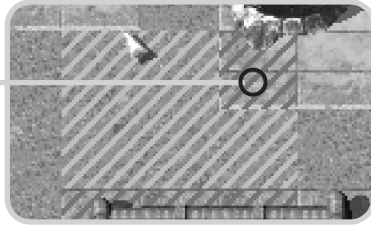
When construction of buildings is completed the word **READY** appears across the top of the selected icon in the Sidebar. Left-click on this icon, and the mouse cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building will be on the battlefield. Move the grid to where you want the building placed. Once you've found a suitable location, left-click and the building will be placed where you indicated. The grid should be entirely white. Any red in the grid indicates that the placement area is blocked or too far from other structures and you will not be able to deploy the building. A building can be placed adjacent to another building or entirely on concrete. This means concrete can be used to extend the players base.

While there is a grid on the battlefield, you will not be able to build anything else. You'll have to either place the ready building, or cancel placement. To cancel, right-click while the placement grid is still up. The grid will disappear. Right-clicking on the icon in the Sidebar will cancel the building and refund your credits.

HOW TO PLAY

When training or construction of a unit is complete, the new unit emerges from its originating building (like a Barracks, a Light or a Heavy Weapons Factories) and is ready to use. You are not required to place them. However, it is a good idea to keep some space in front of these buildings, so units don't bunch up and block any other units from coming out

**NOT OKAY
TO PLACE**



POWER

To the left of the construction icons is a narrow bar with a horizontal indicator on it. This is your Power Bar - keep an eye on it! Every building that you place requires power to run. Knowing how much power you have and how much you are using is very important.

The horizontal indicator tells you how much power your base needs to function optimally, while the vertical bar tells you how much power your base is putting out. If the bar is in the yellow or orange, your base doesn't have enough power! If it is green, your base has enough power to run all of the structures you have built.

**NORMAL
POWER**



NORMAL POWER

Lack of full power will slow construction, and shut down the radar (if you already have it), as well as de-activate some of the base defenses available in the game. Wind Traps are good targets to go after if the enemy has defenses that you are having a tough time cracking. Without power, the enemy is denied information, quick response time, and some base defense.

**LOW
POWER**



LOW POWER

The amount of power produced by Wind Traps depends on their state of repair. Make sure to keep all of your Wind Traps fully repaired, or you may find yourself losing power at an inopportune moment.

HOW TO PLAY

CREATING ADDITIONAL UNITS

If you have a Construction Yard and enough credits, you can build a Barracks, which will allow you to train infantry. At first, the type of units you can train will be limited. As you win missions, you'll receive new technologies and upgrades. Once you do this, new units with unique abilities will become available.

As the game progresses and you build up your base, you'll have a chance to construct a Light Weapons Factory and a Heavy Weapons Factory. With these structures, you can acquire new and more powerful units like Trikes, Quads, and Combat Tanks. Keep in mind that all units won't be available for all three Houses, and some units require you to build other structures (like a Repair Pad) before they become available.

BUILD BARRACKS



(CREDITS) MONEY, SPICE AND HARVESTING

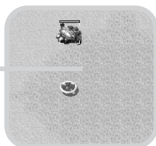
There is one type of resource that you can collect to make money: the Spice Melange, or Spice. Spice is found in red-orange patches in the desert, and must be harvested to produce credits.

In the upper right of the screen, the Credit Counter keeps track of the money you have to build structures and units. This decreases as you build or repair units and structures, and increases if you sell a building, deposit Spice from a Spice Harvester into the Refinery, or find a crate that contains money.

In order to make money, you need to harvest Spice. To harvest Spice, you need to build a Spice Refinery. Every Refinery that you build comes with a Harvester, and you can build extra if you want to harvest Spice faster. Once construction of the Refinery is complete, place the Refinery where you want it to go. The closer the Refinery is to Spice, the faster the turn-around on collection will be.

When the Refinery is built, a Spice Harvester will be delivered by Carryall. The Harvester will move to the nearest patch of Spice visible on your battlefield and begin harvesting it. The Spice Harvester will try to remember where it was harvesting from and after dumping all of the collected Spice into the Refinery it will return to the Spice patch and continue to collect from it. This process is automatic, but can be interrupted by you at any time by redirecting the Spice Harvester to another location.

SPICE



SPICE REFINERY

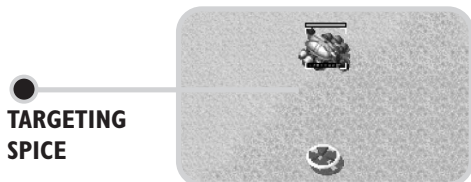


SPICE HARVESTER



HOW TO PLAY

Take one of your other units and scout around your base until you find some Spice. Once you find some, select the Harvester by left-clicking on it, and put your cursor over the Spice. You will see the cursor change to an attack cursor. Since the Spice Harvester doesn't have a weapon, this cursor tells it to start collecting. Left-click again, and the Spice Harvester will proceed to the Spice and begin to collect it. The automatic collection process will be started, so you no longer need to order the Spice Harvester back and forth.



You can force the Spice Harvester to return to the Refinery early by left-clicking on it, then placing your cursor over the Refinery. The cursor will change to an Enter Cursor (3 green arrows), telling the Harvester to return to the Refinery with its current load. If you want it to do this, left-click on the Refinery. If you want it to continue what it is doing, deselect it by right-clicking.

In advanced missions, when certain buildings and technologies are made available, you will be able to build a Carryall, which will greatly increase Spice production. The Carryall is an automated unit that transports your Harvester back and forth between the Refinery and the Spice. Be careful, because enemy Carryalls can be used against you - if you see an enemy Carryall coming near your base, be on guard, because it may be bringing enemy troops behind your battle lines!

FORCE-RETURN

Note: If you move the Spice Harvester somewhere and do not tell it to collect Spice, it won't. When it reaches its destination, it will just sit there until you order it to move again. The automatic collection only happens when you first build a Spice Harvester.

Keep an eye on your Spice Harvester! There is nothing worse than not watching your Harvester, only to have it wander into enemy territory in order to collect Spice. It is the weakest link in your financial operations - remember to keep it safe! Sometimes you will receive a replacement harvester if you have no other harvesters left, but don't rely on it!

You will notice mounds of sand in areas where Spice is found. These are both very valuable, and dangerous. These mounds contain Spice - and when they are either fired upon or run over, they burst open and spread Spice into surrounding areas. The explosion of Spice releases valuable resources but is also dangerous - and can outright destroy many units, so be careful.

Other dangers exist near the Spice fields - most notably, the Sandworm. This deadly creature is attracted to vibrations, and can consume vehicles whole. Worm signs always precede their appearances, and intelligent commanders can predict their movements, and often outrun them. The only guaranteed safety is on solid rock, where the Sandworm cannot travel.

HOW TO PLAY

UPGRADING BUILDINGS

Certain buildings can be upgraded, which makes new, more advanced units available. Occasionally a building is also required before a new unit becomes available, e.g. the MCV requires a Repair Pad and an upgraded Heavy Factory. The Upgrade button, located on the Sidebar, toggles the main menu and the upgrade menu. When pressed it changes the row of icons below it from available buildings and units, to a list of buildings that can be upgraded. To upgrade a building, simply left-click on that building's icon. You may only upgrade one building at a time. Upgrading a building upgrades all buildings of that type. You can put an upgrade on hold by right clicking on the icon. A second right-click will cancel the upgrade. When you are finished, select the Main button to return to the main list of building and unit icons.

PURCHASING UNITS WITH THE STARPORT

In advanced missions, when you have built a Starport, you will be able to purchase vehicles from CHOAM, The Intergalactic Merchant's Guild, provided you have enough credits. To purchase units from the Guild, press the Starport button (located next to the Upgrade button) which toggles the row of icons below it from available buildings and units to a list of vehicles available for purchase.

You may select vehicles from the list by left-clicking on the icon of the vehicle you wish to order. To cancel the selection, right-click again on the icon. You can order multiple vehicles from the Guild, so long as there is stock available, and you have sufficient credits. Each time you left-click on the icon, the number in the top left corner will increase by 1. This number shows how many of that vehicle you have ordered. Right-clicking on the icon will decrease the number ordered by 1. The price of the units varies depending on economic conditions around the galaxy, so it pays to check prices of vehicles by placing the cursor over the icon, which reveals the current price. When you have made your selection, click on the Purchase button at the bottom of the screen. If you leave the menu without making a purchase your order will be cancelled. After a period of time, your order will arrive at your Starport from the Guild.

REPAIR BUTTON & REPAIRING

To repair a damaged building or unit and keep it operating at full efficiency, left-click on the Wrench button in the Sidebar. The mouse cursor on the battlefield will turn into a white Wrench. When the cursor is over a damaged building or unit that can be repaired it will rotate. Left-click the Wrench on the building you want repaired. When repairing, a wrench will flash on and off on the building that is being repaired. The cost of repair will be deducted from your credits. Several buildings can be repaired simultaneously. A unit that is ordered to repair will drive back to the repair pad. If a carryall is available it will pick up a unit that is ordered to repair. Right-click when you want to cancel out of repair mode. To stop repairs on an structure, left-click on the structure.

HOW TO PLAY

SELL BUTTON & SELLING

To sell a building, left-click on the \$ button in the Sidebar. The mouse cursor will turn into a gold \$ sign. When the cursor is over a building that can be sold it will rotate. Left-click on the building you want to sell. It will deconstruct, and you'll be credited a percentage of the structure's original cost.

BE CAREFUL! As long as the cursor is in \$ mode, any building you left-click on will be deconstructed and sold! To cancel out of \$ mode, right-click.

RADAR BUTTON & RADAR

If you have not built an Outpost, you will see your side's insignia (the Atreides Hawk, the Ordos Snake, or the Harkonnen Ram) where active radar appears. With radar active you will see a small map of all the revealed areas of the battlefield. In multiplayer mode the radar button toggles you between displaying radar and displaying additional information on your enemy.

GUARD BUTTON & GUARDING

If you wish your units to guard a certain area, select the units by clicking or grouping them together, and left-click on the Shield icon. These units will be more aggressive in defending the surrounding area, and in responding to enemy attacks that may not threaten them immediately. Hitting the "G" key while units are selected will also put them in guard mode.

RETREAT BUTTON & RETREATING

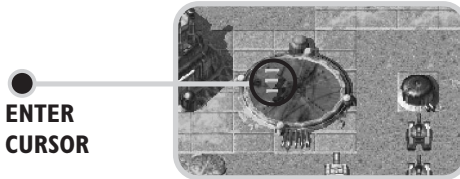
If you find yourself in a losing battle, and wish to quickly gather your troops and regroup, simply select your units and left-click on the Retreat button. Your units will immediately stop attacking and return to your base. This can be helpful if you wish to repair specific units such as Harvesters, but don't have time to guide them back to your base.

Hitting the "R" key while units are selected will also put them in retreat mode.

HOW TO PLAY

CAPTURING ENEMY BUILDINGS

As the game advances, a special infantry unit, the Engineer, will become available. Engineers are unarmed but they allow you to capture enemy buildings. To do this, left-click on the Engineer and place the cursor over an enemy building. If the building is a valid building that you can take, you will get an enter cursor.



If you captured the building, it is now part of your base. You can build base structures around it, sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units that are normally unavailable to you! Your enemy may attempt to retake the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!

CHECK-UP

To check the health status of a unit or structure, select it by left-clicking on it when the cursor is in Select mode (deselect with a right-click). As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. Units that are in the yellow and red will not function as efficiently as those that are green.

This may result in slower construction time, slower movement, and a variety of other negative effects. In later missions, vehicles can be repaired if you build a Repair Pad.

Some units have a carrying capacity indicated by a series of boxes in the lower left corner of the unit (when selected). This will tell you at a glance how much your unit is carrying. When all the boxes are full, so is the unit.

HOW TO PLAY

GUARD MODE

Normally, units that you have stationed around the battlefield will only respond if an enemy unit gets close enough to be fired on. However, they won't go looking for trouble - they'll only get involved if someone else starts it.

If you want your units to pick fights with anyone that comes within range, select the units and hit the guard icon in the sidebar. This will put all the selected units into Guard Mode. With this on, your units will be much more aggressive, moving towards and engaging any threats that come near them.

Guard Mode will continue to function on those units until you move them, or give them another order, such as stop or scatter.

REPAIRING UNITS

Later in the game, the ability to build a Repair Pad will become available. The Repair Pad can repair damaged vehicles.

To repair a damaged vehicle, select it, and then move the cursor over the Repair Pad. The cursor will change to an enter icon. Left-click, and the unit will move back and begin repairs. If you have selected multiple units, they will all be repaired in turn. Money will automatically be deducted from your account depending on the type of unit and the severity of the damage.

You can also repair damaged units by clicking on them with the repair cursor as mentioned above.

OPTIONS

Choosing the Options mode will stop all the action while you adjust your visual, audio, and game control. Note that selecting options during a multiplayer game does not pause the game.



HOW TO PLAY

LOAD MISSION

Select Load Mission from the Options menu if you want to play a previously saved mission. The mission you are currently playing will be lost unless you save it first.

Left-click on the up or down arrow to scroll through your saved games. Then left-click on LOAD, to load the selected game.

If you wish to leave this screen without loading a game, left-click on CANCEL.



SAVE MISSION

Select Save Mission from the Options menu to save the mission you're currently playing. In the Save Mission menu, choose the Saved Mission slot you wish to use. If you save a game over a slot already used, you'll overwrite the selected game. If you want to save into a new slot, choose [Empty Slot] and name your mission. The number of saved games available depends on your hard drive space. If you're out of room, [Empty Slot] won't appear. You'll have to save over a previously saved game or delete some saved games.

Left-click on the up or down arrow to scroll through your saved games. Then left-click on SAVE to save the selected game. If you wish to leave this screen without saving a game, left-click on CANCEL.



DELETE MISSION

Select Delete Mission from the Options menu when you want to get rid of some saved games. This is useful to free up some save game slots or save hard drive space.

In the Delete Mission menu, choose the mission you want to get rid of by left-clicking on it. Then left-click on DELETE to get rid of that mission.

A confirmation window will pop up just to make sure this is what you want. If you're intent on ridding yourself of that mission, left-click on YES. Otherwise, left-click on NO.

HOW TO PLAY

ABORT MISSION

Select Abort Mission if you decide you don't like how things are going and want to escape to the Title Screen. A confirmation window will come up just to make sure. You can also restart the mission from this screen.

GAME CONTROLS

From the Game Controls menu, you can customize your sound options. You can also change the game's speed and scroll rate.

SOUND CONTROLS

To control the volume of music or sound effects, drag the knob left or right. Dragging the knob right will make that audio track louder. Dragging the knob left will make it softer. If you want to shut off music or sounds, drag the control knob all the way to the left.



GAME SPEED

This slider bar adjusts the speed of the game (rate of unit movement, building rate, etc).

SCROLL SPEED

Use this slider bar to set the Scroll Rate of the game screen. The higher the setting, the faster the mouse moves the map view in the game.

RESUME MISSION

Left-click on RESUME MISSION to get back to the main game.

HOW TO PLAY

BRIEFING

If you have forgotten your mission objectives, left-click on BRIEFING. The next Briefing will be displayed. When you are ready to return to the mission, click the RESUME button.

ADVANCED GAME CONTROLS

Once you have a good grasp of the basic controls for your units, it's time to move on to some of the more advanced controls that are offered in DUNE™ 2000. If you are going to pit your skills against other players, learning how to use these controls is a must.

TEAMS [CTRL + #, #, ALT + #]

As you've learned, you can select more than one unit at a time by left-clicking on an empty space and dragging a box to select all of the units that you want to move at once. What if you want to select that particular team again in the middle of battle? Normally you'd have to band-box them all over again. This may mean scrolling the screen as well, since most of the time you are trying to do more than one thing at a time.

You can Save all of the selected units into a team. To do this, first select all the units that you want in your team, then hold down the CTRL key, and hit any one of the number keys on your keyboard (0-9). This will make all the selected units part of that team. To instantly select that team, just hit the number key corresponding with that team, and they will all be selected.

Note: This will not re-center your view on that team, it will just select them so you can give them orders. If you want to see that group, hold down the ALT key and hit the number you've assigned for that team. This will center the view on that team.

You can add members to an already existing team easily. First, select that team by hitting the appropriate number key. Then, hold down the SHIFT key and individually click on the units that you want to add to that team (sorry, you can't band-box with this method). Once you've got them all highlighted, resave the team again by holding down CTRL and hitting the number of the team. That's it!

BOOKMARKS [CTRL + F9 - F12, F9 - F12]

You can save 4 positions of the screen and return to them at any time. To save a position, hold down the CTRL key, and hit one of the function keys F9-F12. You can then just hit the F9-F12 keys to jump to that location.

HOW TO PLAY

FORCE FIRE [CTRL + 'L' CLICK]

Sometimes, you may want to have certain units fire on a building or area even if it isn't an enemy target. To get them to do this, you can use the Force Fire command. Simply select the units that you want to do this, hold down the CTRL key, and click on the location that you want the units to attack. The icon will be a targeting cursor as long as you hold down the CTRL key.

Units in this mode will continue to fire on that area, ignoring all other threats, until you tell them to stop, or give them a new order to follow. Some units cannot be forced to fire at something, like an Engineer.

FORCE MOVE [ALT + 'L' CLICK]

Infantry annoying your tanks? Squish 'em. Using the Force Move command, you can make your Tanks (or any heavy unit) move into an enemy occupied area and attempt to overrun the infantry in the square. To do this, select the unit(s) to Force Move, then hold down the ALT key and left-click on the area you want to Force Move to. You can also use this to single-out a particular infantry unit that is giving you a hard time. Your unit will attempt to crush that infantry until either it succeeds, you give it a new order, or your unit is destroyed.

Vehicles cannot overrun each other, and infantry cannot overrun tanks. Only tracked or heavy units can Force Move into enemy infantry. You cannot force your tanks to crush your own infantry.

SCATTER ['X' KEY]

Tanks trying to squish your infantry? Ornithopters coming in with Parabombs? With Scatter, you can make your troops move in a random direction from their current location, allowing them to (most of the time) dodge out of harms way.

To Scatter units, select them and hit the 'X' key. Units that are scattering will continue to carry out any attack orders, so you can select them, tell them to attack, then hit the 'X' key to make them Scatter from the threat.

Note: Scattering will only make all the selected units move once. If you want them to continually Scatter, you must keep the units selected, and continue to hit the 'X' key every second or so. Otherwise, they will Scatter once, then stop, and continue to attack the target you've given them. Also, units that are scattering may Scatter out of their fire range. If this happens, left-click on the target again (with the units still selected), and your units will move back into firing range.

HOW TO PLAY

STOP ['S' KEY]

If a unit is marching to certain death, or has been given an order that you don't want them to continue to do, you can force that unit (or structure if it's a turret of any kind) to Stop firing, moving or mining. Select the unit(s) that you want to Stop, and hit the 'S' key.

CENTER VIEW [HOME KEY]

Hitting the home key will center your view on the currently selected unit/structure.

CONSTRUCTION YARD VIEW ['H' KEY]

Hitting 'H' will instantly center your view on your Construction Yard. This is useful for jumping back to your base when you've been concentrating your efforts somewhere else on the battlefield.

EVERYTHING SELECT ['E' KEY]

Hitting 'E' will select every unit that you can see on the battlefield. This is useful for putting your entire base into guard mode, or making a mad charge on the opponent's base with everything that you can see.

NEXT UNIT ['N' KEY]

This key will select another unit in your army. You can cycle through all your available units with this key.

MULTIPLAYER GAME

MULTIPLAYER GAMES

DUNE™ 2000 offers the following multiplayer game modes:

1. Modem/Serial (page 29). Play against another player on another computer over a modem or null modem serial connection.
2. Practice (page 30). Practice against up to 5 computer controlled players on the multiplayer maps.
3. Local Area Network (page 31). Play against up to 5 other players across an IPX based local area network.
4. Internet (page 33). Play up to 3 other players across the Internet using Westwood Online the free online service of Westwood Studios. (Internet access fees may apply)

MULTIPLAYER GAME OPTIONS

In each of the above modes, the following settings are available:

1. Unit Count: sets the number of units each player is allotted at the start of the game.
2. Tech Level: sets the ceiling on available structures and units.
3. Credits: sets the credits each player begins with.
4. AI Players: sets the number of computer controlled players.
5. Crates: enables/disables weapon pick-ups and bonuses.
6. Worms: turn on a high amount of worms, medium amount or none.

When playing a multiplayer game, only the game host (the player who starts the game session) is able to change these game settings: The host will not be able to start the game until the guest accepts the options chosen by the game host.

MULTIPLAYER GAME

MULTIPLAYER ONLY KEYS

ALLY ['A' KEY]

During multiplayer games, it is sometimes advantageous to ally with other players. To Ally with a player select one of that player's units, and hit the 'A' key. A message will tell everyone that you have Allied with the other player. Allies will not attack each other automatically. You will also see all of your Ally's units on the radar map, and his units will reveal the areas of the battlefield for you that you did not have uncovered.

Making alliances are only ONE-WAY. If the other player does not Ally with you, their units will still attack yours, but yours will not attack back. It is a good idea to make sure the other player wants to Ally with you before you commit to the alliance.

To break an alliance, select one of your Ally's units, and hit the 'A' key again. Unlike making an alliance, breaking an alliance breaks it for both players. Both sides' units will become hostile to each other immediately.

MESSAGE SYSTEM [F1 - F8]

To send messages to the other players in a multiplayer game, hitting F1 - F7 will prompt you to enter a Message to a specific player. F8 will send your Message to everyone currently playing.

You can determine who each key represents by looking at the score screen in the map display. The players are listed in order (top to bottom), excluding yourself.

Note that when you are entering a Message, none of the keyboard commands will function. If you wish to abort the Message, hit the ESC key.

MODEM/SERIAL GAME

DUNE™ 2000 is designed to be played as a head-to-head game either by modem or null modem link. A null modem link is a special cable which you should be able to purchase at your local computer supplier. Such a link allows two computers which are within 30 feet of each other to be connected.

SERIAL GAME PRELIMINARIES

Before you can play a Serial game, you will need to configure DUNE™ 2000 with the appropriate settings. To do this, select Multiplayer Game from the Title menu. Then, select "Serial" and click "Settings" from the "Select Serial Game" dialog.



MULTIPLAYER GAME

MODEM GAME

DUNE™ 2000 requires a modem that is capable of at least 28800 baud.

To begin a two player modem game, select Multiplayer Game from the Title menu. Then select the Modem/Serial option. Next, you need to decide whether you or your opponent will initiate the telephone call required to play the modem game. If the other person is going to call you, select Answer Modem. Assuming that you have the correct communications settings (using the “Settings” dialog) your modem will wait for your opponent to call. Once a connection has been established, you will see the “Join Modem Game” dialog. If you are going to be making the call to your opponent, you should select Dial Modem. You will then be taken to the “Phone List” dialog.

From the “Phone List” dialog you can dial numbers manually or add a name and number into a Phone List to speed up dialing in the future.

To dial a number manually, click in the dial area and enter the number (the number will be added to the Phone List without a name). To store a number for future use, along with name and custom dialing settings, click on SAVE.



Here you can enter a name and associated phone number. Click SAVE to go back to the “Phone List” dialog.

Once you have a number in the Phone List, you can select that number for dialing by clicking on it in the listing window. The number will appear in the Dial Box.

Once the required phone number is in the dial box, either by manual entry or by selection from the listing window, you should click on “Dial” which will communicate with your modem and dial the number. Once a connection has been established you will see the “Host Modem Game” dialog.

NULL MODEM GAME

To begin a two-player Null Modem game, select Multiplayer Game from the Title menu. Then select the Modem/Serial option. When both players are ready, click on the Null Modem button, and a connection will be established.

Once a null modem connection has been established you will be taken to either the “Host Serial Game” or “Join Serial Game” dialog, depending upon who clicked first on the Null Modem selection.

MULTIPLAYER GAME

HOST SERIAL GAME

Here you must enter your name and choose a House and color. The “Scenarios” window shows the available scenarios. As the game host it is up to you to select Unit Count, Tech Level, Credits, AI Players, Crates and Worms.

You will see a message window so that you can communicate with your opponent as you select these game options. Messages from your opponent appear in the window. As you change options, these are reflected on the dialog that your opponent can see. As the host you get to decide when to commence play. Once both players have agreed on the scenario and options, you should click **START** to begin play.

JOIN SERIAL GAME

You must enter your name and choose a House and color. If your name is the same as another player you must enter a different name. If your color is the same as another player the computer picks an available color for you.

You will be able to see the game options that the host selects. The game commences when the host player clicks **START**.

SENDING MESSAGES

From the “Host Serial Game” or “Join Serial Game” dialog, typing your message on the keyboard and pressing [Enter] will send it to the other player.

Within the game, pressing the F1 key sends a message to your opponent. You will see a message “To Player [Side]” at the top left side of the screen.

PRACTICE GAME

DUNE™ 2000 supports a multiplayer option called Practice Mode. Practice Mode is one player against up to seven computer controlled opponents. The computer opponents will build up their bases and will create teams of units for attack and defense. This Mode allows you to familiarize yourself with your units and those of the other houses, before entering into multiplayer games against human opponents.

MULTIPLAYER GAME

LOCAL AREA NETWORK GAME

DUNE™ 2000 supports up to six players per game on a local area network (LAN) using the IPX protocol (via DirectPlay 5.0). You must have an IPX compatible network protocol bound to your network adapter card. This setting can be found in the Windows 95 “Network” control panel. If you are in any doubt, ask your network administrator to install the correct drivers on your workstation. You must also have DirectPlay 5.0 installed (which is part of DirectX 5.0 that is included on the DUNE™ 2000 disk).

To begin a multiplayer LAN game, select Multiplayer Game from the Title menu. You should then see the “Network” option. If you do not see this option it means that DUNE™ 2000 has not detected the presence of IPX drivers and you should verify that these have been installed and configured correctly for your system.

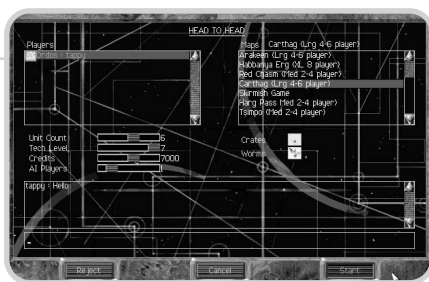


If all is well, select Network. This takes you to the “Network Game” screen. Here you can enter your name, choose your House and select a color for your units and buildings. There are two windows in the dialog, the “Games” window and the “Players” window. The “Games” window shows all currently active game sessions. Games which are closed (in progress) are in brackets, like this: [Player’s Game].

From this point you can either choose to join a game or host a new game for others to join. You cannot join a closed game.

HOST NEW NETWORK GAME

Before clicking on New game you must enter your name and choose a House and color. Clicking on “New” makes you the Host of the new game and takes you to the “Host Network Game” dialog. This dialog has a “Players” window and a “Scenarios” window. The “Players” window shows you which other players are joined to your new game. As the “Host” of the new game you alone have the option to reject other players who might try to join the game.



The “Scenarios” window shows the available scenarios. As the game Host, it is up to you to select, as are the Credits, Unit Count, Crates, Worms, Concrete and AI Players options.

Once you have 2 or more players you are able to click START. As the Host you get to decide when to commence play, so you should do this only when all game participants have joined.

MULTIPLAYER GAME

JOIN NETWORK GAME

Before clicking on “Join Game” you must enter your name and choose a side and color. Once you have done this, you can either select an open game and then click on Join or double-click on the game’s name. If your name is the same as an existing player you must enter a different name. If your color is the same as an existing player, the computer picks an available color for you.

The “Join Game” dialog has a message window. Messages from the other players in your game appear here, just as your messages appear in the message windows of all the other players.

Once you have clicked Join, the New and Join buttons disappear. You are then in a wait state until the host of the game chooses to start the game. In this mode you cannot change your name, side or color. You will be able to see the game options that the host selects.

THE LOBBY

The first name in the list of available games to join is “Lobby.” This represents a “waiting area” for all players looking for a game to join. If you’re joined to a game, you can go back to the Lobby by either selecting “Cancel,” or by double-clicking the Lobby name. Joining the Lobby is equivalent to leaving the game you’re joined to.

While in the Lobby, you can send messages to all other players in the Lobby. Also, you can see messages from any player in the Lobby. This will help you to find allies or opponents to play with, and facilitates formation of new games.

SENDING MESSAGES

In each network game dialog, typing your message on the keyboard and pressing [Enter] will send it to all other players.

Within the game, keys F1-F7 send a message to one of the other players. (Hint: hit one of the function keys to find out who that key is assigned to). You will see a message “To Player [Side]” at the top left side of the screen. The F8 key sends a message to all other players.

MULTIPLAYER GAME

INTERNET GAME

In order to play against another player over the Internet, you'll need the following:

1. 28.8 (minimum) modem, ISDN or better connection to the Internet supporting the TCP/IP set of Internet Protocols.
2. Winsock 1.1 compliant TCP/IP stack (included in Windows 95)
3. A valid account with an Internet Service Provider (ISP) and a valid Internet e-mail address. (Note: we have included software to sign-up for an Internet account on the Dune2000 disk. From the Autoplay screen, click on "Internet Services" to see the signup software and associated readme file.

From the Title menu, click "Multiplayer Game" and then click "Internet." If you have signed up for a Westwood Online user name and password (an account) already you will be presented with the Westwood Online Login Dialog. If you do not have an account you will be given the option to sign up for one (see page 36) and then taken step by step through the registration process. Once you've registered and chosen your user name you'll receive your Westwood Online password via e-mail within a few minutes.



Once you have entered your login information, DUNE™ 2000 will attempt to connect to your Internet provider (if your system is configured correctly). If you are in any doubt, you can initiate your Internet connection prior to loading DUNE™ 2000.

When you've entered a valid user name and password, you'll be taken to the DUNE™ 2000 Lobby on the Westwood Online service. From here you can host or join an Internet DUNE™ 2000 game.

The DUNE™ 2000 Lobby has a scrolling message area (your outgoing messages and incoming messages from other people appear here), a game (or "channel") list, a user list and a typing area. Anything you type in the typing area will be visible to everyone in the lobby unless you have users selected for private messaging. As only DUNE™ 2000 users are able to enter the lobby, you should readily be able to find an opponent by chatting with the other DUNE™ 2000 users to arrange a game.

You can host a new game by clicking on the "New" button, or join a game by clicking the "Join" button. Alternatively, you can join a game by double-clicking on its name in the game list.

MULTIPLAYER GAME

JOINING INTERNET GAMES

Open games are denoted by a DUNE™ 2000 icon in the Channel List window. To join an open DUNE™ 2000 game, simply double click on its name in the window and you'll be taken to the Join Internet Game Dialog.

Once you have joined an open game you'll see the familiar message area, typing area and user list, along with a game options area. As a joiner you are not able to change the options. Instead, you can type messages to the host requesting that options be changed. If at any time you are not happy with the options, you can simply leave the channel. When the host changes options, the "Accept" button will be enabled. You must click "Accept" before the host will be able to start the game. Once you are happy with the game options, indicate this to the host and he can then go ahead and start the game. Once the host clicks on the "Start" button, DUNE™ 2000 will automatically start.

HOSTING INTERNET GAMES

If you'd prefer to be in the driver's seat, you can choose to host a DUNE™ 2000 game. To do this, click on the "New" icon in the DUNE™ 2000 Lobby. This will bring up a dialog where you can specify either a public or private game. Selecting a private game gives you the option to set a password for the game, whereas public games are open to anyone. Clicking OK in this dialog will create a new game for others to join (note: the format of the name used in the game list is "Users_game," where "User" is your Westwood Online user name) and you'll be taken to the Host Internet Game Dialog.

Here you'll see the familiar message area, typing area and user list, along with a game options area. As the host, it is up to you to select the game options (scenario, credits, tech level, etc). Your opponent may send you messages requesting that you change various options, so you should change the appropriate settings if you agree - otherwise you'll have to debate the options! In any case, the guest must Accept any changes you make to game options before you'll be able to Start the game. Once you have both agreed on the game settings, as host, you can start the game by clicking on the "Start" button. DUNE™ 2000 will automatically start.



When the game is over, both you and your opponent will be returned to the DUNE™ 2000 Game Lobby for post battle debate.

REGISTERING FOR A WESTWOOD ONLINE ACCOUNT

If you do not have a Westwood Online account, you will be prompted to register for one the first time you play an Internet game. The registration process first asks for name and address information, plus a valid e-mail address. Next, you'll be prompted to pick a user name. The registration program will tell you if the name you picked has already been taken, and offer you the chance to select a different name. Once you have picked a suitable name, your password will be e-mailed to you at the e-mail address you gave during the registration process - for this reason it is important that your e-mail address information is valid and accurate.

You can also run the registration program manually from the Windows 95 Start menu under "Programs/Westwood/Dune2000/Internet Registration" or by clicking on the "Internet Registration" button on the DUNE™ 2000 Autoplay screen.

If you already have a Westwood Online user name and password, you do not have to sign up for a new account. If you already have an account but have forgotten your password, you can have your password information e-mailed to you at the e-mail address we have on file for you by going to the <http://www.westwood.com/westwoodonline/memberservices/> web page. You'll find other related information here too.

STRUCTURES

Building: Concrete Slab

Type: Foundation

Requires: Construction Yard

Purpose: If buildings are not placed on concrete they will be damaged. Buildings can be repaired, but unless the building sits completely on concrete, the building will suffer continual weathering damage from the erosive desert environment. Upgrading your construction yard will allow you to build larger concrete slabs.

Armor: Medium. Concrete is vulnerable to most types of weapons. Concrete cannot be repaired if damaged, and must be replaced or abandoned.



Building: Wall

Type: Defensive Wall

Requires: Wind Trap

Purpose: Base defense. Concrete walls are the most effective barriers on Dune. Concrete walls will block most direct fire weapons - and prevent units from moving through its perimeter.

Armor: Medium. Walls can only be damaged by explosive weapons - missiles and shells. Like concrete slabs, walls cannot be repaired if damaged.



Building: Construction Yard

Type: Production Facility

Requires: Nothing (Built by Mobile Construction Vehicle)

Purpose: The Construction Yard is the foundation of any base built on Arrakis. Construction Yards produce a small amount of power, and are required for the building of any new structures. Protect this structure! It is critical to the success of your base.

Armor: Medium. Construction yards are fairly strong, but vulnerable in varying degrees to all types of weapons.



Building: Wind Trap

Type: Power Plant

Requires: Construction Yard

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

Armor: Light. Wind Traps are vulnerable to most types of weapons.



STRUCTURES

Building: Refinery

Type: Industrial Facility

Requires: Wind Trap

Purpose: The Refinery is the basis of all Spice production on Dune. Harvesters transport mined Spice to the Refinery where it is converted into solaris. Each Refinery holds one thousand solaris worth of Spice. Refined Spice is automatically distributed among the silos and refineries for storage. Building a Refinery immediately deploys a Spice Harvester. Ammor: Medium. Refineries are vulnerable to most types of weapons.



Building: Barracks

Type: Production Facility

Requires: Wind Trap

Purpose: Barracks are required to produce and train light infantry units. Barracks need to be upgraded for the production of more advanced infantry. Ammor: Medium. Barracks are vulnerable to most types of weapons.



Building: Gun Turret

Type: Ground Based Turret

Requires: Barracks

Purpose: Base defense. The Gun Turret has a medium range-gun which is effective against vehicles, especially heavily armored vehicles. The Gun Turret will fire on any enemy unit within range.

Ammor: Medium. The Gun Turret is resistant to bullet and explosive weapons, but vulnerable to missiles and high-caliber guns.



Building: Outpost

Type: Military Surveillance Structure

Requires: Barracks

Purpose: If the player has sufficient power, the Outpost will generate a radar map. Radar is automatically activated when construction of the Outpost is complete.

Ammor: Medium. The Outpost is vulnerable to most types of weapons.



Building: Rocket Turret

Type: Ground Based Turret

Requires: Outpost and upgraded Construction Yard

Purpose: Base defense. The substantially upgraded Rocket Turret has a longer range and a higher rate of fire than the Gun Turret. The Rocket Turret's advanced targeting equipment requires power to operate.

Ammor: Heavy. The Rocket Turret is resistant to bullet and explosive weapons, but vulnerable to missiles and high caliber guns.



STRUCTURES

Building: High Tech Factory

Type: Production Facility

Requires: Outpost

Purpose: The High Tech Factory is required for the production of Carryalls. House Atreides can upgrade the High Tech Factory to build Ornithopters for an air strike.

Armor: Light. The High Tech Factory is vulnerable to most types of weapons.



Building: Starport

Type: Advanced Structure

Requires: Heavy Factory and Outpost

Purpose: The Starport allows you to engage in intergalactic trading with the C.H.O.A.M. merchants' guild. The Starport provides a trading market for vehicles and airborne units at premium rates. You cannot purchase units from the guild without this facility.

Armor: Heavy. The Starport is vulnerable to most types of weapons.



Building: Light Factory

Type: Production Facility

Requires: Refinery

Purpose: The Light Factory is required for the production of small, lightly armored, combat vehicles. The Light Factory can be upgraded to produce advanced light vehicles.

Armor: Medium. A Light Factory is vulnerable to most types of weapons.



Building: Silo

Type: Storehouse

Requires: Refinery

Purpose: The Spice Silo allows the player to store harvested Spice. When the Refinery completes processing, Spice is automatically distributed evenly among the Silos. When harvested Spice exceeds Silo capacity, the excess will be lost. When Spice Silos are attacked and destroyed or captured, the amount stored will be deducted from your account.

Armor: Light. The Spice Silo is vulnerable to most types of weapons.



STRUCTURES

Building: Heavy Factory

Type: Production Facility

Requires: Refinery

Purpose: The Heavy Factory allows the player to build heavy vehicles like Harvesters and Tanks. When upgraded, this facility allows the construction of advanced vehicles, though some vehicles will also require other buildings.

Ammor: Heavy. The Heavy Factory is vulnerable to most types of weapons.



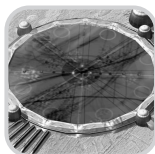
Building: Repair Pad

Type: Industrial Facility

Requires: Upgraded Heavy Factory

Purpose: With a Repair Pad, vehicles can be repaired for varying prices. Without this facility, damaged vehicles cannot be repaired.

Ammor: Medium. The Repair Pad is vulnerable to most types of weapons.



Building: IX Research Center

Type: Technology Facility

Requires: Outpost and Upgraded Heavy Factory

Purpose: The IX Research Center provides technology upgrades for structures and vehicles. This facility is required for production of a number of advanced special weapons and prototypes.

Ammor: Light. The IX Research Center is vulnerable to most types of weapons.



Building: Palace

Type: Capitol Building

Requires: IX Research Center

Purpose: The Palace serves as the command center as soon as it is occupied. Many palaces feature unique additional options, making available a number of advanced special weapons.

Ammor: Heavy but the Palace is vulnerable to most types of weapons.



UNITS

Unit : Light Infantry

Type: Ground Based Military Units

House : Any

Requires : Barracks

Range: Short - Speed: 10 km/h (on foot)

Armor: Light. Light Infantry are resistant to missiles (trooper, quad, missile tank) and large caliber guns (combat tank, gun turret) but very vulnerable to high explosives (siege tank), fire (Ornithopter) and bullet weapons (trike and light infantry).

Purpose: Light Infantry are lightly armored foot soldiers, equipped with 9mm RP assault rifles. Light Infantry are effective against other Infantry and vehicles unprotected by armor.



Unit: Troopers

Type: Ground Based Military Units

House Any

Requires: Upgraded Barracks

Range: Medium - Speed: 6 km/h (on foot)

Armor: Light. Troopers are resistant to anti-tank weaponry but very vulnerable to high explosives, fire and bullet weapons.

Purpose: Armed with wire guided missile launchers, Troopers fire armor-piercing warheads. Troopers are particularly effective against vehicles

(especially armored ones) and buildings. However, this unit is relatively ineffective against infantry.



Unit: Fremen

Type: Ground Based Military Units

House Atreides

Requires: Atreides Palace

Range: Medium. - Speed: 17 km/h (on foot)

Armor: Medium. Fremen Units are resistant to anti-tank weapons, but very vulnerable to high explosives, fire and bullet weapons.

Purpose: Fremen are the native, desert warriors of Dune. The Fremen familiarity with desert terrain make these elite fighters a difficult adversary.

Their firepower affects Infantry and armored targets to the same degree. Note: Fremen are Stealth Units. They only become visible when they fire or come into range of another enemy Infantry Unit.



Unit: Saboteur

Type: Special Forces

House Ordos

Requires: Ordos Palace

Range: N/A (must enter any target) - Speed: 15 km/h (on foot)

Armor: Light. The Saboteur is resistant to anti-tank weaponry but very vulnerable to high explosives, fire and bullet weapons.

Purpose: The Saboteur is a special military unit acquired by House Ordos. A single Saboteur can destroy any enemy buildings once he moves into them.



UNITS

Unit: Sardaukar

Type: Ground Based Military Units

House Imperial House

Requires: Barracks and Imperial Palace

Range: Medium - Speed: 15 km/h (on foot)

Armor: Medium. Sardaukar are resistant to anti-tank weapons but very vulnerable to high explosives, fire and bullet weapons.

Purpose: The Sardaukar are the Emperor's Elite Terror Troops. Armed with dual weapons, the Sardaukar will automatically fire the right weapon at any given target by launching missiles against armored vehicles, and firing machine guns against infantry.



Unit: Engineer

Type: Mechanic/Special Forces

House Any

Requires: Upgraded Barracks

Range: N/A - Speed: 10 km/h (on foot)

Armor: Light. Engineers are resistant to anti-tank weaponry, but very vulnerable to high explosives, fire and bullet weapons.

Purpose: When sent into an enemy building, an Engineer can capture it, and make it available for use.



Unit: Thumper

Type: Ground Based Environmental Defense Unit

House Any (multiplayer only)

Requires: Upgraded Barracks

Range: N/A - Speed: 15 km/h

Armor: Light. Thumpers are resistant to anti tank weapons, but very vulnerable to high explosives, fire and bullet weapons.

Purpose: Thumpers generate a rhythmic pulsing that attracts the giant desert Sandworms.



Unit: Trike

Type: Light Recon/Strike Vehicle

House Atreides, Harkonnen

Requires: Light Factory

Range: Short - Speed: 72 km/h

Armor: Light. Trikes are vulnerable to most types of weapon, though high caliber guns are slightly less effective against them.

Purpose: Trikes are lightly armored, three-wheeled vehicles equipped with heavy machine guns effective against infantry and unarmored vehicles.



UNITS

Unit: Raider

Type: Quick Strike Vehicle / Light Recon

House: Ordos

Requires: Light Factory

Range: Short - Speed: 90 km/h

Armor: Light. Raiders are vulnerable to most types of weaponry, though high caliber guns are slightly less effective.

Purpose: Enhanced fire power, speed and armor make the Raider a more powerful and maneuverable scout than a Trike. With dual 20mm cannons, Raiders are most effective against infantry and unarmored vehicles.



Unit: Quad

Type: Light Attack Vehicle

House: Any

Requires: Upgraded Light Factory

Range: Short - Speed: 59 km/h

Armor: Light. Quads are resistant to bullets and high explosives, to a lesser degree. However, Quads are vulnerable to missiles and high caliber guns.

Purpose: Slower than the Trike, but stronger in both armor and firepower, the Quad is a four-wheeled vehicle firing armor-piercing rockets. The Quad is effective against most vehicles.



Unit: Combat tank

Type: Medium Battle Tank

House: Any

Requires: Heavy Factory

Range: Medium - Speed: 40 km/h

Armor: Medium. Combat Tanks are very resistant to bullet and heavy explosives, but vulnerable to missiles and high caliber guns.

Purpose: The Combat Tank is effective against most vehicles.



Unit: Mobile Construction Vehicle (MCV)

Type: Base Deployment Vehicle

House: Any

Requires: Upgraded Heavy Factory and Repair Pad

Range: N/A - Speed: 15 km/h

Armor: Medium. MCVs are resistant to bullets and some high explosives. They are vulnerable to missiles and high caliber guns.

Purpose: After locating an appropriate site, the MCV can be transformed into a Construction Yard.



UNITS

Unit: Missile Tank

Type: Battlefield Support Vehicle

House: Atreides, Harkonnen (House Ordos may purchase Missile Tanks from the Starport.)

Requires: Upgraded Heavy Factory and Ix Research Center.

Range: Long - Speed: 40 km/h

Ammor: Medium. Missile Tanks are vulnerable to most types of weapon, though high caliber guns are slightly less effective.

Purpose: The Missile Tank is similar to the Rocket Turret and moves more rapidly than the heavier battle tanks. The Missile Tank is AA capable and effective against most vehicles though vulnerable to infantry.



Unit: Siege Tank

Type: Battlefield Support Vehicle

House: Any

Requires: Upgraded Heavy Factory

Range: Long - Speed: 32 km/h

Ammor: Heavy. Siege Tanks are resistant to bullets, and to some degree, high explosives. These units are vulnerable to missiles and high caliber guns.

Purpose: The Siege Tank is very effective against infantry and unarmored vehicles but fairly slow, and very weak against heavily armored targets.



Unit: Sonic Tank

Type: Advanced Battle Tank

House: Atreides

Requires: Heavy Factory and Ix Research Center

Range: Medium - Speed: 44 km/h

Ammor: Medium. They are very resistant to bullets and high explosives, but vulnerable to missiles and high caliber guns.

Purpose: The Sonic Tank uses sound waves to fire a powerful blast of sonic energy at its target. The Sonic Tank is most effective against infantry and light armored vehicles. However, the Sonic Tank will damage all units in its firing path - friend or foe.



UNITS

Unit: Devastator

Type: Advanced Battle Tank

House: Harkonnen

Requires: Heavy Factory and Ix Research Center

Range: Medium - Speed: 30 km/h

Armor: The Devastator is very resistant to bullet and high explosives, but vulnerable to missiles and high caliber guns.

Purpose: The Devastator is the most powerful tank on Dune - powerfully effective against most units, but slow - and slow to fire. Using forbidden Atomic technology, the Devastator fires dual plasma charges and may become unstable during combat. Note: The Devastator Unit can be deployed on a suicide mission to self destruct - damaging surrounding units.



Unit: Deviator

Type: Battlefield Support Vehicle

House: Ordos

Requires: Heavy Factory and Ix Research Center

Range: Medium

Speed: 30 km/h

Armor: Medium. The Deviator is vulnerable to most types of weapon, though high caliber guns are slightly less effective at attacking this unit.

Purpose: The Deviator causes little physical damage, but discharges a gaseous cloud that interferes with vehicle controls and turns them upon themselves temporarily changing the allegiance of the targeted unit to that of the firing unit. Personnel are not effected by the cloud.



Unit: Ornithopter

Type: Attack Aircraft

House: Atreides

Requires: Upgraded High Tech Factory

Range: N/A - Speed: 340 km/h

Armor: They are vulnerable to missiles and can only be hit by AA weapons.

Purpose: The fastest aircraft on Dune, the Ornithopter is lightly armored and capable of dropping 500lb bombs. This unit is most effective against infantry and unarmored targets, but also damages armored targets. Note: Once the player selects the target of the air strike, the Ornithopter will automatically attack it.



UNITS

Unit: Carryall

Type: Airborne Unit

House: Any

Requires: High Tech Factory

Range: N/A - Speed: 160 km/h

Armor: Heavy. Carryalls are vulnerable to missiles and can only be hit by AA weapons.

Purpose: The Carryall is an armored transport aircraft with no weapons. Carryalls will automatically pick up and deliver harvesters when they are fully loaded with Spice. Carryalls will also return harvesters to the Spice field after harvesters have unloaded their Spice.



Unit: Death Hand Missile

Type: Battlefield Support Missile

House: Harkonnen

Requires: The Harkonnen Palace

Range: N/A - Speed: 700 km/h

Armor: N/A

Purpose: The Death Hand carries high explosive atomic warheads. Its multiple warheads can inflict great damage across a wide range.



Unit: Frigate

Type: Interstellar Shuttle

House: CHOAM Merchant Guild

Requires: Starport

Range: N/A - Speed: 250 km/h

Armor: N/A

Purpose: A Frigate will automatically deliver all units ordered at the starport.



Unit: Sandworm

Type: Indigenous Creature of Dune

House: N/A

Requires: N/A

Range: N/A - Speed: 30 km/h

Armor: Heavy. Sandworms are difficult to destroy - very resistant to bullet and heavy explosives, but vulnerable to missiles and high caliber guns.

Purpose: Attracted by rhythmic vibrations, Sandworms frequent battlefields and hungrily attack units, destroying any unit it consumes.



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TROUBLESHOOTING

For last minute changes and notes, please examine the README.TXT file on the CD, or visit our web site (<http://www.westwood.com>) for up-to-the-minute DUNE™ 2000 information.

System Agent software available for Windows 95 (Plus! Pack), can cause peculiar behavior during the DUNE™ 2000 install process. We recommend against running System Agent software while installing or playing the game.

Why doesn't DUNE™ 2000 install onto my hard disk?

Make sure you have enough free hard disk space. DUNE™ 2000 requires 150 MB to install. We highly recommend against using disk compression software with this game. If you are using disk compression, try installing DUNE™ 2000 to an uncompressed partition. Also, make sure that there are no background tasks running during the DUNE™ 2000 installation process.

Why doesn't DUNE™ 2000 load?

Make sure you have enough free memory. If you are low on RAM (16MB), Windows 95 will try to create a temporary swap file on your hard drive. If Windows can't create the swap file, DUNE™ 2000 will either run very slowly, or not at all. You should have at least 50MB of free space on your hard drive prior to running DUNE™ 2000.

NT 4.0 : Due to using Direct X 5 DUNE™ 2000 will not work under NT 4.0.

Why do I get a black screen when I click on the DUNE™ 2000 game icon?

DUNE™ 2000 defaults to 640x400 pixels, 16-bit color video mode (also called "high-color") which technically only requires a video card with 1MB of RAM. Some video cards may have trouble with the 640x400 video mode, in which case DUNE™ 2000 will select a 640x480 video mode, which requires a 2MB video card.

If you are running DUNE™ 2000 in 16-bit color mode, you must have a 2MB video card capable of displaying 640x480 pixels in 16-bit color.

If you have a 1MB video card and you continue to get a black screen, DUNE™ 2000 also has a way to force itself into 1MB. Right-click on the Dune icon and select properties. Click on the "shortcut" tab, then click on the "shortcut" line. Press "End" to go to the end of the line and add "-f" without the quotes to the end of the line. Click OK. Then double click on the icon to run the game. This option will cause the game to run slower and so an 8 bit (256 color) mode is available. This is selectable from the Title menu and for performance reasons, is recommended for people with 1MB video cards.

TROUBLESHOOTING

You must also be running Direct X (included on the DUNE™ 2000 CD). Make sure that your video card and sound card drivers are certified or at least fully compatible with DirectX. If you are unsure, contact your hardware manufacturers, and see if there are newer drivers available for your cards.

In some cases, DOS-based CD-ROM drivers can cause the game to lock up on a black screen when loading. Most CD-ROM drives made within the last few years are ATAPI compatible, and as such do not require DOS drivers to run in Windows 95 or Windows 98. If you are having a black screen problem, check your CONFIG.SYS and AUTOEXEC.BAT files and REM out the following lines:

CONFIG.SYS:

```
DEVICE=C:\CDROM\IDE-CD.SYS /D:MSCD001
```

(Note that your line may not be the same as this one, but it should look similar. Look for CDxx.SYS somewhere in the line)

AUTOEXEC.BAT:

```
C:\WINDOWS\ MSCDEX.EXE /D:MSCD001 /M:12
```

(Again, your line may not be the same, but it should look similar)

If after REMing out these lines, you find that your CD-ROM drive is not found in Windows, it means that your drive is probably not Plug and Play compatible. Contact your CD-ROM manufacturer and see if there are current Windows drivers available for your drive.

Why doesn't the sound work?

Make sure your speakers are powered on and connected to your PC. Make sure that your speaker volume controls are adjusted correctly. If your sound card is not supported in its native mode by Microsoft DirectSound, the sound quality may suffer. If all else fails, try contacting your sound card manufacturer to see if there are new drivers available for your sound card.

The game runs slowly on my system. What can I do?

DUNE™ 2000 requires a Pentium 90 processor or higher. If you are running the game on a slower system, you will experience severe slowdown during play, or the game may not run at all.

DUNE™ 2000 requires a 2 MB video card in 16 bit mode. Lower memory video cards render the game too slowly to play.

Do not run other applications while running DUNE™ 2000. This will cause the game to run slower.

Running DUNE™ 2000 while connected to a network can also cause the game to run slower. Try running the game without connecting to your network when you start Windows.

Why do the movies stutter?

DUNE™ 2000 requires at least a 600KB per second (“quad-speed” or “4x”) CD-ROM drive. You can improve movie playback performance by following these step-by-step instructions.

- a. Go to the START/SETTINGS/CONTROL PANEL menu.
- b. Double-click on the SYSTEM icon.
- c. Click the PERFORMANCE tab, then click the FILE SYSTEM button.
- d. Click the CD-ROM tab.
- e. You will see a slider labeled SUPPLEMENTAL CACHE SIZE. Slide it all the way to the left.
- f. Next, look for a window labeled OPTIMIZE ACCESS PATTERN FOR: In the window, set this to “No Read Ahead.”
- g. Click the APPLY button. You will get a window asking you to restart your machine. Do so.
- h. Once you have restarted, run the game normally.

DUNE™ 2000 still doesn't run. What can I do?

First, see the README.TXT or README.WRI file. You will find a shortcut to it in the DUNE™ 2000 program group, or look for it in the root directory of the DUNE™ 2000 CD or in the installed game directory on your hard drive. If this doesn't help, see the technical support section below.

NETWORK AND SERIAL TROUBLESHOOTING

General Troubleshooting Guidelines for Network Play:

You must have a network connection and an IPX compatible network protocol bound to your network adapter card. The network game option is hidden if no IPX driver is found. Check with your network administrator to find out if your net supports IPX and have the drivers configured for your machine.

CONGESTED LAN: If you are attached to a LAN with lots of other users who are generating net traffic, it is possible that dropped packets and slow response times can throw the game out of sync. If this happens, an error dialog will tell you that DUNE™ 2000 is out of sync.

SLOW OR FAULTY LAN CARD: It's possible that your Ethernet card is causing errors in packet transmission, either through faulty installation, faulty wiring or mis-configured software drivers. This may not be apparent in normal usage because of error correction techniques used in non-realtime applications. DUNE™ 2000 is a time critical application, so you may experience a drop in game performance and/or out of sync errors.

ROUTER PROBLEMS: If two or more players are on opposite sides of a network router, delays or lost packets can occur. We don't recommend playing this way as the performance of DUNE™ 2000, servers, routers and other net components can be affected.

LOBBY ERRORS OR GENERAL NETWORK PROBLEMS : If you did not install Direct X 5 from the DUNE™ 2000 CD then you may not have installed the latest DirectPlay 5.0a revision from Microsoft installed on your machine. Do so by either running the Direct X 5 install from the DUNE™ 2000 CD or by downloading the patch from the Microsoft web site (<http://www.microsoft.com/directx>).

General Troubleshooting Guidelines for Serial Play:

If you have an external modem make sure it's powered on and the cables (serial and phone) are connected to your PC. Your modem must be set on the same baud rate as the person to whom you are connecting. The performance of the game over a modem varies according to the type of modem. We have found that given a noise-free phone call at the recommended modem speed, you should have a pleasant gaming experience.

INITIALIZATION STRINGS: No specific modem initialization strings are required by DUNE™ 2000, since Windows takes care of these things for you. However, you will need to make sure that your modem is installed correctly, and that Windows recognizes it by name. To check this, open the "Settings/Control Panel/Modems" shortcut from your "Start" menu. You should see a modem listed in the white box. Make sure that your modem is listed by its correct name. If the box lists a "Standard Serial Modem" or something similar, contact your modem manufacturer for the correct Windows driver for your modem.

CALL WAITING: If you have Call Waiting on your phone line and a call comes in, you can lose your modem game connection. Most phone companies allow you to disable this feature for the duration of one call (i.e. your game!) by dialing a special prefix before the phone number. This varies from place to place but DUNE™ 2000 has a selection of standard prefixes to choose from. Check with your phone company to get the right one. If it's not one of DUNE™ 2000's standard choices, you can enter it in the "settings" dialog. If you still have problems, check your modem documentation for the correct settings.

SERIAL LINK SEEMS TO HANG: If DUNE™ 2000 seems to hang at the "waiting for call" or dialing dialogs, this could be due to errors caused by: using too high a baud rate, a noisy phone connection leading to uncorrected modem errors, or a faulty or incorrectly wired modem, null modem or phone cable. If the game hangs for more than 30 seconds this is a good sign that something is awry.

NOISY LINE: DUNE™ 2000 is tolerant of noisy connections. It will always attempt to correct errors and will even try to reconnect if the line is dropped. Still, be aware that these conditions are far from ideal, and it is likely that you'll notice a severe drop in game speed. If you experience consistent noisy phone line conditions, you should first check all your equipment and cabling. If the problem persists, contact your local phone company.

Westwood Technical Support is here to help you have an easier and more enjoyable gaming experience.

TROUBLESHOOTING

BEFORE YOU CONTACT TECHNICAL SUPPORT:

If you are having problems, please consult the “Troubleshooting” section of this manual. We receive many inquiries every day, so in order to serve you more efficiently, please have the following information available:

1. The correct name of the game.
2. The type of computer you are running the game on.
3. The information listed when right-clicking on the Windows 95 desktop icon corresponding to your computer and selection properties. This includes information about the Windows 95 or Windows 98 version number, amount of memory & type of CPU.
4. Exact error message reported (if any).
5. The contents of your AUTOEXEC.BAT and CONFIG.SYS files.

HOW TO CONTACT TECHNICAL SUPPORT:

INTERNET: WORLD WIDE WEB

To find our site on the world wide web, point your browser to: <http://www.westwood.com>

From the front page, click the SUPPORT button for technical information and tips.

This site consists of an extensive Quick Solutions guide in an easy question and answer format. It is updated on a weekly basis, and can be accessed at any time. The site also contains a section with the latest update and FAQ (Frequently Asked Questions) files, as well as driver update links for most of the popular hardware manufacturers. If the guide does not have an answer for you, it will email your problem directly to our technical support staff.

INTERNET: FTP

If you're looking for our latest support files for any of our products, you'll be able to get them from our ftp site at: <ftp.westwood.com>

PHONE SUPPORT

The Westwood Studios technical support number is 1-949-833-1999 (for game hints, please use our game hint number listed below). Automated phone support similar to the question and answer setup on the web site is available 24 hours a day, seven days a week. Human technicians are available through the automated service between the hours of 8AM and 5PM, Monday through Friday, Pacific Standard Time. Have a pen and paper handy and be near your computer if at all possible.

TROUBLESHOOTING

LIVE ON-LINE SUPPORT

Check the Westwood web site monthly calendar for dates and times of live Westwood Online technical support sessions (see Westwood Online section for more information regarding Westwood Online).

HINT GUIDE

Look for the official DUNE™ 2000 Strategy Guide, available at your local bookstores and software retailers.

HINT LINE

The Westwood Studios hint line charges 95 cents a minute to help all would-be Masters of Arrakis. For our automated hint line call 1-900-228-4744 on your touch tone phone, and if you're under 18, check with your parents to make sure you won't get grounded when this call shows up on the phone bill. If you're in Canada, dial 1-900-451-4422; the cost is 50 cents for the first minute and \$1.25 each additional minute.

The per minute hint line charges are subject to change.

Basic hints and tips can also be found on the Westwood Web site, in the Support/Hints & Tips section.

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