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## EMPEROR

BATTLE FOR DUNE

### PRIMA'S OFFICIAL STRATEGY GUIDE

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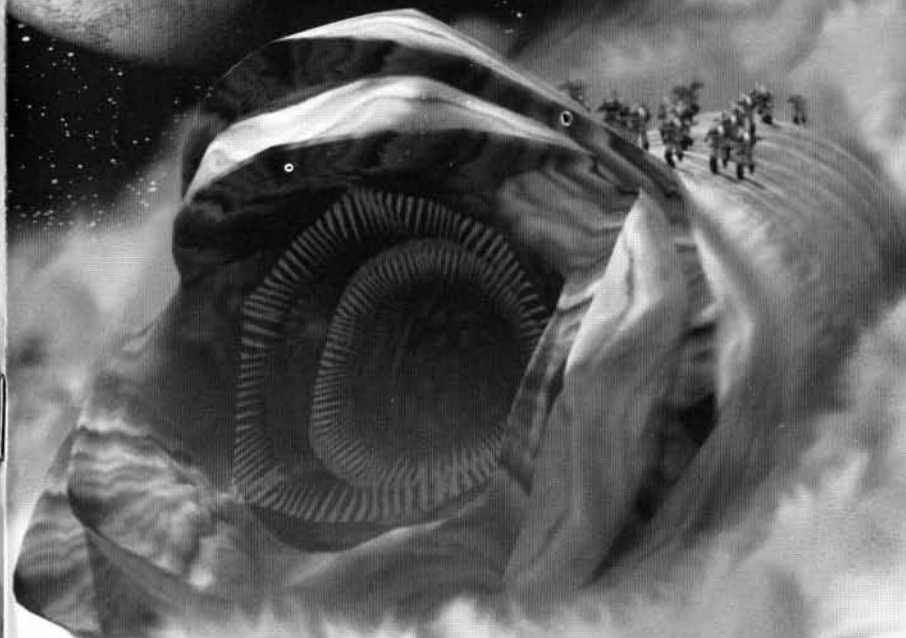


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# EMPEROR

BATTLE FOR DUNE

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## INSTRUCTION MANUAL

# KEYBOARD COMMANDS

## NAME VIEW CONTROLS

Scroll view	Arrow Keys or hold right mouse button and drag mouse
Rotate view	Ctrl + Left/Right Arrow Keys OR hold right button + hold left button and drag mouse
Zoom view	Ctrl + Up/Down Arrow Keys
Jump back to homebase	H
Reset camera	Home
Go to radar alert area	Space
Follow unit	F
Define bookmark	Ctrl + F1 to F10
Go to bookmark	F1 to F10
Find Team	Alt + 1 to 9
<b>UNIT SELECTION/TEAMS</b>	
Multiple selection	Hold Shift and select/drag select
Define a team (as current selection)	Ctrl + 1 to 9 (main keyboard)
Select a team	1 to 9
Clear group	Ctrl + 1 to 9 (with no units selected)
Type select (select all units on map of selected type(s))	T (press once to select all on screen, press again to select all on map)
Select all armed units	P (press once to select all on screen, press again to select all on map)
Go to next unit	N
Go to previous unit	M
Cycle elite units	Y
<b>UNIT ORDERS</b>	
Force attack	Hold Ctrl and select target
Force move	Hold Alt and select destination

## NAME KEY

Stop	S
Guard	G
Scatter	X
Deploy	D
Cheer	C
Retreat to base	R
Retreat from territory	Shift+R (asks for confirmation)
Formation move	Hold J while issuing order
<b>SIDEBAR FUNCTIONS</b>	
Infantry tab	Q
Vehicle tab	W
Building tab	E
Upgrade tab	U
Starport tab	I
Sell mode	L
Repair mode	K
Waypoint mode	Z
Insert waypoint	Insert (when in waypoint mode)
Delete waypoint	Delete (when in waypoint mode)
<b>OTHER</b>	
Ally with selection's side (network only)	A
Unit transfer (co-op campaign only)	O
In-game options menu	Escape
Chat to all players	Return
Chat to allies	Backspace
Chat to player of selected units	\
Diplomacy screen	Tab



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# GETTING STARTED

## WINDOWS 95/98/ME/2000\* AUTORUN

1. Insert Emperor: Battle for Dune™ Disc 1 into your CD-ROM drive and click "Install".
2. Click "Next" and read through the license agreement. When finished, click the check box to agree or click "Cancel" to exit.
3. Enter the serial number provided on the back of your Emperor: Battle for Dune jewel case, then click "Next".
4. Follow the prompts to finish the installation.

## WINDOWS 95/98/ME/2000\* MANUAL INSTALL

1. Click the "Start" button and select the "Run" option from the menu.
2. Select "browse" and go to your CD-ROM drive.
3. Double-click on the "Setup.exe" file. This may appear as "Setup" on some systems, but will always have a CD icon associated with it.
4. Click "OK".
5. Follow the procedures outlined in the AUTORUN section above, starting with #2.

\*Note: On Windows 2000 you must have Administrative rights to install and play the game.

## TO UNINSTALL

1. Click on "Start" and then select "Programs," "Westwood," "Emperor," "Emperor Uninstall".
2. Follow the on-screen instructions to complete the uninstall process.

## TO UNINSTALL THROUGH THE AUTORUN FEATURE

1. Insert any of the Emperor: Battle for Dune discs into the CD-ROM drive.
2. When the AutoPlay window pops up, click "Uninstall".
3. Follow the on-screen instructions to complete the uninstall process.

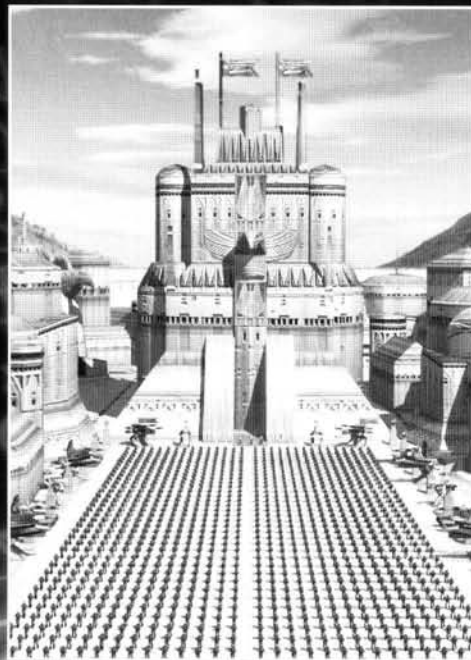
# LONG LIVE THE FIGHTERS



Emperor: Battle for Dune allows you to choose which of three sides you wish to control in the battle for Arrakis: the noble House Atreides, the evil House Harkonnen, or the insidious House Ordos.

By choosing your House, using its unique weaponry, and picking your allies carefully, you can win the battle for Arrakis and the emperor's throne for your own.

In the single-player game, the House you choose will play against the other two Houses. In multiplayer games you are allowed to battle against any House, including your own.



# STORY

The planet Arrakis, also known as Dune™, is home to the Spice Melange. Spice is the most powerful substance in the known universe. With it comes the ability to prolong human life, give Future Sight to the Bene Gesserit Sisterhood, and fold space, allowing interstellar travel. Many battles have been fought to control this precious substance, but Dune and the Spice have remained under the control of House Corrino until now.

8 Seeking to secure his position as Emperor of the Known Universe, Emperor Frederick IV of House Corrino initiated a grand battle between the next three great Houses for control of the governorship of Arrakis. Frederick had hoped that the other Houses would destroy each other and that he, along with his feared Sardaukar, could wipe out any remaining forces. This would have ensured that no one faction had enough power to usurp his position. What he didn't foresee was that his concubine, Lady Elara Moray Trieu of the Bene Gesserit, had plans of her own. She conspired to assassinate Frederick and bring Dune under the control of a more peaceful ruling body, which she hoped would ensure an endless availability of Spice to her Sisterhood.

Now with the death of the emperor through the machinations of the Lady Elara, the battle to control Dune has escalated. A civil war is brewing. The elite forces of the emperor, the Sardaukar, are without direction, becoming mercenary and siding with whoever holds the most power. A new emperor must be chosen.

Needing a ruling body to maintain order, the remaining three great Houses each seek to fill the void by gaining control of the emperor's throne. Each House now fights to control the most territories on Dune, for whoever controls the spice, controls the universe. Who will it be? The noble Atreides of the peaceful water world Caladan? The evil Harkonnen, who hail from the dark and cruel planet Giedi Prime? Or the insidious Ordos of the mysterious ice-covered world Draconis IV? It may be none at all. As the three Houses begin their war, the smaller Houses are making their own plans and are poised to take advantage of any weaknesses shown by the great Houses. Only military prowess and time will decide the fate of Arrakis, and the universe...

# MAIN MENU



When you start the game you will be presented with a short cinematic. Following this you will be taken to the main menu, where you will determine the type of game you wish to play or define a variety of settings to optimize the performance of the game on your computer. On the main menu, you will find selections for Single Player; Multiplayer; Options; and Exit game.

## ○ SINGLE PLAYER

Allows you to start a new campaign, play the tutorial, load previously saved games, and set up Skirmish matches against the computer.

## ◀ MULTIPLAYER

Allows you to play "Head to Head" and "Co-operative" games over the internet or LAN (Local Area Network).

## ○ OPTIONS

Adjusts your game settings.

## ✶ EXIT GAME

Exits the game and returns you to your desktop.

# SINGLE PLAYER GAME

To play a single player game of Emperor: Battle for Dune, click on the Single Player button on the main menu. You will be taken to a new menu with several new options to choose from. These are: Start Campaign, Single Skirmish Battle, and Load Saved Game. To return to the main menu, click the Back button at the bottom of the screen.

## CAMPAIGN

Clicking on the Campaign button takes you to the Campaign menu. Here you can choose which House you wish to play: Atreides, Harkonnen, or Ordos.

In a campaign game you will play against the opposing Houses in a series of missions. Between each mission a territory map will be displayed. From here, you can see which territories each House owns, and you can select which territory you want to attack next. By successfully completing these missions for your House, you will win the campaign and the game.

If you decide not to start a new campaign, click on the Back button to return to the main menu.

## REINFORCEMENTS & RESERVES

When attacking or defending a territory in the campaign game, neighboring territories you control will send 'reinforcement' units every couple of minutes to help you in battle. The more friendly neighbors, the better your odds at winning that territory.

If you are going to lose a territory, you may opt to retreat units off the map. If successful, you will gain a bonus 'Reserve' force on the campaign map. This reserve force can be used toward a future battle and may move one territory during each attack phase on the campaign map.

## SINGLE SKIRMISH BATTLE

Clicking on the Single Skirmish Battle button takes you to the Skirmish menu. Here you can choose to play House Atreides, House Harkonnen, or House Ordos. A skirmish game is simply a one-time battle. Skirmish games are very similar to multiplayer games; the one difference is that you play computer-controlled opponents. After choosing your House, you will be presented with options on how to set up your Skirmish game. These options will be explained in greater detail later in the manual.



## TUTORIAL

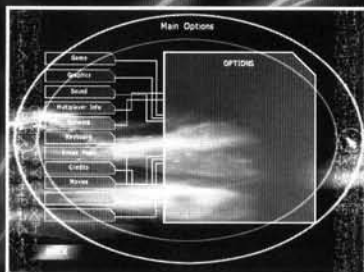
If you click on this button you will start a short tutorial mission where you will learn the basics of how to play Emperor: Battle for Dune.

## LOAD SAVED GAMES

By clicking on the Load Saved Games button, you will be taken to the Load/Save menu. From here you can load or delete a saved game. To load a game, simply click the name of your saved game from the list, and then click the Load button. You can delete a saved game by choosing it from the list, and clicking the Delete button.



# OPTIONS



The Options menu will allow you to customize a variety of aspects of your game. When you click the Options button on the Main menu, you'll be taken to the Options menu.

## GAME OPTIONS

From here you can set your Game Speed, Scroll Rate, and whether you want the Tooltips to be on or off.

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### Game Speed

You can click or drag this slider from 1 to 8. This will adjust the speed of the game units and the time it takes to construct buildings. If you are having trouble keeping up with the computer-controlled opponents, consider slowing down the game speed.

### Scroll Rate

By adjusting this slider, you determine how quickly you can scroll around the screen with the mouse.

### Mouse Speed

This slider controls how fast your mouse cursor will move inside the game. One hundred percent is the default. You can speed it up or slow it down by adjusting this slider.

## Tooltips

Tooltips displays helpful text when a cursor is left on a game object for a short period of time. You can toggle this option on or off.

## GRAPHICS OPTIONS

Here you can adjust the look of the game via the Graphics Quality slider. If you want to have more control over the game's visuals, you can click on the Advanced Options button.

### Graphics Quality

This slider determines the general look of the game. You can set it to Low, Medium, High, Highest, or Custom quality. If you have a high-end machine with a fast graphics card, you should choose the High or Highest quality setting. If the game seems to be running slow, you should set the quality level to Medium or Low. The lower the quality setting, the faster the game will run. The Custom setting is activated when you manipulate the settings under Advanced Options.

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### Advanced Options

By clicking on this button, you will be brought to a menu with a variety of options that allow you to fine tune the look of the game. Change these options to get the look and feel you want for the game.

### Color Depth

From here you can choose 16 or 32-bit color mode. 16-bit color will play faster, but 32-bit will look better.

### Texture

This slider controls the texture detail of the game. You can adjust the slider to High, Medium or Low. The High setting will look the best, the Low setting will play the fastest.

# OPTIONS

## Shadows

Here you can tell the game what shadow detail level you would like. You can adjust the slider from High to Low. The higher the level of detail in the shadows, the more system resources are required to draw them. You should only set this to High if you have a fast machine.

## Model

By using this slider, you can adjust the level of detail within the game. A High setting will give you the most amount of detail; a Low setting will give you the least amount of detail but better performance.

## FX

By adjusting this slider from High to Low, you can control the detail of the special effects, like explosions. As with the previous sliders, the higher the setting, the better they will look, the lower the setting, the faster the game will play.

## Screen Res

To the right of this box is a down arrow; by clicking on it you will be given a list of available screen resolutions. The higher the resolution, the better the game will look.

## Hardware Options

By clicking this button, you will be taken to a menu that allows you to set your hardware preferences.

## Multi Texture

This is an on/off toggle to select hardware multi texturing.

## Hardware T & L

Another on/off toggle, which selects hardware texture and lighting.

## Graphics Card

If you have more than one graphics card, you can choose which one you want to use to play the game here.

## SOUND OPTIONS

Here you are able to adjust the music, sound, and voice volume in the game.

## Music Volume

Musical scores are played in the background as you play your game. By adjusting this slider, you can turn the music up or down.

## Sound Volume

Sounds are things like explosions, units walking across the ground, or tanks firing salvos. Adjust this slider to turn the sounds up or down.

## Voice Volume

Voices come from your units throughout game play. Adjust the slider to turn the voices up or down.

## MULTIPLAYER INFO

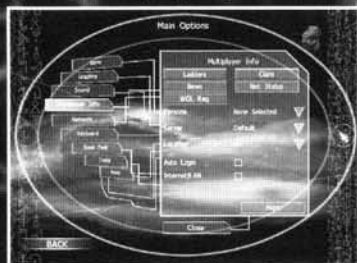
From here you can set up or edit your Multiplayer profile.

## Ladders

This button links you to the Ladders Web page, which shows your ranking against other players in your skill level.

## Clans

This button links you to the Clan Web page and shows what Clan you are aligned with and your Clan's ranking.





# OPTIONS

## News

This button links you to the Emperor: Battle for Dune news page. From here you can get the latest news and information about the game.

## Net Status

If you are experiencing problems connecting to Westwood Online, click this button to check the status of the servers.

## WOL Reg.

Click this button to set up your Westwood Online account.

## Persona

Here you can enter or select your in-game alias or screen name.

## Server

Allows you to choose which chat server you wish to connect to.

## Location

From here you can select the country in which you are located. This feature is useful for locating other players in your country and can be used as a filter on the ladder listings.

## Auto Login

When this option is checked, you will automatically log on to Westwood Online when you select Internet from the Multiplayer Game Menu

## Internet/Lan

Check this box to toggle between Local Area Network and Internet play.

## House

Here you can select the House you wish to play as; and it will be your default until you change it.

## Sub House 1

Sub Houses are unique allies that bring limited, but powerful, weaponry to the battlefield. Choose the first Sub House you wish to ally with here. This will be set as a default until changed.

## Sub House 2

Choose the second Sub House you wish to ally with here. As with the other House choices, this will be the default until changed.

## Allow Pages

Check here if you want to allow other players to page (message) you.

## Filter Language

This check box will turn the bad language filter on or off.

## NETWORK

This is where you set up your LAN options.

## Network Card

Here you can select the local IP address your computer will use to play a LAN game.

## KEYBOARD

The game already comes with default keyboard settings. You can edit or add to the default list and assign hot keys for game play here.

## SNEAK PEEK

Click here to get a quick look at upcoming projects.

## CREDITS

By clicking this button, you will be moved to a screen that shows a list of people who worked on the game.



# THE INTERFACE

## THE BATTLEFIELD MAP

The Battlefield Map dominates the bulk of your screen. It is here that you build your base, mobilize your troops, and attack the enemy. The Battlefield Map shows only a portion of the actual battlefield. To view more of the battlefield, use your mouse to move to the edge of the screen. This will change your cursor to an arrow, and your view will scroll along the map in the indicated direction. If you are currently at an edge of the battlefield, the cursor will turn red, indicating you can no longer scroll in that direction. You can also use your mouse to rotate the map 360 degrees or zoom in and out to get a better view of the battle.



## THE GAME MOUSE

Emperor: Battle for Dune can be played almost exclusively using a mouse. By left-clicking the mouse you can order and select your troops, choose targets to destroy or move your forces around the battlefield. Right-clicking on the mouse will cancel or negate orders. You can scroll your view faster by holding down the right mouse button and dragging the cursor in any direction. By holding down both left and right mouse buttons and moving your mouse left or right, you can rotate the screen to give you the best view of the action. The mouse wheel (or "Ctrl" + up or down arrows) will allow you to zoom closer or farther away from the battlefield (note: zooming out too far may cause the game to slow down).

## THE COMMAND BAR

On the right side of the screen you will find the Command Bar. The Command Bar contains a number of important tabs and information you will need to run your battles successfully and efficiently.

## Money

At the top of the Command Bar is your current amount of money, called Solaris. The counter represents how much Solaris you possess and indicates how much you can manufacture in the way of units and buildings. Creating a successful force will cost money; spend it wisely!

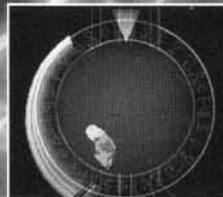
## Radar Screen

On the main screen you can only see a small portion of the battlefield. The radar display, located below the Solaris readout, shows you the battlefield in its entirety. You will be able to see any parts of the map you have revealed through troop movements. You can use the Radar Screen to move both your troops and your view of the battle. With units selected, move your mouse over the Radar Screen to where you want them to go, and then click to move them there. If you do not have units selected and click on the Radar Screen, your view of the Battlefield Map will move to the selected location. This is a way to move your view from place to place on the battlefield quickly and without scrolling. Another function of the Radar Screen is to alert you to impending danger such as Sandworms, or that your Harvester is under attack. The alert appears as a yellow rectangle that centers over the area of danger. Upon manufacturing an Outpost, the radar map will also show known enemy positions.



## Power Meter

Along the left hand side of the Radar Screen is the Power Meter. This indicates how much power you currently have. Your base needs power to run its various buildings and operations. If your power drops far enough into the red, certain buildings will not function correctly, like the Outpost. You must build more Windtraps in order to bring your power level back up.



# THE INTERFACE

## Retreat Button



If you are losing a battle, you may choose to save what forces you can by retreating them off the map. That is what the Retreat button does. The Retreat button is located below the Radar Screen as a waving flag icon. To retreat, select your troops, click the button (or press the "Shift"+"R" keys) and the selected troops will then attempt to move off the map. Any units that successfully retreat will be added to your Reserve Counter.

## Guard Button



When your units are built, they are automatically put into guard mode, which is indicated by the shield over the unit. If you want to toggle guard mode on or off for specific units, select those units and click on this button or press the "G" key. You may also select a production building (i.e. Barracks) and toggle the Guard state. All units exiting that building assume the Guard state of the building.

## Repair Button



During the course of battle, many of your buildings may become damaged. If this happens, they may not function at peak capacity. To fix them, click on the wrench icon below the Radar Screen. That is your Repair button. When you click this button your cursor will turn into a wrench. You can then click on any damaged building. A small rotating wrench icon appears over the building, which indicates repairing. Repairing will cost you money however, so manage your finances carefully. If you are running low on money and want to stop repairs, click the building again while in repair mode. To get out of repair mode, simply right click on your mouse or click the Repair button again, and this will cancel the repair wrench, allowing you to select buildings and units normally.

## Sell Button



While building up your base and manufacturing troops, you will spend your money fairly rapidly. It may turn out that you have overextended your spending ability and find yourself in need of money to repair some turrets that are taking heavy damage. If that is the case, you may choose to sell some or all of your buildings. By clicking on the dollar sign button next to the Repair button, your mouse will turn into a dollar sign. Click this on any building you wish to sell, and the building will fold up, giving you some quick money for it. You will not get the full value you paid for the building, so use this option wisely. To get out of sell mode, right click on the mouse or click on the Sell button again. This will allow you to select buildings and units normally.

## Waypoint Button



The Waypoint button can be a very useful tool. It allows you to set up simple paths for your units to move along. For instance, you can set up a looping path around your base for defense. Simply click on the Waypoint button (located between the Guard and Repair buttons below the Radar Screen) and then click the points on the map you wish to have your units patrol. Complete your path by clicking on the first waypoint you created. Now select your units and target any waypoint on the path. Your units will now follow that path, defending your base by attacking any enemy unit that comes within range. By clicking on a production building you can create a special waypoint called a rally point for your units to group at. To get out of Waypoint mode, simply right click and you will be able to select buildings and units normally. If you wish to delete a waypoint, select it with your cursor and hit the Delete key. Deleting the first waypoint in a path deletes the entire path. Using the Insert key, you can add a waypoint in between the current one and the next in the path.



# THE INTERFACE

## BUILD MENU

Below and to the left of the Radar Screen you will see three icon tabs, representing Infantry, Vehicles and Buildings. Available units or buildings will be displayed in the Build Menu directly to the right of the tabs. The Build Menu will also display the options you have available in the Building Upgrade and Starport buttons.



### Building Upgrade Button



By clicking on this button located beneath the Retreat and Guard buttons, your Build Menu will change to display which buildings, if any, can be upgraded. By upgrading your buildings you will find that you now have more manufacturing options. This is necessary to get more advanced units and buildings, and will increase your production speed.

### Starport Button



The CHOAM Merchant's Guild, a group of free traders, runs the Starport. The prices of the units will vary, but delivery is quick and advanced vehicles are often times available. The Starport button is located under the Repair and Sell buttons, and it will only provide a list of available units if you have a Starport built. When you do have a Starport built, click on the button and your Build Menu will change to the Starport order screen. Units not blued out are available for you to order. You can order a maximum of five units at a time. After choosing your units click on the Deliver Button, which is represented by an arrow at the bottom of the menu. A short time will go by and a CHOAM frigate will then deliver your units.

## Infantry Tab

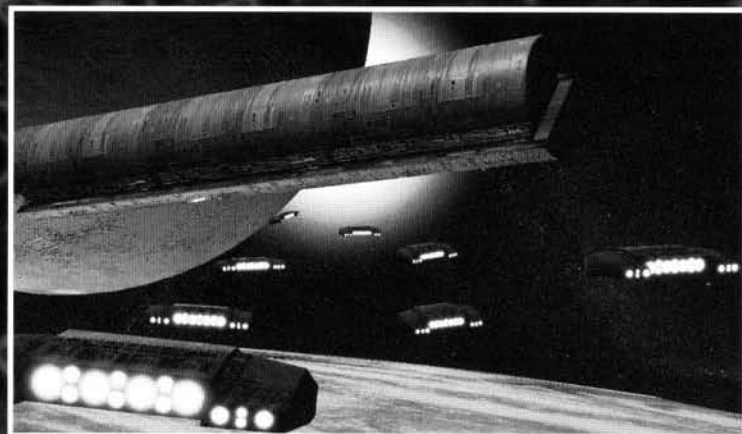
The first tab is the Infantry Tab, which is represented by a soldier icon. Select this tab and you will be shown all non-vehicle units to you that you can train in the Barracks.

## Vehicles Tab

The tab located directly below the Infantry Tab is the Vehicles Tab, represented by the tank icon. If you select this tab, the Build Menu will display a list of vehicles you are currently allowed to build through your Factory. Air units (via Hangar) and super weapons (via Palace) are also included in this list.

## Buildings Tab

The last tab is the Buildings Tab, which is represented by a factory icon. When you select this tab, the Build Menu will present you with the current list of buildings you are able to build via your Conyard.



# GAME BASICS

Emperor: Battle for Dune is designed to give you maximum control over your base and units at all times with little effort.

## MOUSE CONTROL

The mouse controls your on-screen pointer, and depending on what icons or options you have selected, you can scroll your view of the battlefield, move your units, attack enemies, manufacture buildings, harvest Spice, and more. Another useful feature of the mouse is the ability to see a unit or building's health just by moving your cursor over it. Unless otherwise mentioned, left-clicking with the mouse selects units and buildings and gives orders, while right-clicking deselects units and buildings and cancels orders.

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## SELECTING UNITS

To select a unit on the battlefield, move the cursor over the unit and left-click. To deselect the unit, right-click. In addition to selecting single units, you can also select groups of units. To do this, left-click and hold the mouse button down just outside a group of units. Now drag the cursor around the units you want to select. You'll notice this creates a pulsating box around the units. When you release the left mouse button, all of the units inside the box will be selected. You can give groups movement and firing orders just as you can a single unit. However, some units cannot respond to all commands. Infantry units grouped with Engineers cannot enter buildings, for instance.



## MOVING AND FIRING

To get your unit to act, select it, then move the cursor to a point on the battlefield where you'd like the unit to move. If the unit or units can move to that location, you will see a green movement cursor and the units will start moving as soon as you click. If your units cannot move to the selected location, the cursor will appear as a circle with a red slash through it. If the cursor is placed over an enemy unit or building, it will change to a red targeting cursor and your unit will start attacking as soon as it is in range of the target. When you tell your units to move, they will move to their target in the most direct route possible.

## THE SHROUD AND FOG OF WAR

When you start a game, most of the battlefield will be covered in a black "shroud." The areas covered by the shroud are those parts of the battlefield you have not yet explored. As you move units toward the edges of the shroud, more is uncovered depending on the unit's sight range. You can order units like the Scout, who has a very wide sight range, into the shroud, uncovering large sections at once. With the Fog of War option turned on, the areas you have uncovered will start to recede with a transparent gray shroud, called the Fog of War. This allows you to see the terrain you have uncovered, but not any enemy troops that might be lurking within. To keep an area visible you will need to keep a unit within that area.

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# GAME BASICS

## ← GATHERING SPICE/EARNING MONEY

At various places on the battlefield you will find Spice fields. Spice must be collected and refined into Solaris, the monetary unit of Dune. Solaris can be used to manufacture additional buildings and units for your war effort. All sides have Harvesters that collect Spice and take it back to Refineries where it is processed. To collect Spice, click on a Harvester. Then move your cursor over a Spice field. The cursor will turn into a red targeting cursor. Click on the Spice with the targeting cursor and your Harvester will then move or be airlifted by Carryall to the Spice field. Once the Harvester is full, it will return to the first available Refinery. After unloading, it will again return to the Spice field to continue harvesting.

## 26 ← MANUFACTURING UNITS AND BUILDINGS

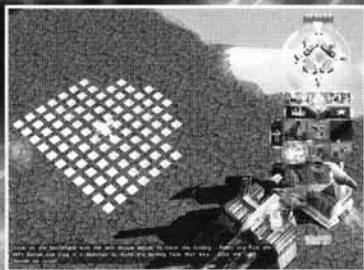
To build units and buildings, you will need to use the production tabs, located along the left hand side of the Command Bar. To start manufacturing a building or unit, click on the appropriate tab to display its Build Menu, then click on the item you wish to build. Building will begin immediately. Construction of units and buildings takes time, which is represented by the sweeping arm on the portrait of what you are currently building. The cost of the item you are building is deducted from your money (the cost can be displayed by moving the cursor over the portrait, and waiting for a short time). If you run out of money during the production of a unit or building, production will be suspended until you acquire more funds. Once you have money again, production will continue automatically. You can suspend production of an item currently being built by right-clicking once on the portrait of that item. Right-clicking again cancels production and returns any money spent on the item. Left-clicking on the portrait resumes production of the item.

## ← BUILD QUEUING

You can queue multiple infantry and vehicle units. All your House infantry units are created at a Barracks and will be created in the order in which you queue them. Vehicles and other units, like those from Sub-Houses, are created at several different buildings. Those units created by a specific building will also be created in the order in which you queued them. For instance, you can build both a Mongoose (built at the Atreides Factory) and a Carryall (built at a Hangar) simultaneously. Simply click the number of units or infantry you would like to build and they will be produced from the appropriate building automatically.

## ← PLACING BUILDINGS ON THE BATTLEFIELD

Once a building is created, the word "READY" will appear over its portrait in the production menu. Click on the portrait and move the cursor onto the battlefield. A dotted outline will appear below the cursor. This outline indicates the size and shape of the building you have created. The yellow dots and the arrow that sits on the outline indicate the front of the building. Move the box to the location in which you wish to place the building and click again. Buildings can only be placed on the flat rock areas of the battlefield. If any part of the outline is red, this indicates that part or all of the area you are trying to build in is blocked. You can't place the building in this spot. You can also rotate the outline by clicking and holding the left mouse button down while moving the mouse. Additional buildings cannot be built until the completed building has been placed or canceled. Buildings must also be placed within close proximity of each other to be built.





# GAME BASICS

## UNIT FEEDBACK DISPLAY

Each unit in the game has a halo displaying its current status. The halo is made up of three outlines. The main center halo displays the health of the unit. If the color is green and the halo is full, your unit is in good health. If it is empty and red, your unit is about to be destroyed. If available, the inner outline will display the current payload of the unit, indicated by orange dots. For instance, it will show how much Spice a Harvester is carrying, how many rockets an Ornithopter has left, or how many men you have in an APC. For shielded units like the Ordos Laser Tank, the outer halo will light up blue, which indicates the shield health of the unit. Also connected to some units you will see a series of red arrows. This indicates what height advantage, if any, the unit has. If a Sniper is up on a cliff, he might have a height advantage of two (displayed by two arrows), whereas an attacking Trooper, who is on the sand may have a height advantage of one (displayed by one arrow).

## POWER

The Power Meter to the left of the Radar Screen is very important. Virtually every building you create needs power to run. Keeping track of how much power you are producing and how much you require can mean the difference between success and failure. You can keep track of your power requirements by watching the Power Meter. If it falls below the halfway mark, indicated by the orange color, your base will no longer function correctly. Your Outpost will shut down, no longer showing enemy units, and production will be slowed. To keep your base running efficiently, you will need to keep the Power Meter above the halfway point in the yellow. The amount of power you produce depends upon the number and condition of your Windtraps.

# ADVANCED GAMEPLAY



## CAPTURING ENEMY BUILDINGS

The main function of the Engineer is to capture an enemy building. To capture an enemy building, select an Engineer and place the cursor over the building you wish to capture. If the building can be captured, the cursor will change to the "Enter" cursor, displayed as three green arrows. Click on the building, and the Engineer will move to capture that building. If the Engineer reaches the enemy building, the structure will come under your control immediately.

## GAME ALLIANCES

In multiplayer games you can create alliances between Houses. This is done by selecting an enemy unit and pressing the "A" key. The enemy player must also press the "A" key for the alliance to be formed. Players that are allied can each see what the other sees under the shroud and will not attack each other.

## CREATING TEAMS (CTRL 1 THROUGH 9)

You can create teams of units that can be instantly selected as a group. To do this, select a set of units, press and hold the "CTRL" key and a number between one and nine. All of the currently selected units will be assigned to that team number. If you deselect the team, you can reselect it by pressing the number associated to that group. If you assign a new team to that same number, it will replace the old team. If you wish to add units to a team, select the team then hold the "SHIFT" key and click on the units you wish to add.

# ADVANCED GAMEPLAY

## → FORCED FIRING (CTRL KEY + TARGET)

Normally your units will not fire on a non-enemy target. To force your units to fire on a particular point, hold the "CTRL" key down and click on that point. This can be used to target friendly or neutral targets as well as the ground under the target cursor.

## → VETERAN & ELITE UNITS

As your units fight, they will gain experience in combat. A unit that gains enough experience will attain rank. Rank is indicated by one to three chevrons, which are attached to the unit. Each chevron indicates what level of veterancy the unit has attained. By attaining rank or becoming a Veteran, units will acquire more health, inflict more damage, and have a longer firing range. The second and third level of veterancy may bestow other special abilities like regeneration or stealth. Each unit has different abilities at different levels. For House Atreides, third level infantry veterans are considered Elite units and may re-enter their Barracks and train all like units in the future to the first level of veterancy. Atreides soldiers can continue upgrading their Barracks this way to eventually produce third level Elite soldiers.

## → STEALTH & CAMOUFLAGE

Some units have the ability to camouflage themselves on any terrain. By standing still for a few seconds, they become invisible to the enemy. With small movements, they can remain hidden and sneak by enemy units.

## → INFANTRY ROCK

Spread out across the battlefield you will notice rocky outcroppings, called Infantry Rock. Only infantry may pass through, or stop here. When infantry are placed here, not only are they safe from being run over from vehicles, they also get an additional armor advantage from the cover the rock provides.

# UNITS AND BUILDINGS



## → HOUSE ATREIDES UNITS

### HOUSE ADVANTAGE

The Atreides reap the benefits of an extremely loyal and well-trained infantry. Third level veterans can return to the Barracks and train all their comrades to the next level of veterancy before they enter the battlefield.

#### Scout



Scouts are unarmed, fast moving infantrymen. Their primary job is to uncover areas of the map and keep them under observation. They have a longer than average sighting distance. To ensure their survival, Scouts are able to camouflage.

#### Light Infantry



These troops are lightly armored, nimble, and carry light machine guns for use against other infantry. Their usefulness against vehicles is minimal. They benefit, as all infantry, from the ability to use infantry rock.

#### Sniper



The Sniper has the longest range of any infantry unit. Its rifle has a low rate of fire but inflicts massive damage to infantry units. It is ineffective against all but the lightest vehicles.

### Kindjal Infantry



The Kindjal infantry carries two weapons: a small pistol for close combat, and a large tripod-mounted mortar cannon. The mortar has a long range and fires armor piercing shells. It is most effective against armored vehicles, but has the ability to damage infantry targets. The Kindjal infantryman must be deployed to fire mortars. Once deployed, he is fixed in place until he is undeployed. The weight of the missile launcher means that the Kindjal is slow moving. They are especially effective when deployed in ambush from infantry rock.

### Engineer



Engineers enter buildings and capture them for the player. They may also be used to remove leech spores and repair buildings. This unit can move through infantry rock.

### Mobile Construction Vehicle (MCV)



The MCV is the massive vehicle that enables bases to be established on Dune. By deploying the MCV, you will create a Construction Yard (Conyard). The MCV drills a shaft down into the rock from which the building materials for the rest of the base are extracted.

### Harvester



The Harvester is based at the refinery, but ventures out onto the sands to collect Spice.

### Sand Bike



The Sand Bike is the Atreides scout vehicle. Armed with a light cannon for anti-infantry work and with thin armor, its main protection is speed.

### Mongoose



This is an Atreides anti-vehicle unit. Comparatively fast and lightly armored, the Mongoose uses a turret-mounted, long-range guided missile launcher to pick off enemy units from a distance and while moving. The Mongoose has a low reload rate, which means that multiple opponents can swamp it. It is quite damage resistant with a moderate decrease in speed once it has been hit.

### APC



The Atreides APC is designed to carry infantry safely around the battlefield. It has medium armor and speed and carries a turret-mounted 30mm cannon, which is adequate against both infantry and armored vehicles. When not moving it has the ability to camouflage itself. To move units into the APC, select them and click on the APC. To deploy the units double-click on the APC.

### Minotaurus



This Atreides unit carries four large cannons firing high explosive shells out to long range in a massive barrage. The resulting explosions are particularly effective against infantry. The Minotaurus has heavy armor and is slow moving. It has trouble accurately aiming at moving targets, though the area effect of its shells compensates well.

### Repair Vehicle



Many of your units will take damage during the course of battle. That is where the Repair Vehicle comes in. It has the ability to repair any mechanized unit. It has light armor and no offensive weaponry, so it will need to be well guarded.

### Sonic Tank



The Sonic Tank carries a devastating long-range sonic weapon that damages all targets in its area of effect. The tank is moderately fast and has medium armor. However, the gun is fixed in place and cannot be fired on the move.



# UNITS AND BUILDINGS

## Carryall



The Carryall is used to ferry Harvesters around the map. It does this automatically with a computer controlled piloting system, and thus never needs to be given orders. It has medium armor and no offensive capabilities.

## Ornithopter



A high speed but lightly armored anti-vehicle flyer. Carrying a missile launcher, it is best suited for hunting down isolated units. It must return to a landing pad to reload.

## Air Drone



This is a small, lightly armored air unit that is used for defense. It carries an AA missile launcher that automatically fires at any air unit within range. Due to its light armor, it is easily destroyed by enemy AA fire.

## Advanced Carryall



Unlike the regular Carryall, this unit can be ordered to pick up specific units, even those that aren't under your control, and bring them to player-selected points on the map. The Advanced Carryall has heavy armor and can take a lot of punishment. It has no offensive weapons of its own.

## HOUSE HARKONNEN UNITS

### HOUSE ADVANTAGE

Harkonnen units are extremely tough, well armored, and used to harsh punishment. They operate at full capacity right up the point at which they are destroyed.

### Scout



Scouts are fast moving infantrymen. Their primary job is to uncover areas of the map and keep them under observation. They have a longer than average sighting distance. To ensure their survival, Scouts are able to camouflage.

### Light Infantry



These troops are lightly armored, nimble, and carry light machine guns for use against other infantry. Their usefulness against vehicles is minimal. They benefit, as all infantry, from the ability to use infantry rock.

### Trooper

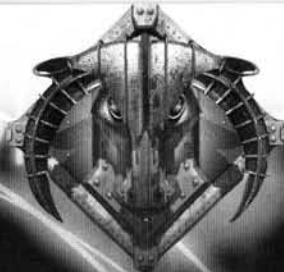


The trooper carries a bulky missile launcher and has moderate armor. They are slower moving than their light infantry counterparts. Their missiles are armor piercing and have a limited tracking capability. This means that the troopers have limited anti-aircraft capability, but are highly effective against vehicles. They can also use infantry rock.

### Engineer



Engineers enter buildings and capture them for the player. They may also be used to remove leech spores and repair buildings. The Harkonnen Engineer also carries a pistol for defense. This unit can move through infantry rock.



# UNITS AND BUILDINGS

## Flame-Thrower Infantry



The Flame-thrower Infantry carries a short-range flame-thrower that fires a stream of flame out to the target area. These streams of flame damage all units in their path, but are particularly effective against infantry. The Flame-thrower Infantry wear heavy armor to allow them to get closer to their opponents, although this slows them down. Once again, infantry rock is usable by this unit.

## Mobile Construction Vehicle (MCV)



The MCV is the massive vehicle that enables bases to be established on Dune. By deploying the MCV, you will create a Construction Yard (Conyard). The MCV drills a shaft down into the rock from which the building materials for the rest of the base are extracted.

## Harvester



The Harvester is based at the refinery, but ventures out onto the sands to collect Spice.

## Buzzsaw



This is the Harkonnen's fastest land vehicle. Slower than the Atreides Sand Bike, it is more heavily armed and armored. It has two weapon systems: two light cannons and a central blade that is used to cut down infantry and destroy Spice fields.

## Assault Tank



The Assault Tank is massively armored and carries a large and effective mid-range cannon capable of inflicting severe damage to vehicles and buildings. It is designed to assault massed enemy forces head on. It has two drawbacks -It is very slow and its gun is fixed. This means that it may have trouble engaging fast, nimble opponents.

## Flame Tank



The Flame Tank carries two heavy side-mounted flame-throwers. This allows it to engage two enemies at once, or focus both beams forward onto one opponent (this happens when a specific target is selected). These weapons are highly effective against infantry. The flame-throwers are comparatively short ranged, but have a high fire rate. They are slightly slower than the Assault Tank.

## Missile Tank



The Missile Tank is lightly armored by Harkonnen standards and stands off from the main fighting. It has very long-ranged guided rockets, which it fires in salvos of eight. It then takes a long time to reload and retrain the firing tubes. Due to the weight of the rockets, the vehicle is quite slow despite its light armor.

## Inkvine Catapult



This is a long-range and lightly armored attack vehicle. It catapults canisters filled with toxic inkvine fluid that, upon impact, splash across a large area. Units take initial damage from this splash, and the gooey substance will render that area of the map toxic until it dissipates or is burned off. This is particularly effective against infantry, as they will continue to take damage until they leave the infected area. It moves slightly faster than the Missile Tank and has a higher rate of fire. It is not particularly effective against fast units, however, as they can move out of the blast radius quickly.



# UNITS AND BUILDINGS

## Devastator



The Harkonnen's heaviest vehicle, the Devastator is heavily armored and armed. It carries two large plasma guns, which have a devastating effect on armor, and can overload shields with one good hit. The plasma blast is also effective against buildings. Mounted on the roof, Devastators carry a small guided missile turret, which engages any available targets, ground or air. This turret helps alleviate to the lack of mobility that is the Devastator's biggest weakness. The player may force a self-destruct, detonating the reactor that damages any units or buildings within the area of effect.

## Carryall



The Carryall is used to ferry Harvesters around the map. It does this automatically with a computer controlled piloting system, and thus never needs to be given orders. It has medium armor and no offensive capabilities.

## Gunship



This is a slower moving, more heavily armed flyer than the Atreides Ornithopter. Firing unguided rockets, it is primarily used for hunting isolated units. It must return to a helipad to reload.

## ADP



The Air Defense Platform, or ADP, is used for base defense. Its rotating cannon is primarily used as an anti-aircraft weapon, but it does have the ability to target ground units as well. It is very slow, however, making it vulnerable to AA fire.

## Advanced Carryall



Unlike the regular Carryall, this unit can be ordered to pick up specific units, even those that aren't under your control, and bring them to player-selected points on the map. The Advanced Carryall has heavy armor and can take a lot of punishment. It has no offensive weapons of its own.

## HOUSE ORDOS UNITS

### HOUSE ADVANTAGE

The Ordos have invested in advance regeneration technology for their units. It is far more efficient to allow units to self-repair than to build costly replacements.

## Scout



Scouts are unarmed, fast moving infantrymen. Their primary job is to uncover areas of the map and keep them under observation. They have a longer than average sighting distance. To ensure their survival, Scouts are able to camouflage.

## Chemical Trooper



The Chemical Trooper carries a short-range poison gas projector. The projector fires a charge out to saturate an area, damaging any unit caught within its blast, though infantry will be far more affected.





# UNITS AND BUILDINGS

## AA Trooper



A lightly armored fast moving infantryman, the AA Trooper carries a small but sophisticated missile launcher, which enables it to track vehicles and aircraft out to a long range with ease. It does not deliver a very large warhead, so overall firepower is less than that of the Harkonnen Trooper. To keep its speed high, its armor is light. It is also capable of using infantry rock.

## Engineer



Engineers enter buildings and capture them for the player. They may also be used to remove leech spoors and repair buildings. This unit can move through infantry rock.

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## Mortar Infantry



The Mortar Infantry supplies long-range anti-infantry support to the Ordos. Similar to the Kindjal, he must be deployed in order to use his major weapon. This unit benefits from the use of infantry rock.

## Saboteur



The Saboteur is effective against vehicles, buildings and infantry. It detonates a massive charge when it reaches its target, destroying itself but inflicting substantial damage on any surrounding units or buildings. It can move through infantry rock.

## Mobile Construction Vehicle (MCV)



The MCV is the massive vehicle that enables bases to be established on Dune. By deploying the MCV, you will create a Construction Yard (Conyard). It drills a shaft down into the rock from which the building materials for the rest of the base are extracted.

## Harvester



The Harvester is based at the refinery, but ventures out onto the sands to collect Spice.

## Dust Scout



The Dust Scout is a fast moving and lightly armed (one light cannon) scout unit. Light armor makes it a fragile opponent. However, the Dust Scout can bury itself in the normally impassable dust bowls, hiding just below the surface until it attacks or is discovered by a closely passing unit. As with all Ordos vehicles, it is very susceptible to damage, with its speed decreasing dramatically once it has been severely hit.

## Laser Tank



This tank mounts a powerful beam weapon on a turret. With exceptional mobility thanks to its hover ability, the Laser Tank can sweep across dust bowls in its primary role of fast scything hit and run attacks. Its gun is highly accurate, firing a very fast pulse. This makes it effective, even against high-speed units, and it can be fired while on the move. There is a downside to using laser weapons however. If a laser is fired at a shielded unit, the laser effect is amplified by the shields which causes a cascading chain reaction that will destroy both the shielded unit, and the unit that fired the laser.

## APC



The Ordos APC is faster and more lightly armored than the Atreides APC. It is shielded and has a small guided missile launcher in a turret, allowing it to effectively engage vehicles at range while on the move.



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# UNITS AND BUILDINGS

## Kobra



This is the heaviest of the Ordos vehicles. It is heavily armored and carries a large howitzer, which fires high explosive shells. It has two modes. The first is its transport mode, in which it lumbers around the map with the gun fixed firing forward. Because it is slow, it can be easily outmaneuvered. Once deployed, the gun is raised up to its firing platform, freeing up its trainable turret. This also increases its range.

## Deviator



The Deviator is a fast moving raider that carries a short-range missile launcher. The launcher is mounted in a turret, allowing the Deviator to engage targets while on the move. Using a mind-controlling gas warhead, one hit turns the target into an Ordos unit for a short time. Shields make no difference against the gas. The Deviator has very light armor, but is shielded.

## Carryall



The Carryall is used to ferry Harvesters around the map. It does this automatically with a computer controlled piloting system, and thus never needs to be given orders. It has medium armor and no offensive capabilities.

## Eye In The Sky



This air unit moves slowly and is lightly armored. It can be detonated over a target and ejects a saboteur who can be used against enemy base buildings.

## AA MINE



This unit is a slow moving airborne mine. When an enemy air unit comes within range, the AA Mine detonates, releasing out a deadly volley of AA homing missiles.

## Advanced Carryall



Unlike the regular Carryall, this unit can be ordered to pick up specific units, even those that aren't under your control, and bring them to player-selected points on the map. The Advanced Carryall has heavy armor and can take a lot of punishment. It has no offensive weapons of its own.

## UNIQUE AND SUB HOUSE UNITS

### Tleilaxu Contaminator



The Contaminator is a shambling infantry unit manufactured in the Tleilaxu flesh vats. A mindless automaton that must be riddled with bullets before it collapses, the Contaminator is brimming with a genetic virus that invades any biological enemy. The Contaminator must touch the intended victim for infection to take place. The victim will then die, but rise again as a Contaminator. All victims must be destroyed to prevent the infection from spreading.

### Tleilaxu Leech



The Leech fires a bio-engineered larvae at enemy vehicles. If it hits, the larvae will attach itself onto the target, slowly drain the power, and convert the metals in the armor. An Engineer may remove the Leech larvae, or they can be shot off by other units. If the Leech is not removed before the unit is destroyed, it pupates and hatches into a fully-grown Leech unit.



# UNITS AND BUILDINGS

## Guild NIAB Tank



The NIAB tank is slow moving with average armor. Instead of a single gun, it discharges huge electrical charges from any one of its many ports along its length. This allows it to rapidly fire at many surrounding units, although its range is comparatively short. The main strength of the NIAB tank is its Navigator. Using its Spice-given ability to fold space, the navigator can teleport the tank a limited distance. Once it has carried out such a maneuver, it must recharge its power before another jump can be made.

## Guild Maker



Makers are the Guild's infantry. They are second stage navigators equipped with a power weapon, which allows them to inflict heavy damage. This ability makes up for their poor maneuverability as they cannot move into infantry rock, and turn laboriously. Makers, for reasons unknown, are rarely if ever a target for Sandworms. Scientists have guessed that it may be due to their Spice mutation, but have no solid proof of that fact.

## Ixian Projector



The Ixian Projector has the ability to project an exact replica of any unit onto the battlefield, giving the impression there is a larger army present. The projection will cease to exist after either a given time, when fired upon, when an enemy unit moves close enough to see through the deception, or when the primary unit is destroyed. The player has the ability to control the projection exactly like a normal unit. The unit will look identical to enemy players, but it will be lighter in color next to your other units.

## Ixian Infiltrator



This unit is designed to sneak around the map undetected and be deployed as a bomb. The Infiltrator is camouflaged when stationary or when moving. You can deploy it anywhere on the map, destroying or damaging anything within its blast radius. Additionally, this blast will reveal nearby stealthed units.

## Imperial Sardaukar



The Sardaukar are the Imperial shock troops. Heavily armored, they can withstand far heavier punishment than other infantry units. They carry a massive machine gun, allowing them to deal with any enemy. The Sardaukar despise crawling under fire, believing it to be a sign of cowardice.

## Imperial Sardaukar Elite



The Sardaukar Elite are the Imperial troop commanders and are known for their enormous strength and toughness. Like the Sardaukar troopers they can withstand great punishment, despise weakness and cannot be suppressed. They are armed with two weapons: a specially designed one handed rapid fire laser and a vicious knife that they use to kill opponents in hand-to-hand fighting.

## Fremen Warrior



Fremen are Elite infantry units armed with long barrelled rifles. Formidable desert warriors, they can glide swiftly across the desert without attracting worms. Their camouflage techniques and expert field craft make them nearly undetectable to an enemy.



# UNITS AND BUILDINGS

## Fremen Fedaykin



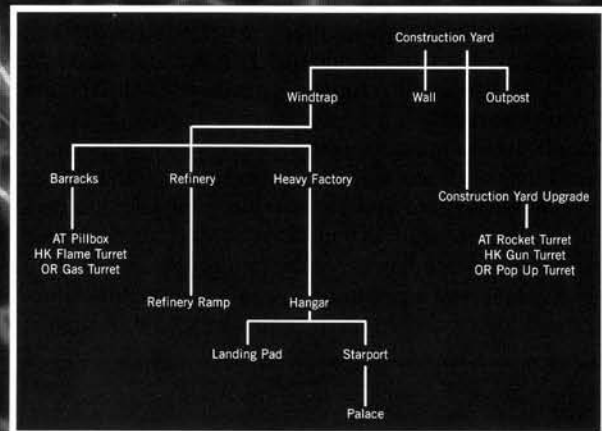
The Fedaykin are the toughest and most well-trained troops of the Fremen. They are armed with Weirding Modules, which are guns that amplify the voice into a lethal sonic beam. They are fanatical in their bravery and deadly in close quarters combat. They are also experts in camouflage and field craft and can move without attracting the notice of worms or the enemy. If they are deployed with a thumper out in the sand, they can summon worms, which they can then ride.

## Sandworms



Sandworms are indigenous to Arrakis. They are massive in size ranging from the large surface crawler to the enormous Shai-Halud. They are attracted by vibrations in the sand, and will destroy anything unfortunate enough to be in their path. They can only move on sand however, so units on rock are safe from their attacks. Their thick hides prevent them from taking lethal damage, but they can be driven away if they take too many hits.

## BUILDING TECH TREE



## COMMON BUILDINGS

Except where noted, the buildings in Emperor are shared across all Houses. They will look slightly different to reflect each House's personality, but all functionality is basically the same.

## Construction Yard



The heart of every base is the Construction Yard. This building is responsible for the creation of all other buildings in your base. Because this building controls your ability to expand your base and acquire new technologies, the wise commander protects it at all costs at all times. In some missions you will start with a Construction Yard already in place, while in others you will begin with an MCV and must deploy it to begin building.

## Windtraps



Windtraps provide power and water by using large aboveground ducts to shunt wind underground into massive turbines. Once moving, the turbines power the internal generators and humidity extractors. They have only light armor and are easy to destroy, so keep them well guarded.

## Barracks



The creation and training of infantry units comes from the Barracks. You can upgrade the Barracks, which will allow you to produce more advanced infantry.

## Wall



Walls are a passive defense system designed to stop enemy infantry and vehicles. To build a wall, click on the map where you want to start the wall and then click where you want it to end. The Construction Yard will then start to manufacture the pieces until the wall is complete.

# UNITS AND BUILDINGS

## Refinery



The Refinery is the basis of all Spice production on Dune. After collecting Spice, your Harvesters unload it into the Refinery. From there it is converted into Solaris. You must keep a steady flow of incoming Spice in order to have enough money to purchase new buildings or units. For each Refinery built, you will receive one Harvester & Carryall.

## Factory



In order to build vehicles for your campaign, you will need to build a Factory. All ground vehicles are created at the Factory, although many may require the addition of other buildings for production. This building can also be upgraded to produce advanced units.

## Outpost



When constructed, the Outpost will activate your radar screen. The radar screen allows you to see troop movements, friendly or unfriendly, along the battlefield. You must have sufficient power in order for the Outpost to generate the radar screen.

## Refinery Ramp



Each Refinery has two extra nodes for expansion, which is where the Refinery Ramp comes in. It is an add-on building that allows another Harvester to dock and unload its Spice. The ramps are also helpful in that they don't take up as much space as a full Refinery, but accomplish the same function. The Refinery Ramp is added to your refinery through the upgrade button instead of being built like other buildings. For each Refinery Ramp built you will receive one Harvester & Carryall.

## Hangar



The Hangar is where all air-based units are manufactured. This building can also be upgraded to produce advanced air units.

## Landing Pad



Ornithopters and Gunships must have this building in order to re-arm their weapons. Since the Ordos have no Ornithopters, they do not have the ability to build this building.

## Starport



The Starport allows you to purchase air and land-based vehicles from the CHOAM Merchant's Guild. This facility can be a great asset in your campaign when used wisely.

## SPECIALIZED BUILDINGS

### Atreides Machinegun Post



This is a defensive building that is mainly used to stop infantry, but will whittle down vehicles as well. Basically a tower with a gatling gun, it rains down a hail of bullets on any incoming enemy units within range.

### Atreides Rocket Turret



Much more powerful than the Machinegun Post, this defensive weapon will take down the heaviest of opponents, including air-based units. It has a long range and fires salvos of rockets at its victims.

# UNITS AND BUILDINGS

## Harkonnen Flame Turret



This building defends your base by shooting out deadly bursts of flame. The flame ignores shields, so it is effective against vehicles and infantry alike.

## Harkonnen Gun Turret



The Gun Turret is a long-range base defense weapon. Equipped with four large-caliber guns, it rapidly fires a deadly hail of armor piercing bullets. The Gun Turret is extremely effective against vehicles and deadly against infantry. Due to its long range, the Gun Turret can be used as an anti-aircraft weapon as well.

## Ordos Gas Turret



This base defense weapon fires a canister of poisonous gas at its intended target. It has a very short range, but any unit caught within the effect will suffer damage. The turret is mainly used as an anti-infantry weapon, but it is effective against vehicles as well.

## Ordos Pop-up Turret



The Pop-up Turret is another weapon used in base defense. It has a longer range than the Gas Turret and fires armor piercing bullets from its machine gun, which makes it much more effective against vehicles. When not firing on a target, the Pop-up Turret rests in the ground, thus making it less susceptible to damage. When an enemy unit gets within range, it extends out of the ground to fire upon the target.

## Atreides Palace



Like all palaces, the Atreides Palace gives you a super weapon. For the Atreides it is the Hawk Strike. This powerful weapon rips down from the heavens and manifests itself as a giant bird of prey. It strikes fear into any opponents within its area, causing them to flee uncontrollably off the map, and allowing your forces to move in and wreak destruction unimpeded.

## Harkonnen Palace



By building the Harkonnen Palace, you will receive the Death Hand Missile super weapon. This giant missile is loaded with multiple atomic warheads that detonate, causing massive damage to its intended target.

## Ordos Palace



The Ordos Palace gives you the ability to use the Chaos Lightning weapon. The Chaos Lightning is another sky-based weapon that, when discharged, creates a ball of cascading lightning that sends any unit within its effect into a berserker rage. The affected units will fire on friend or foe until the effect wears off.





# MULTIPLAYER & SKIRMISH GAMES

The Internet & LAN multiplayer games modes enable you to play against other players on other computers (via a LAN or Internet connection), as well as computer-controlled players. Skirmish games are similar except only computer-controlled players are allowed; the game setup options are similar, however.

## INTERNET

To play an Internet game, select the Multiplayer button from the main menu screen and then click on the Internet button. You will be presented with an option to make Internet play the default multiplayer mode, enabling this will eliminate the second step for future games. If you wish to change the default selection, you can do this on the Multiplayer Info screen under Options.

Next you will see the login screen for Westwood Online, the Internet match making service operated by Westwood Studios. See the Westwood Online section later in the manual for more details on Westwood Online, obtaining an account, etc.

We recommended that you only play against players with systems meeting the minimum game requirements and with a good Internet connection, otherwise the game's performance may suffer. The Quickmatch mode can help as it uses details about system performance and connection quality to find a good match.

After logging in, you will be allowed to join or create a game. If you choose to create a game, you will be presented with several options, which are explained next in the Internet, LAN & Skirmish Game Setup Options section.

## LAN (LOCAL AREA NETWORK)

From the LAN lobby you can create or join a game. If you choose to create a game, you will be presented with several options, which are explained next in the Internet, LAN & Skirmish Game Setup section.

## SKIRMISH

To play a Skirmish game click the Single Player button on the main menu screen, and then click the Single Skirmish Battle button. You will be presented directly with Skirmish game setup options, which are explained in the next section.

## INTERNET, LAN & SKIRMISH GAME SETUP OPTIONS

After choosing to initiate a game, a list of all possible options will be presented to you. By changing items on the list, you can tailor the game to your playing preferences.

### Persona

Enter the alias or screen name (Westwood Online screen name for Internet play) that you want for yourself.

### House

Choose which House to control from here: Atreides, Harkonnen, or Ordos.

### Sub Houses

Choose up to two Sub Houses to help in your campaign. Available allies are Ixian, Teilaxu, Fremen, Imperial Sardaukar, or Guild.

### Color

Choose the color you would like for your House.

### Multiplay Map Select

Click on the arrow button under the map preview area to choose from the list of available multiplayer maps. Once chosen, a thumbnail of the map will now be shown in the map preview area. Sizes vary from small to large, allowing two to eight players.

# MULTIPLAYER & SKIRMISH GAMES

## Number Of Players

Sets the number of opponents you wish to play against. In a skirmish game, this would be the number of computer-controlled opponents. The setting ranges from one to eight for LAN play, or one to four for Internet play.

## Money

Adjusts the amount of money you and your opponents start with.

## Units

Sets the number of units each player starts the game with. It ranges from zero to ten.

## Super Weapons

Switches Super Weapons on or off.

## Pre-Built Base

This is a toggle that will let each player start with a pre-built base if it is set to On.

## Living World

This is simply a toggle to allow or not allow Sandworms and sandstorms to be active. This option is only available on the Arrakis maps.

## Crates

Crates are boxes randomly placed on the map. By running one over with a unit, you will receive whatever is inside the crate. There are many rewards that can be found in crates. You can toggle this switch off or on.

## Fog Of War

This is a toggle that will set the Fog of War either on or off. With Fog of War ON, areas of the map that have not been 'seen' recently will fog out, hiding enemy units again.

# WESTWOOD ONLINE



Westwood Online is the Internet match making service operated by Westwood Studios. There is no additional charge (other than the costs you incur by connecting to the Internet) to play Emperor on Westwood Online; your game CD is your entry ticket. This section of the manual covers some of the details associated with signing up for a Westwood Online account, along with information about available game modes and options.

## CREATING A NEW WESTWOOD ONLINE ACCOUNT

After clicking the Internet option, you will be taken to a login screen. If you did not create a Westwood Online account when you installed the game, you can do so by pressing the New Account button and following the on-screen prompts. You will be asked for your birth date and your e-mail address. Simply fill in this information and press Continue to set up your account. From this point forward, the information you enter will be considered the default and the game will automatically log you in. You can turn the auto login option off in the Multiplayer Info section of the options. We recommend that you keep this option on to simplify the login process later. If the program has any difficulty establishing a connection to Westwood Online, a message will pop up outlining the problem it encountered.

## LOGGING INTO CURRENT WESTWOOD ONLINE ACCOUNTS

After clicking the Internet option, you will be asked to input your nickname and password. After doing so, press the "Login" button to proceed. From this point forward, the information you enter will be considered the default and the game will automatically log you in. You can turn the auto login option to be off in the Multiplayer Info section of the options. We recommend that you keep this option on to simplify the login process later. If the program has any difficulty establishing a connection to Westwood Online, a message will pop up outlining the problem encountered.