Westwood™ STUDIOS

FALL 1992 VOLUME 1, NUMBER 2

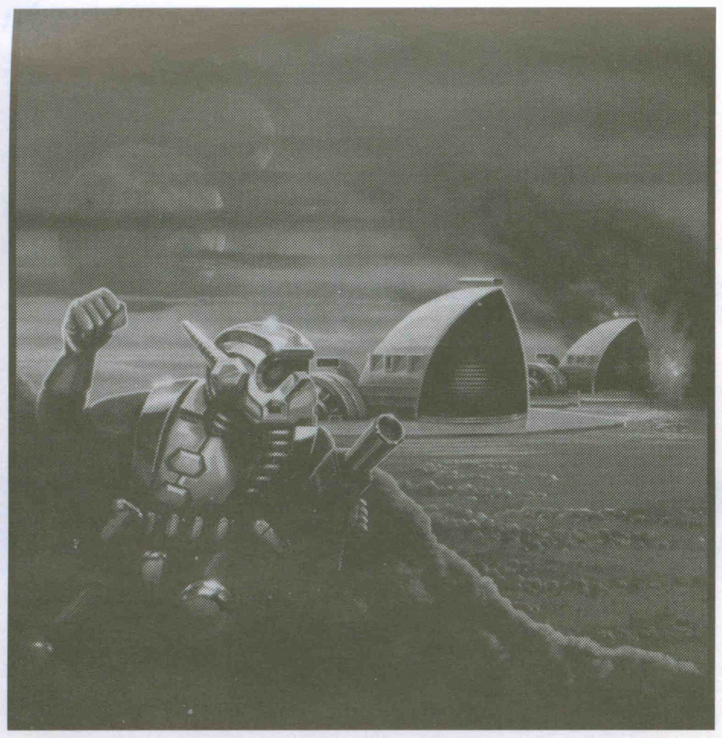
DUNE™ • II DEBUT

"Enemy unit approaching from the north." You order your infantry units to break off their escort duties and head north. "Yes, sir. Movin' out!" The spice harvester is only 60% full, but you tell it to head back to the spice silos, because you need tanks now, not storage.

Suddenly, more bad news: "Enemy unit approaching from the east. Wormsign! Wormsign!" Uh, oh. Then the radar goes out. "Our base is under attack." No kidding! Where are those reinforcements? Where are your tanks?

Custer's last stand? Gulf War flashbacks?

No! It's actually a glimpse of Westwood Studios' latest release for IBM compatibles, *Dune II: The Building Of A Dynasty!* This strategic combat/construction simulator goes beyond city-building simulators and stock war games. Your fun takes place on the desert planet of *Dune*--hardly a resort planet, but it's not like you came for a vacation! You're a warlord fighting for dominion over the spice-laden sands of *Dune*, where the Emperor officiates over a contest to harvest the most spice and thus win control of the planet.



Of course, no one ever said conquering a planet was easy. Why, if it was just a matter of beating up the other guy, it wouldn't even be a problem, right? A good warlord knows to marshal his resources in order to build an effective war machine. Garrisons must be built to provide backup for his troops and all kinds of combat vehicles and ordnance. Do you wait for enough revenue from spice harvesting to build a factory and manufacture more tanks, or do you save time (and spend more) by buying everything from the CHOAM merchants? A good warlord quickly learns the balance between power and efficiency.

Problems abound on *Dune II*: marauding

Continued on Page 3

Welcome to News & Notes

Welcome to another issue of Westwood Studios' News & Notes! The Westwood team is extremely excited by your response to the last newsletter. Keep those letters coming!

In this issue we debut our latest product, *Dune II,* and introduce you to the outstanding design team responsible for this game. We will give you an update on Kyrandia, as well as some tips for playing the game. We will answer some letters, and look at future products. We hope to hear from you soon!

Legend of Kyrandia™ Update

Boy, are we having fun with *The Legend of Kyrandia*! We have already sold over 100,000 Legends of Kyrandia, making our first foray into adventure games a success. The hint lines have gone berserk! *The Legend of Kyrandia* hints section is getting thousands of calls, and judging by the letters and the calls alone, the journey into Kyrandia was certainly worth the while!

To say the least, we are extremely gratified by the response. Thank you. These are the times that make all the grueling hours worthwhile.

But we want MORE! We have responded to almost every letter so far, and we enjoy doing so. Please write us more letters. Don't assume Westwood Studios is a huge outfit that couldn't possibly care. We do amuse ourselves to a certain extent, but we depend on comments and critique from others to remind us of what's fun, and to keep in touch with you our audience!

A LOOK INSIDE

Welcome 1
Dune II Debut 1
Kyrandia 1
Dune II Team 2
Hints & Tips 2
Future Products 3
Mail Bag 3
Special Offer 4

DUNE • II TEAM

It came from the eternal desert of the southwest. It took three-and-a-half man-years to create and develop. And now it's ready!

We're talking about our latest product, of course: *Dune II: The Building Of A Dynasty!* This innovative game marks the debut of Westwood Studios' newest line of products, tentatively called the *Command & Conquer* series. According to Westwood President Brett Sperry, in this first development of the *C&C* series, we were trying to strike a delicate balance between the best of city-building simulators and the best of tactical combat games.

It took the vision and drive of Brett Sperry, Joe Bostic, and Aaron Powell to bring *Dune II* home to what you see on the store-shelves and on PCs everywhere. Aaron is a Westwood veteran, whose distinctive computer graphics can be spotted in several Westwood products (*Eye of the Beholder, Warriors of the Eternal Sun, and DragonStrike.*) We originally re cruited Aaron for the team as an artist whose minor obsession with war games and other destructive things could add an "interesting flavor" to the overall *Dune II* look. Once

Front row:
Ren Olsen
Dwight Okahara

Middle Row:
Judith Peterson
Joe Bostic
Donna Bundy
Aaron Powell

Back Row:
Lisa Ballan
Scott Bowen

Aaron started on *Dune II*, he began cranking out game design changes, re-vamped graphics, new tactical maps . . . a virtual whirlwind of energized ideas!

The project threatened to be carried away in Aaron's whirlwind if it wasn't for the steady influence of Joe Bostic. Joe was co-designer and lead programmer, and many *Dune II* design concepts were his. Joe's "taming" of Aaron came through the form of calm, veteran

Continued on Page 3

Hints & Tips: The Legend of Kyrandia

"Serious-Hint Warning: Do not read unless you are *REALLY* stuck!"

Some Kyrandian adventurers are having a hard time placing the right birthstones. The first birthstone is the Sunstone, which is in the lower part of the Bubbling Spring. (Two scenes east of the big oak tree.) You can't find it until Darm tells Brandon about the Birthstone quest. The second and third birthstones change each game, and they will be found by experimenting with the gems scattered throughout the *Legend of Kyrandia*. The final birthstone is a Ruby, which can be found at the Ruby Tree. (Be careful when you try to pick one!)

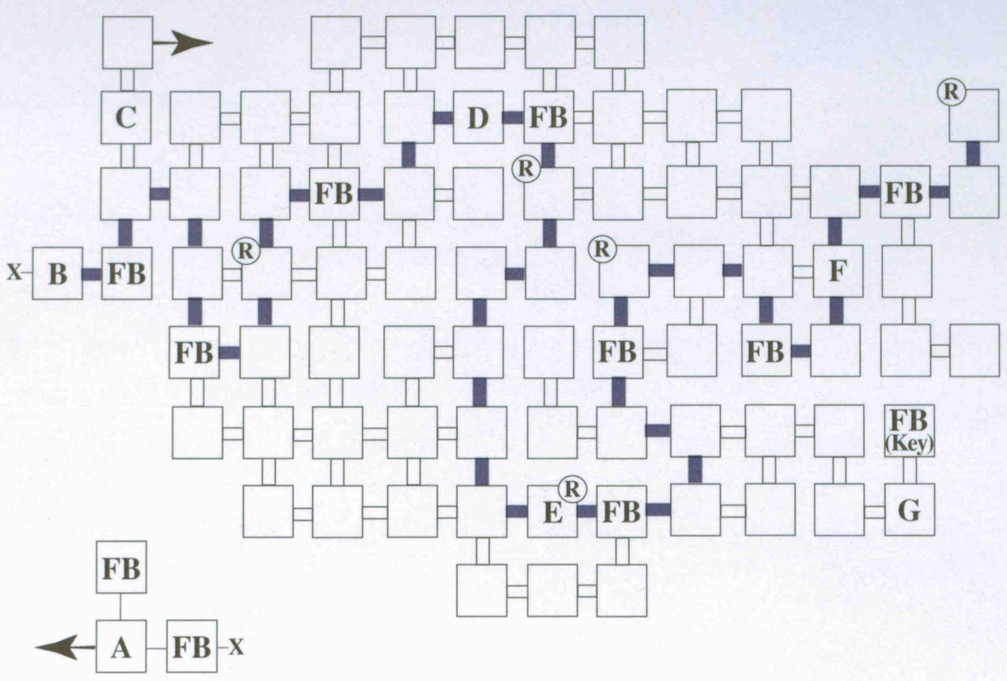
Brandon often gets stranded in the labyrinths of the Shadowrealm. Carry fireberries to light the way. They only last for three caves, so you'll need to restock constantly. To open the gate at the entrance of the labyrinth, collect all the rocks you can find, and throw them on the counterbalance. (You'll need five, because Brandon gets careless on his fourth throw.)

Are you having trouble finding the key to the castle gate? It's located in the labyrinths of the Shadowrealm, in a cavern beyond the Volcanic River East of the Cavern of twilight. This cavern is far beyond the reach of fireberry light, so you will need to travel as a will-o-wisp (which will light the caverns as you go) to get there. Make sure to take Darm's scroll with you to cool the lava.

Don't waste time looking for Zanthia's cookbook. You'll have to try your own potion recipes. Placing gems and flowers of the same color in Zanthia's cauldron will generally make a potion of that color. Brandon can take flasks of these potions to the Crystals of Alchemy and combine them to produce potions of yet another color: for instance, placing a red potion and a yellow potion in the Crystals will yield the wonderful orange potion.

For more hints try our hint line at 1-900-288-4744 in the USA, or call your local software dealer and ask about "*The Legend of Kyrandia Hintbook.*" Good Luck!

Map of Shadowrealm Caves



LEGEND

- A Mineral Pool
- B The Iron Gate
- C The Chasm of Everfall
- D The Pantheon of Moonlight
- E The Cavern of Twilight
- F The Emerald Cave
- G Volcanic River
- Best Initial Route
- FB Fireberry Bush Locations
- (R) Rock Locations
- (Key) Key to Castle Gate

DUNE • II DEBUT

Continued from Page 1

Fremen of the untamed desert, greedy merchants of CHOAM, the treacherous Emperor, and wildly destructive sandworms that do not discriminate between you and your enemy. You may get some help from your trusty and knowledgeable Mentat, the human computer sent by your House to help you out, but it's a big planet, and you're just one warlord....

Hah! But you're going to take this planet! *Forget* the Emperor and his "rules"!

Dune II is a game for warlords of any stripe. You can choose to fight for different Houses, each with its unique strengths and weaknesses that determine what tactics will help you win the battlefield. If you prefer to win by virtue as well as military might, then join the noble House Atreides. Or do you prefer a more devious style? Then House Ordos beckons you. But if you like a more direct, win-at-any-cost route, House Harkonnen is for you.

Hey, and if it's your style just to kick back and listen to the audio while watching the fire fight, we accommodate that too! The same Westwood artists who brought you the incredible graphics in *The Legend of Kyrandia* have outdone themselves with *Dune II's* stunning, detailed scenes. As for the audio, we know you've heard digitized PC-speaker hiss-and-crackle "voices" before. But with the Adlib Gold or Soundblaster cards, *Dune II* really speaks to you: field commanders shouting, Mentats snarling and complaining, sandworms roaring, and explosions marking your, ah, progress. Dynamic and captivating music makes you think you're really there!

As responsible game designers, we feel duty-bound to warn you: *DUNE II* IS VERY ADDICTIVE. You'll definitely end up writing your weekend off!

DUNE • II TEAM

Continued from Page 2

advice ("I don't think putting atomic weapons in is a good idea...."), as well as the technical wizardry that enabled even Aaron's wild ideas to be enacted ("Well, we're not supposed to be able to do it, but there just might be a way....").

As with any major Westwood production, *Dune II* benefited from the mastery of our sound department. The remarkable team of the Dynamic Digitizing Duo, Joe Bostic and Dwight Okahara spent many hours creeping around the office sampling everyone and everything in sight to give you the best in computer-technology digitization. ("Here, Paul, can you hold this microphone for just a sec?" SLAP! "Auuggh! What'd you hit me for?" "Perfect scream for the game, Paul! Thanks!") And of course there are several unsung heroes throughout Westwood Studios, who have contributed to the product in their own unique ways. <

FUTURE PRODUCTS

The elves at Westwood Studios have been busy since our last newsletter, and there are a number of new products in various stages of completion.

The Legend of Kyrandia on the Amiga shipped in September and is being well received in Europe.

The Legend of Kyrandia on both IBM and Amiga has now been released in *French, German, Spanish,* and *Italian.* Whew! Getting the text translated was tricky. In our first French translation, Brandon's utterance: "Rats!" (As in "Nuts!", or "Darn It!") was translated as "Oh, look, there are some large rats!", which was obviously not what we had in mind. We've learned some lessons, and the office is now full of dictionaries for every language from German to Arabic, and everyone is being urged to muster forth whatever foreign language skills still remain from their school days.

In January we will release *Dune II* on the Amiga. *Dune II* Amiga and IBM in *German* and *French* will also ship in January.

One of the products we are particularly excited about is the *Legend of Kyrandia CD-ROM.* It's our first CD title, and we're finding out that just like everything else, it's proving to be harder than anticipated. But we have a motto here that says: "If you're going to be late, make it great," and great is only one of the superlatives that can be applied to this project. We're really proud of what we've got so far, and production should yield a finished title in March.

Lands of Lore, a role playing game in the spirit of our *Eye of the Beholder Series*, should ship spring 1993, as well as our newest SNES game, (which we are calling '*Curse of the Monster King*' here at the studio).

From the MAIL BAG

Dear Westwood:

I recently purchased The Legend of Kyrandia, and am happy to report that my whole family loves it. We especially like the simple interface, and the wonderful characters. Please make more games like this. Do you have a date yet for release of Book Two? My wife thinks the next one should feature the adventures of the alchemist Zanthia, and wonders: why doesn't she have a cat?

Sincerely,
Tom Willer
Davis, California

Hey Tom:

Sounds like your letter could have been written by our publicity department. Of course we are making more games like Kyrandia! Book Two is due out in early 1993. Is your wife psychic? K2 will feature Zanthia, and her cat might make an appearance too.

-Editor

Dear Westwood:

I was wondering if I could send away for your games. If you can, please send me some listings of games that I can send away for.

Thanks,
Benjamin Tabar
Newton, Mass.

Benjamin:

Sure, you can send away for our games! All of our games are distributed by Virgin Games. I'll send you a catalog of the games that Virgin sells. By the way the phone number for advance ordering is: 1-800-874-4607.

-Editor

Continued on Page 4

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Westwood Explodes!

In order to bring you an even greater level of excitement and adventure, Westwood Studios absorbed a new office complex on October 23. The move nearly tripled our development area! The space was needed to house 18 new artists and programmers recently added to the Westwood Studios family.

Be sure to look for upcoming titles developed by our dedicated newcomers on the Super Nintendo and the Sega Genesis.

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From the MAIL BAG

Continued from Page 3

Dear Westwood:

When are you going to come out with the next game in the *Eye of the Beholder* series? I heard there was a demo on one of the bulletin boards, but I haven't found it yet. Please hurry. *EOB II* was my favorite game ever.

James Winston
Houston, TX

James:

Well, there's good news and bad news: Due to our recent association with Virgin Games, we are no longer in a position to develop games for other publishers, so there probably won't actually be an "EOB 3."

The good news is that Westwood Studios is at the moment knee deep in the production of our next role-playing, combat and adventure game: "The Lands of Lore." We've completely improved our RPG system, we've written a great story with megabytes of beautiful hand-painted art, and we can't wait to show it to everybody in early 1993!

-Editor

Dear Westwood:

I love your new game "*Legend of Kyrandia.*" I also like your newsletter, although I would like to see a lot more about games. I am interested in being on your mailing list. Keep up the good work!

Mike Dezelle
Olympia, WA

Mike:

Thanks for your letter. I wish my penmanship was half as good as yours! You are now officially on our mailing list, and will receive future issues of our newsletter. We try to put in interesting articles about our games, but if there are any of your questions that we do not answer, please write us and tell us what you'd like to know.

-Editor

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News & Notes

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