

DUNE™



INSTRUCTION MANUAL



D U N E

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INTRODUCTION

Arrakis, third planet of Canopus - commonly known as Dune - a planet so inhospitable and barren that it barely seems credible it can sustain life. A planet at the mercy of its cruel climate with ground temperatures that soar as high as 350 degrees making it desperately hard for vegetation to grow or animal life to survive.

Much of Dune save its small polar caps is covered in endless sand plains and hills punctuated only by jagged outcrops of the rock scarring out of the surface. There are giant tidal dust basins too, and the air is often thick with dust particles which rapidly clog machinery. Frequent, violent storms with raging winds blow up without warning proving fatal to anything caught in the open.

But there is life on Dune - small burrowing creatures survive in this furnace world: kangaroo mouse, kit fox, desert hare, sand terrapins and countless insects which thrive in the heat. And there are worms too - the shai - hulud or Old Man Of The Desert, giant sandworms which grow to hundreds of metres in length.

Each worm guards its own territory jealously, rippling at great speed across the sand and burrowing voraciously through the undersoil to attack anything setting up vibrations.

Dune is home to intelligent life as well, in the form of a tribal race known as the Fremen who eke out a living in a constant battle against the elements. They are fierce, independent and instantly recognisable by their liquid blue eyes caused by contact with a spice which occurs naturally there. Water is the most precious thing on Dune and the Fremen do everything possible to preserve it, wearing special suits to collect the body's moisture.

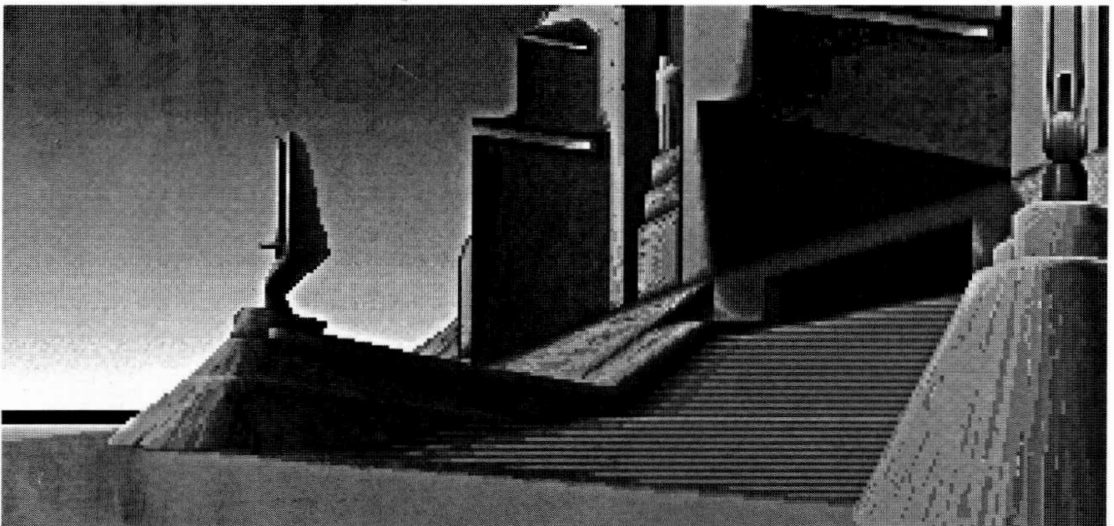
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The stillsuit recycles perspiration by a process of filtration and heat exchange. Water is so central to Fremen existence that many customs and rituals have grown up around it: a person's moisture is considered to belong to the tribe and is ritually extracted when they die while spitting is a sign of respect.

The Fremen simply sought to survive against the odds before the arrival of a man who gave them a dream of changing their lives by transforming their environment. Pardot Kynes was an Imperial ecologist despatched to the planet by the Emperor for research purposes. He at once saw the planet could be changed, that its people could lead a better life.

He offered them a vision of Dune that was covered in vegetation, where water was abundant. Convinced by Kynes that the dream was achievable, they set about reclaiming its deserts by creating catchbasins to collect underground water and windtraps to gather moisture from the air.

Why would anyone choose voluntarily to come to a place like Dune? One good reason - its unique natural resource, the Spice, known as *melange*, a substance currently fetching a cool 620,000 solaris a decagram. The spice which has an odour not unlike cinnamon, is linked to the existence of the sandworms in a complex ecochain and must



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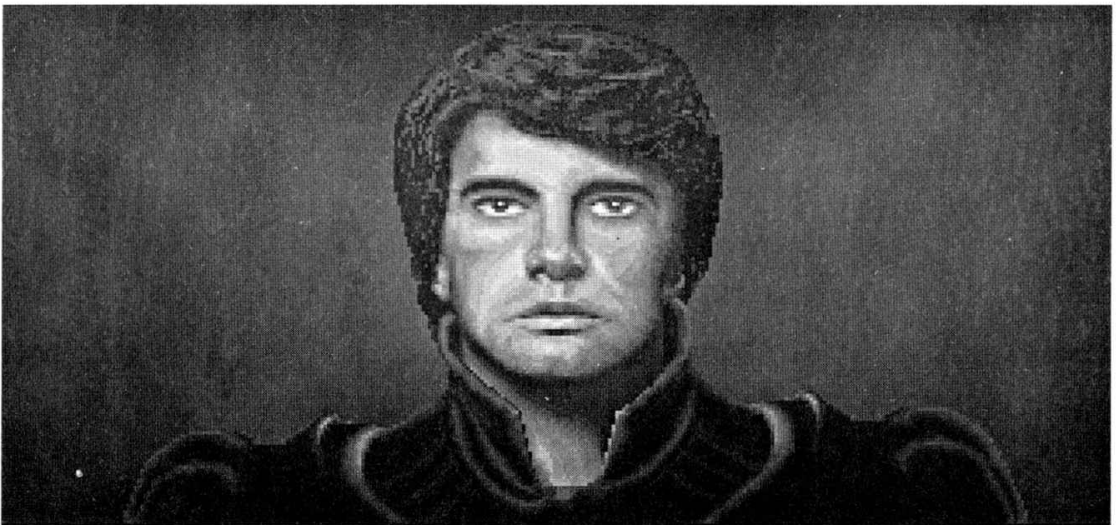
be extracted from the planet like ore.

While it has life prolonging properties and pleasant side effects the real reason it is so precious lies in its ability to provide the key to deep space navigation (the folding of Space).

As such it is in great demand with the peoples of the universe - run as a giant feudal empire controlled by an all powerful autocrat and a giant corporation served by great Houses.

The Emperor controls the rights to mine Spice and it is a lucrative contract for anyone to possess. When he offered it to the House Of Atreides, which had lived for generations on Caladan, the third planet of Delta Pavonis, it was an opportunity too good to pass up - particularly since those very rights had once been held solely by the House Of Harkonnen, their sworn enemies in what they call a *kanly* or vendetta stemming back many years.

The Harkonnen alone had been profiting from Spice and had enslaved the Fremen to mine it for them.



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It was a chance that could not be turned down despite the possibility that there would be treachery and conflict.

So Duke Leto transferred his entire Imperial House to Dune including his son, Paul. At 15 years old, Paul was already demonstrating powerful skills of leadership and fighting, but he had special powers too, powers which not even he fully understood which came from his mother, Jessica a member of the powerful female Bene Gesserit sect. They were powers that he would have to master far sooner than anyone realised...



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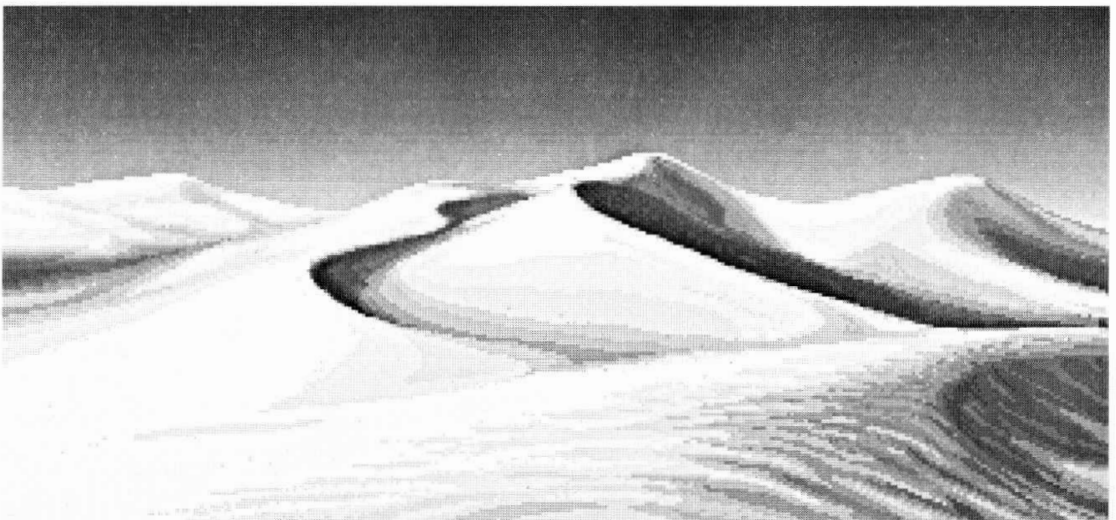
FRANK HERBERT DUNE MESSIAH

“Adapt or die that’s the first rule of life.”

Born in Tacoma, Washington in 1920 and educated at the University Of Washington in Seattle Frank Herbert enjoyed a varied career before becoming a full - time author which included professional photography, oyster diving, jungle survival instruction, journalism (he held a senior position on a San Francisco newspaper) and news commentary.

Herbert took up science - fiction in mid - life and began publishing stories in various publications which catered for the genre, beginning in 1952 with a piece entitled 'Looking For Something'. Over the next ten years he was an occasional contributor to sci - fi magazines, publishing his first novel 'The Dragon And The Sea' a perceptive tale of nuclear submarines, which like the best sci - fi predicted several strands of development.

It was a short novel, 'Dune World', in 1964 which brought him greater attention. To this he added 'The Prophet Of Dune' before he amalgamated the two into what we now

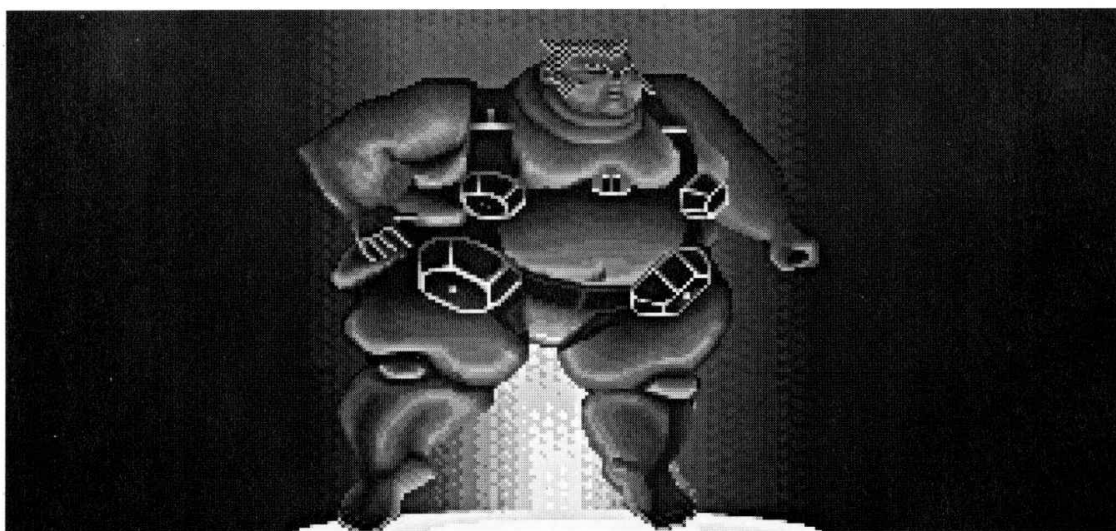


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know as 'Dune' in 1965 in the process winning two of science fiction's most prestigious accolades the Hugo and the first ever Nebula.

Following its success Herbert wrote five sequels to the extraordinary social and religious eco - structure he created with Dune: 'Dune Messiah' (which continued the story of Paul Atreides with catastrophic consequences, 'Children Of Dune' which follows the fates of his sister Alia and two children Ghanima and Leto. These were joined in the '80s by 'God Emperor Of Dune', 'Heretics Of Dune' and 'Chapter House Dune' which leapt millennia into the future from the original arrival of Paul.

Frank Herbert died in February 1986 aged 65, but that has done nothing to slow sales in his work. To date Dune has seen a print run of 3,000,000 copies worldwide and, 27 years since its publication it's still regarded as one of the most effective attempts in science fiction to create a convincing alien environment - author Arthur C Clarke compared it to Tolkien's 'Lord Of The Rings' in its scope - in which the planet and its eco - system is genuinely credible and supportive of the broad socio - economic infrastructure. The ideas have resurfaced in countless books, films and comics ever since - not to mention computer games. Dune is the first interactive entertainment game to embrace Frank Herbert's achievements in this field.



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DUNE - THE FILM

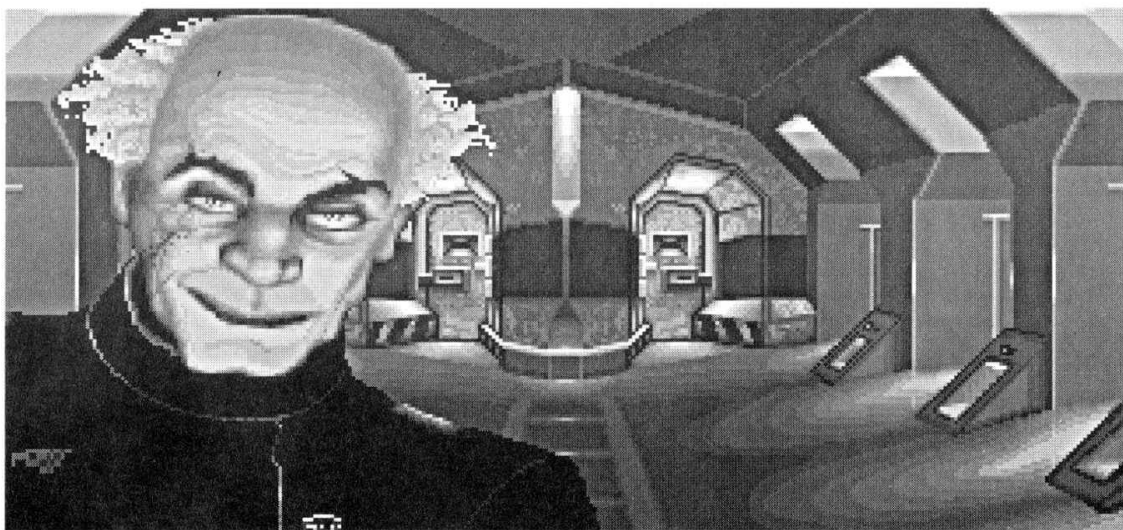
1984

Directed: David Lynch

Starring: Kyle MacLachlan, Francesca Annis, Jurgen Prochnow, Brad Dourif, Jose Ferrer, Kenneth MacMillan, Linda Hunt, Sean Young, Sting, Max Von Sydow, Freddie Jones

Following the critical and box office success of *Bladerunner* in 1981, the film based on Philip K Dick's sci-fi classic 'Do Androids Dream Of Electric Sheep', took up the option to transfer Frank Herbert's magnum opus to the cinema. Ridley Scott, the director of the *Bladerunner* was linked to the script at one time, as was Roger Corman and Alexander Jodorowsky. The job finally fell to David Lynch then known as the creator of the cult classic *Eraserhead* and the man who wrote and directed *Blue Velvet*, *Wild At Heart* and, most recently, *Twin Peaks*. Lynch embarked on an ambitious \$50 million attempt to screen the book with a star-studded cast.

Herbert and Lynch met and rapidly became aware that much of the film's impact had been robbed by George Lucas's 1977 classic *Star Wars*, which seemed to owe a heavy,



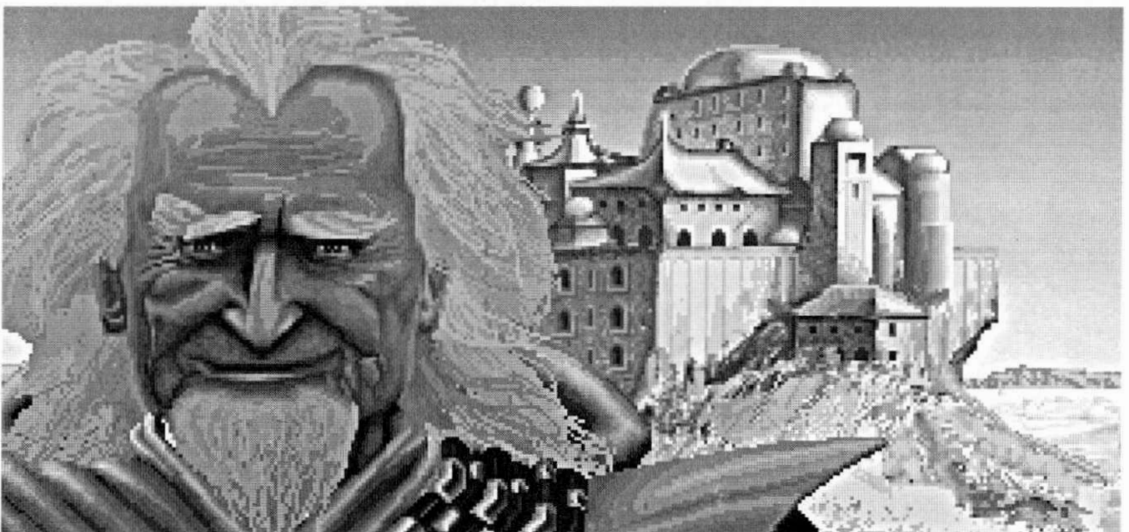
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uncredited debt to 'Dune'. In fact the pair counted sixteen points of similarity between the two films, though no action was ever taken. Ironically Lynch had been offered the third of the *Star Wars* trilogy, *Return Of The Jedi* a year previously in 1984.

Kyle MacLachlan, now famous as *Peaks'* Agent Cooper plays the young Paul Atrides in a film sprawling across 140 minutes, however producer Dino De Laurnetiis wanted it to be longer and so did Herbert who favoured a TV mini series. The writer was nevertheless brought in to advise during shooting in Mexico. A longer version (190 minutes) was eventually recut for TV against Lynch's wish.

Dune opens with a voice - over from the Emperor's daughter Princess Ursula describing the cosmos circa 10,191 and the tactical importance of the planet before the film heads into a lengthy exposition about the characters and feudal politics central to the plot. The second half contains much more swashbuckling action in an attempt to balance out the rather slow first half. The breathtaking sets, constructed by Oscar winner Carlo Ramballi, styling and costumes - based on feudal Italy - owe a great deal to the classic old *Flash Gordon* series but the film struggles to significantly transfer the grand scope of the novel and is forced to omit a great deal.

For the full story read Ed Naha 'The Making Of Dune'.

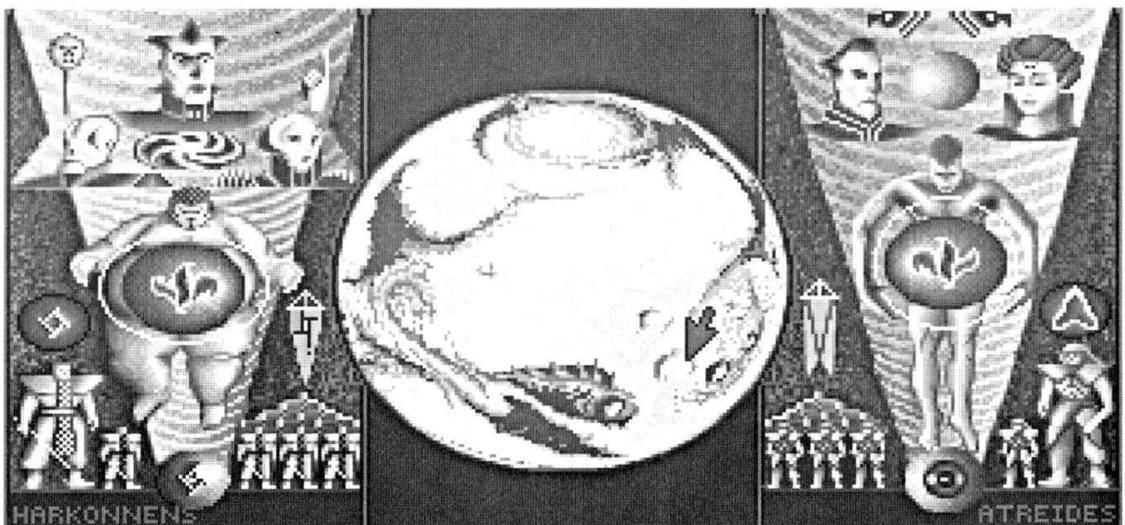


CRYO

Company profile by Philip Ulrich

CRYO is a communication tool whose function is to promote products developed in France for the world market.

CRYO is a young woman's face. Asleep inside a self - support cryogenic container, she is passing through our time on her way to another age. What is her past? What does her destiny hold in store? Can she safely be woken from her timeless sleep? What is the mysterious fascination she exercises on all those who approach her? Infinite travel, magic, beauty, technology, adventure and mystery; the communications received from CRYO will be multi - faceted. CRYO evokes long - lasting high quality. Its design is confidently strong and as peaceful as the surrounding deep night. Its concept is resolutely New Age, confident in the future, open to fresh ideas, new music and endless visions. CRYO intends to open the way to the next generation of software designers: graphists, musicians, writers, programmers, directors, sound engineers and special effects designers. They will create expanding horizons for our imagination in tomorrow's world.



DUNE PERSONNEL

REMI HERBULOT

The consciousness of the third millennium.

This bionic pinball ace has left an indelible mark on the history of computer games. Along with Didier Bouchon, he organised the very first intergalactic Olympics, somewhere near Saturn.

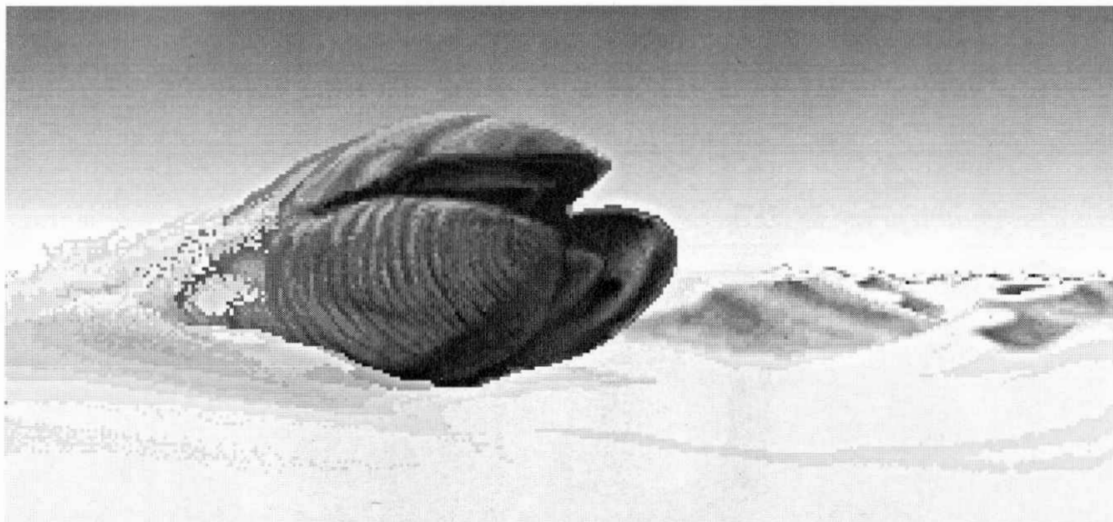
Molecular alterations provoked by the CORPO WW particle tide have given him an extraordinary psy - power: he can execute the most complex sheet music without touching a piano and plays lunar golf without an outsized ball discovered in Picardy.

Game background: Macadam Bumper, Get Dexter, Get Dexter II, Purple Saturn Day.

PATRICK DUBLANCHET

A subtle blend of mind and matter.

Dublanchet is the perfect illustration of the entropy principle. His digital doings have



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left an imprint on the '80s. He has taken multiple choice to the height of gaming glory with the development of arborescences hitherto found only in the forests of remote CORPO WW. He knows that interactive entertainment is the major art form of the '90s.

The cryogenic particles caught him in his sleep. Since then his nights have become stunning astral voyages.

Game Background: Amelie Minuit, Robbot, Crash Garrett, Kult.

JEAN JACQUES CHAUBIN

More than merely human, he exercises total control over biotech sciences; he creates.

His eye acts as a hypersensitive warspace captor, able to track elements of whatever nature beneath several layers material existence. Everything vibrates.

The CORPO WW cryogenic wave has granted him mastery of a terrifying psy - power: any dream can come true, and any nightmare.

DIDIER BOUCHON

Without him would God have created Man in quite the same image?



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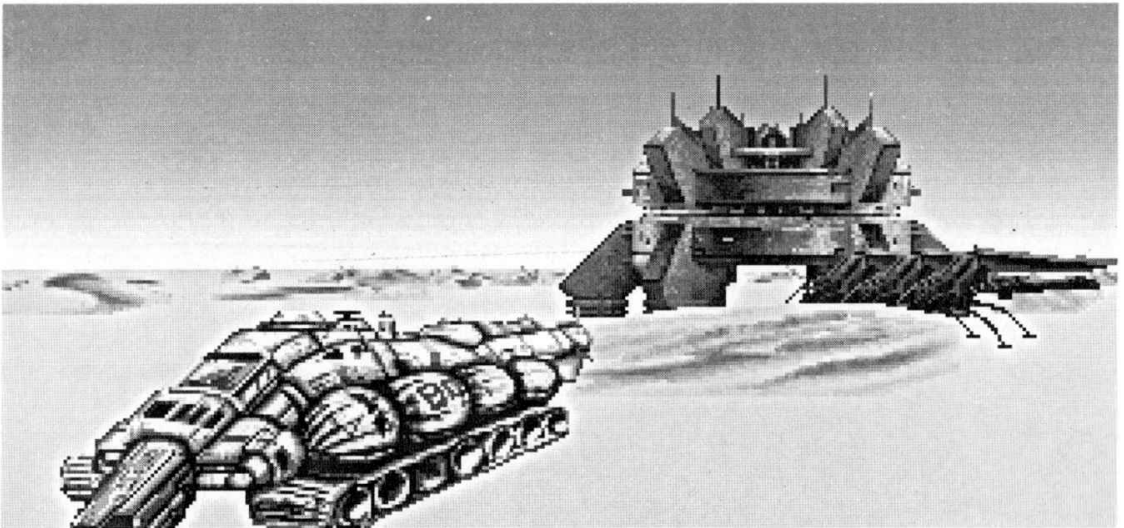
Recognisable by the sparkling of cosmic dust on his black Larsen - hide knebs, Didier changes everything he can lay his hands on. Countless planetary systems have been modelled by his touch. A hyperspace spellcaster and seducer of defenceless neurones, he also holds the rank of Special Forces Controller. Commander (ex - Captain) Blood has said of him "DADA/LAUGH/CRY/LAUGH". CORPO WW's cryonic particles have revealed his long hidden psy - power: he can perform simultaneous unknown wave decoding.

Game background: Captain Blood, Purple Saturn Day.

SOHOR TY

Messenger of time, brewer of heroic potions.

Specialists in Fantasy can only scratch their bewildered heads at the way Sohor survived the leap from a weirdish adventure universe to the real world. It is a secret he's keeping to himself. That he was a Torbakkan mega - wizard is beyond doubt; his continued existence proves it. One of his party tricks is transmuting the pickled bodies of enemies into miniature plastic figurines. Only he has learned to energise the socalled Dead Dogperson of Bulgaria.



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The cryogenic particle storm has granted him another exciting psypower: turning base metal into purest gold.

STEPHANE PICQ

Your guide to the trip into the mind. Generator of digitised ecstasy. Seer of a new age, Picq builds harmonic architectures of haunting strangeness and power. His sound palette reveals precognitive sensitivity. A new pulse, a star vision brought to shining life by sophisticated technology.

The cryogenic frequency dust has given him a psy - power whose implications defy the imagination: he can tune into mental broadcasts from distant stars and astonish us with hits from beyond the galaxy...

Game background: Lombrix, Bubble Ghost, Birdie, Kult, Purple Saturn Day, Crash Garrett, Get Dexter.



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LOADING INSTRUCTIONS

Amiga

Turn your computer off. Insert disk 1 into df0: and turn power on.

PC

The Dune game cannot be played directly from floppy disks, it has to be installed on a hard drive. Back up your disks and keep them in a safe place. Insert Disk 1 into default floppy drive, type "install" and follow on screen instructions to configure the programme for your system and install it onto your hard drive.

The introduction will run once the game has loaded. You may press 'esc' or Return to start the game immediately.



D U N E

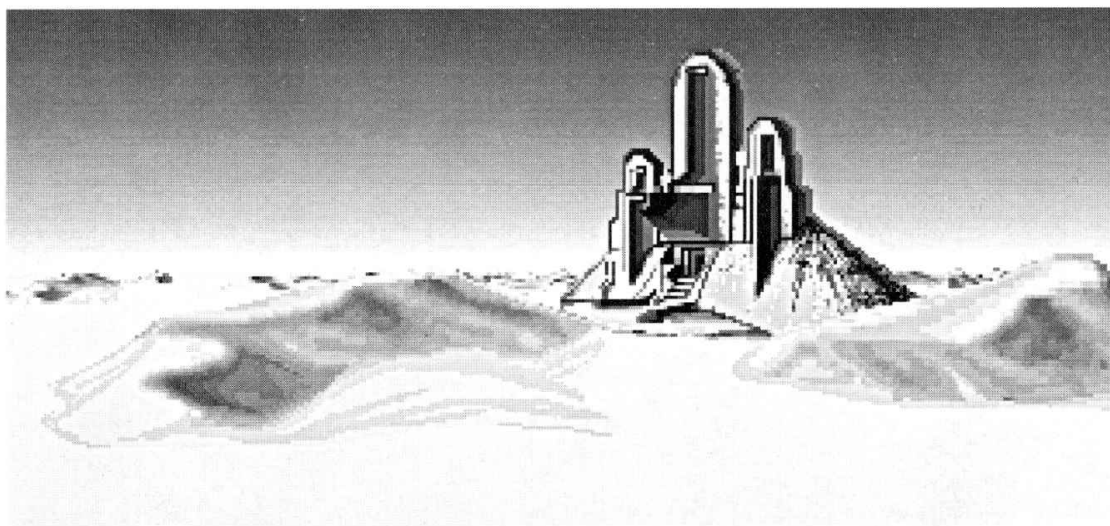
DUNE INSTRUCTIONS

THE OBJECTIVE OF DUNE

You play Paul Atrides, son of Duke Leto. You have just arrived on the desert planet Dune with your family which has been granted the right by the Emperor to mine the galaxy's most precious resource - spice. Previously this right was held solely by the Harkonnens sworn enemies of the House of Atrides, who still control a third of the planet. As Paul you must win over the local inhabitants of Dune the Fremen - slaves of the Harkonnen - and to side with you in a war to rid Dune of all Harkonnens.

Dune is a tactical adventure game and therefore we do not cover everything in the manual. It is up to you, as Paul, to discover the way to rid Dune of the Harkonnen threat and liberate the Fremen.

• NB There is an ancient Fremen prophecy concerning a Mahdi 'The One Who Will Lead Us To Paradise and a Lisan Al Gaib or 'Voice From The Outer World' - an offworld prophet who would free them from bondage.



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CONTROLS

Dune is played using windows and icons allowing the player to bring up sequential bites of information or perform actions by clicking onto panels or objects. No typing is necessary.

The game can be played entirely by using the mouse. Use it to point the cursor and click the left button to activate commands. Clicking the right button will bring up further information on occasion. There is a keyboard option allowing you to use the keys from the numeric keypad or the arrow keys to flip through the available icons/options. To select tap SPACE or RETURN. Additionally CTRL + arrow keys allows the cursor to be positioned anywhere on the screen.

A joystick option performs identically to the mouse.

THE MAIN SCREEN



The main portion of the screen is viewed through Paul's eyes and changes according to the location. Situated at the bottom of the screen is the Main Control Panel for the game.



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THE MAIN CONTROL PANEL



The right-hand side of the Main Control Panel is devoted to the compass. This highlights the four directions (N,S,E,W) available to you at that time. Inside the Palace clicking on the centre of the compass will provide a map showing its rooms and the location of other characters. Paul is shown as a red dot.

The centre of the panel is devoted to the options window, listing those available at that time, highlighting the ones you can choose. This includes speech: allowing you to question characters and issue commands.

On the top left is the book icon. This brings up your current history. At the beginning it provides basic information, divided into subsections explaining the politics of Dune, Paul's role there, the importance of spice and the Fremen. As you progress so extra information is recorded. Click on the pages to turn them. On the bottom left of the screen are three shapes. The furthest left is a small arch which tells you the time of day



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and the number of days elapsed. A sun and moon tell you whether it's day or night. The second two squares are there to show which characters are accompanying you. A maximum of two will follow you if you click on the option "COME WITH ME".

Menu selections allow you to SEE DUNE MAP and to talk to any CHARACTER present in the room.

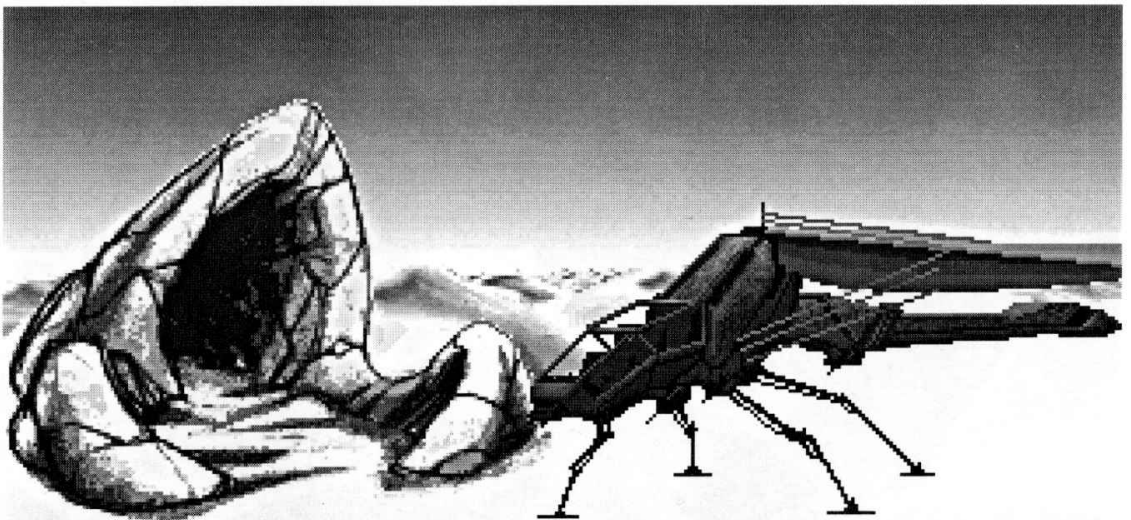
OTHER CONTROLS

P-pause: Looking in the bedroom mirror while in the Palace also pauses the game and offers the option to SAVE/LOAD and RESTART the game. The game automatically saves when you enter a location. You can also save by clicking on the DUNE globe in the control panel and selecting SAVE GAME.



SEE DUNE MAP

Selecting SEE DUNE MAP from the main screen takes you to a scale map of Dune showing the visible sietchs or caves of the Fremen. Scrolling with the compass reveals more. Each little character repre-



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sents a troop chief—if he is not moving the troop is not busy. Lighter characters represent chiefs not rallied to you. Troop chiefs change colour depending on the occupation you assign to them: yellow—spice mining, red—soldier, green—ecology.

For further explanation see ECOLOGY and CONFLICT.

Use the command box or click on a chief to receive a report or give an order.

Clicking on a sietch (left button) will let you see the equipment (used or unused) in this place, however if you have not yet visited this place then only the name will be displayed.

Clicking on the red hawk centres the map on your current location.



The menu options available allow you to:

EXIT MAPS - Returns you to Paul's view and the Main Control Panel.

CONTRACT FREMEN TROOPS - Allows you to contact a visible troop and give orders.

SEE SPICE DENSITY MAP (Not available at first). Scroll around the map by using the



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compass or moving the cursor to the edge of the window. The spice density map may also be used to show your troops occupation by toggling 'Spice Density' to 'Troop Occupation'. The functions of your troops are shown in the appropriate colour (yellow - spice mining, red - soldier, green - ecology). To close this window, click on the icon in the upper left corner of the window.

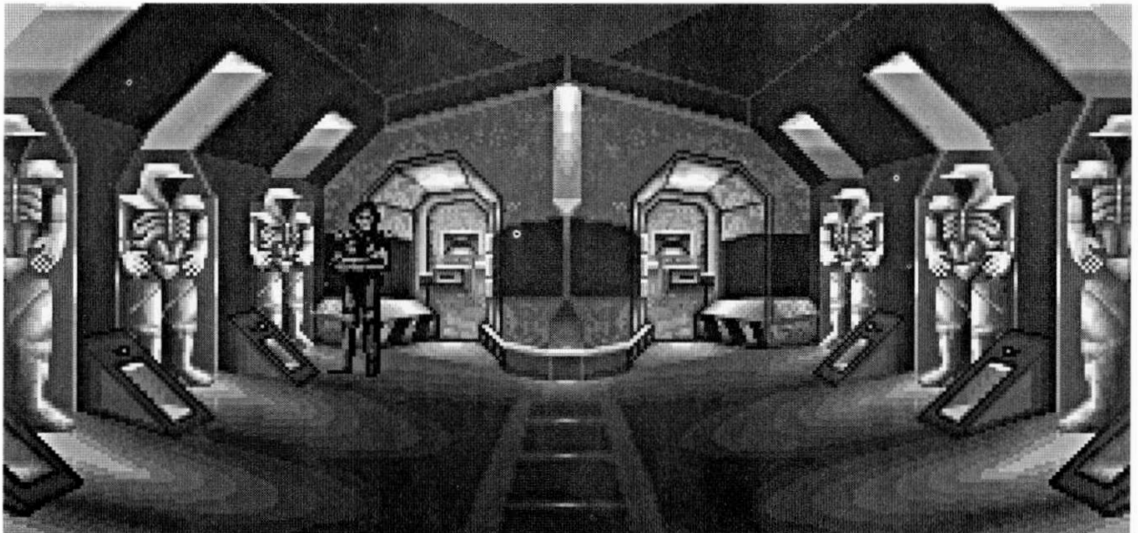
TAKE ORNITHOPTER/CALL A WORM - Latter not available at first, see below for further info.

FIND PROSPECTORS - Once you have a prospector working for you, you can click on this to automatically scroll the map straight to wherever they are. There is a representation of DUNE at the left of the panel. Click on the DUNE GLOBE icon for further options (see DUNE GLOBE below).

DUNE GLOBE

Shows the whole planet and allows you to examine any part of it in detail. Rotate the planet using the DUNE GLOBE icon and click on the section you wish to see. The menu presents these options:

EXIT GLOBE to return to the DUNE MAP



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SEE RESULTS to see your current status.

This will show how the Atreides House is performing with data on spice stocks, number of men in control, and at the top Paul's charisma level (see CHARISMA).

Rotate the globe to see the full extent of the area you control (red) and the Harkonnen (blue). When the game commences Paul controls 1 per cent, the Harkonnen 21 per cent. **STANDARD VISION** returns you Dune Globe.

SAVE GAME

LOAD GAME

OPTIONS AND QUIT GAME - see MUSIC options below

MUSIC - The music option allows the soundtrack to be switched off and on. The music sequence may also be altered to play depending on the location or CD-style. Selecting CD-style will play every track in sequence or at random.

Dune -the Computer Game soundtrack is available on Compact Disc from Virgin Records.



DUNE

MAIN CHARACTERS

To talk to characters choose from the highlighted options. A close-up will be displayed.

DUKE LETO: Your father, the head of the Atreides family who resides in the Palace. Like any good father he will give you advice when you need it.

LADY JESSICA: Your mother a woman of extraordinary powers—almost equal to your own. When you have visions she will explain their meaning to you. She never leaves the Palace so knows it better than anyone.

DUNCAN IDAHO: Your close friend and trusted family lieutenant. He also keeps an eye on spice stocks and will advise you on shipments.

THURFIR HAWAT: The family Mentat or strategist.

GURNEY HALLECK: The military instructor who will provide important battle training. His charm and intelligence make him a useful mediator.

THE EMPEROR: The Padishah Emperor Shaddam IV, head of the mighty feudal empire and the most powerful character in the game. Not a man to be crossed lightly—should you do so it could result in a visit from his feared Saudaukar stormtroops.



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STILGAR: The Fremen leader, the man whom all Fremen respect and follow. Before you can rally the Fremen as troops you must first make contact with him.

KYNES: The Planetologist or ecologist. Kynes is the only man with the vision and knowledge to transform Dune from a desert into a habitable planet with abundant water and vegetation.

THE FREMEN

These are the native inhabitants of Dune, a fierce independent people who have learnt to adapt to the terrible environment of their planet by inventing a protective suit known as a *stillsuit*, which preserves the body's moisture. They live in caves known as *sietchs*. Since they have suffered at the hands of the Harkonnen they are keen for liberation and can be persuaded to work and fight on your behalf. The Fremen have a dream, which is to make Dune more habitable by covering it with vegetation. Help them achieve their dream by reclaiming Dune and defeating the Harkonnen.

TRANSPORT

To begin with your only mode of transport is by ornithopter, a winged helicopter which will take you to any part of Dune. Should you select it, a screen pops up with a map and



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control panel. The direction cursor at the bottom right scrolls the map—since it is a globe it wraps around. To select a destination such as a sietch place the pointer over a cave entrance and click the left mouse

button. The top line will tell you the direction or sietch name you are travelling to. • NB: Beware of entering Harkonnen territory.

THE PALACE

You begin the game inside the Palace now occupied by your family. You have the choice of exploring or leaving the Palace and taking an ornithopter to explore the planet.

• NB: This palace was once occupied by the Baron Harkonnen and his entourage. They are untrustworthy and may have left unwanted gifts...

SPICE

The most precious commodity in the universe with miraculous properties. The Emperor has granted the Atrides the lucrative licence to mine it on Dune—the only place it exists. In return he expects a percentage so it is crucial you keep up stocks. Failure to



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comply with his requests is likely to result in a visit from the Saudaukar. Alternatively sending him a generous shipment could keep him off your back for a while.

SPICE MINING

You can employ the Fremen population in any one of three roles the first of which is spice mining.

To obtain spice you must begin mining it. By visiting the many sietchs and contacting their leaders Paul can persuade the Fremen to work for him mining spice. This is done by selecting TROOP OCCUPATION to specialise in spice mining.

However beyond the initial three sietchs you must persuade a prospector to work for you and despatch him to other sietchs to search for the stuff. Fremen occupied in spice mining are shown as yellow on the map.

MOTIVATION

The Fremen will only work for you if they are motivated. This is expressed as a percentage which will drop if Paul fails to visit them regularly. If motivation drops, so correspondingly will spice production. There are hints such as sabotage occurring when



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motivation drops. Motivation can be increased further by helping the Fremen achieve their dream (see ECOLOGY).

EQUIPMENT

Abandoned sietchs contain useful equipment: eg harvesters (to speed up mining), ornithopters and weapons. Smugglers who refuse to take sides will also sell equipment and weapons.

WORMS

The shai-hulud or sandworm is inextricably linked to spice and is exceedingly dangerous. It will attack without provocation, homing in on rhythmic vibrations from vehicles like harvesters making it a menace to spice production.

The worm has a greater role to play as the game progresses when you will discover how to use it to travel.

CHARISMA

Paul's success is indicated by his charisma level which rises and falls depending on his performance throughout the game. As you convince Fremen to work for you so his charisma rises - as his charisma rises so Paul's telepathic ability increases allowing him



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to communicate across greater distances allowing him to motivate troops from afar without the necessity of travel. Paul will have visions during the game depending on the length of time and amount of spice in his blood (which turns his eyes blue like the Fremen's). The visions give you information concerning anything of consequence happening on Dune: eg, messages from the Emperor, attacks on sietchs or harvesters.

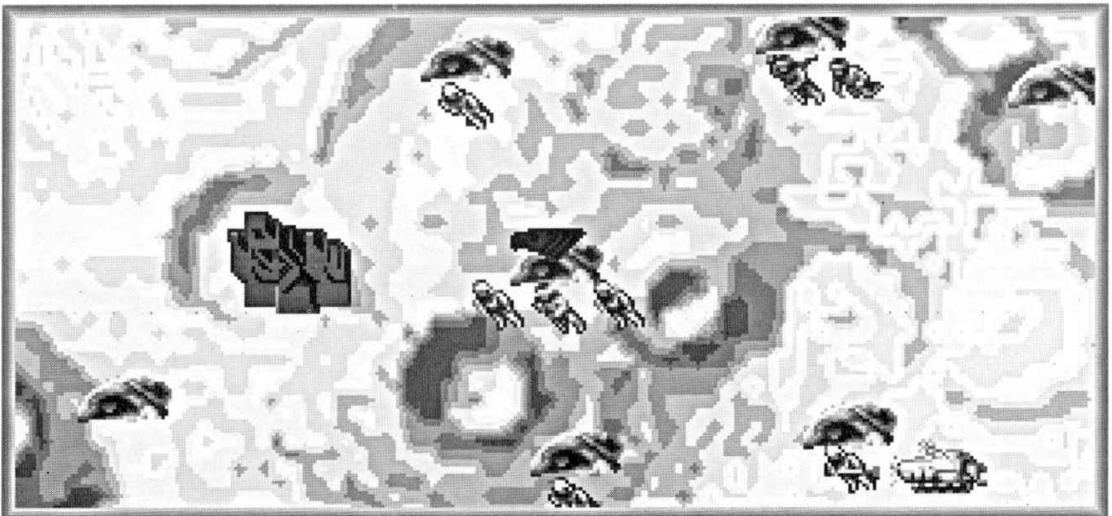
- At various points in the game there is an update sequence which engages automatically.

CONFLICT

Training An Army

Once you have made contact with Stilgar, the Fremen leader, you can begin to mobilise an army against the Harkonnen. On contacting him the occupation can be altered to allow the Fremen to begin military training. The amount of training they get is crucial to the performance as armies.

You can speed up their training by taking Gurney Halleck (see CHARACTERS) to the sietchs.



Espionage

Once you have selected the military option you can allocate some of your troops to ESPIONAGE in order to find the location and strength of Harkonnen fortresses. Only fortresses in range of individual sietchs can be selected. Troops on spying missions can be ordered to attack at any time. They also run the risk of being captured, their ability being dictated by their training.

Weaponry

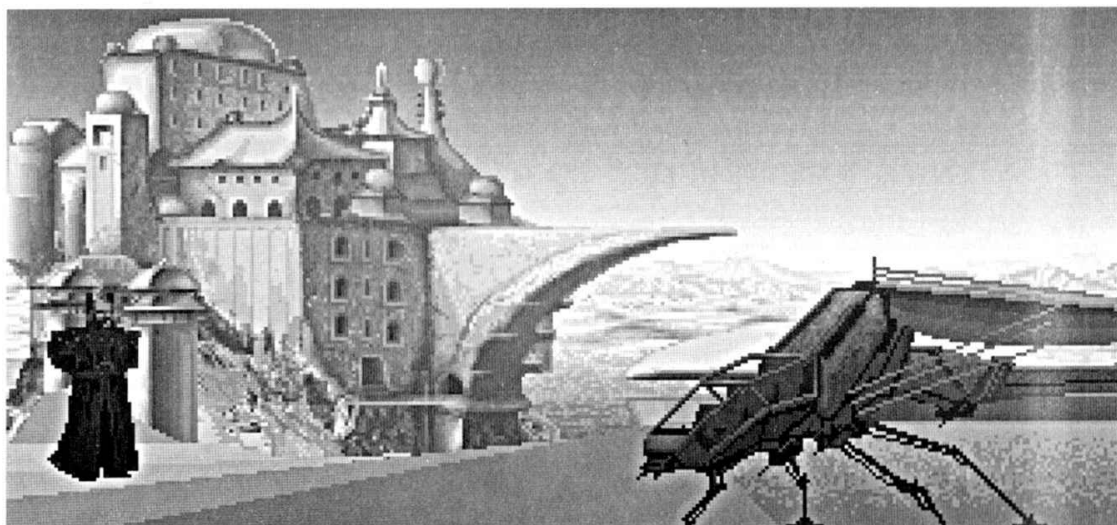
Being well armed before engaging the Harkonnen in battle significantly improves your chances of victory. There are four types of weapon:

Krysknife: a sacred Fremen fighting knife.

Lasgun: a hand-held laser pistol.

Weirding Module: a powerful voice powered box which concentrates sound to devastating effect.

Atomics: atomic weapons which can only be found by conquering Harkonnen fortresses.

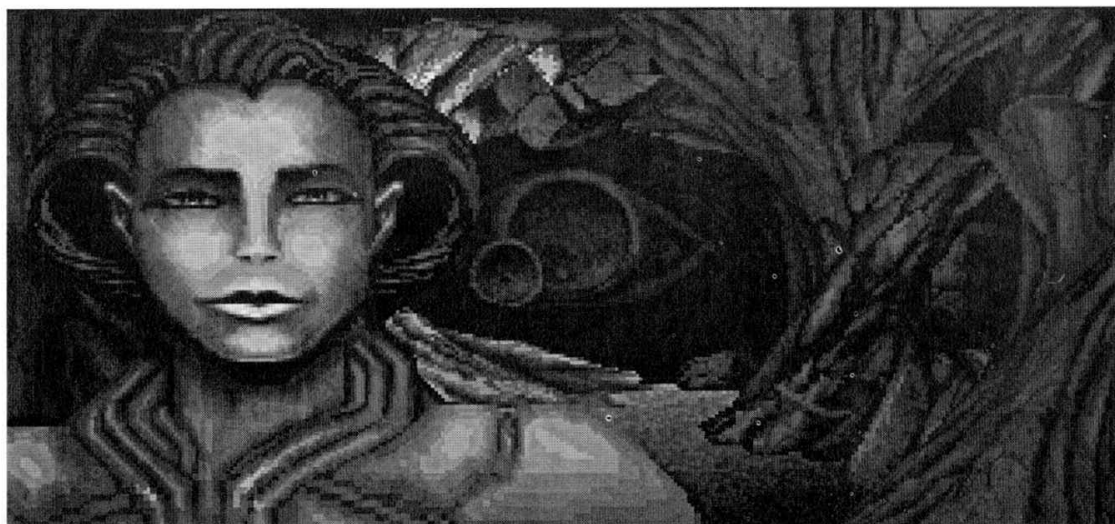


Attack

After discovering the Harkonnen fortresses check their whereabouts on the SPICE DENSITY MAP given to you in the game. By clicking on TROOP OCCUPATION you can find out the whereabouts of your own forces. A blue fortress denotes a Harkonnen stronghold. By clicking onto a sietch and on to a fortress you can move troops into attack. It can take them several hours to get into position but once assembled they will automatically engage.

You can stay in contact to how they're doing and send reinforcements (though this takes time) or withdraw. Once troops are lost they cannot be replaced though sometimes you can liberate Fremen from captured fortresses.

It is also possible to capture some Harkonnen captains who may give up precious information. If they are victorious Paul has a vision of a Harkonnen fort transformed into a sietch.



D U N E

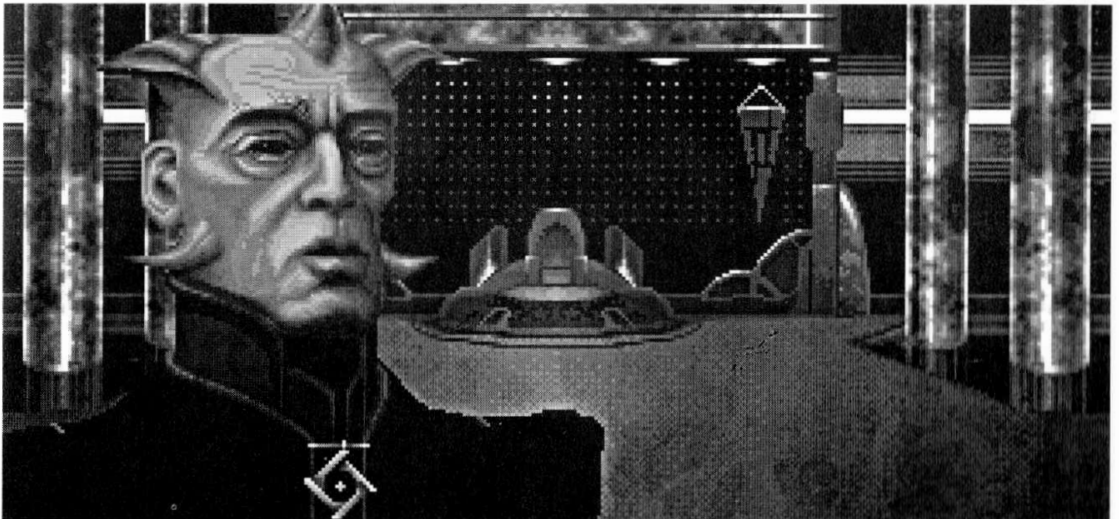
ECOLOGY

Part of the Fremen dream is to turn Dune into a more habitable planet by reclaiming the desert with vegetation and providing abundant quantities of Dune's scarcest resource—water.

Helping the Fremen achieve their dream serves a twofold purpose central to winning the game:

- i) It increases their motivation
- ii) By planting vegetation in place of spice Harkonnens can be forced out of their forts, since vegetation grows north where they reside.

You cannot begin ecology until you make contact with Kynes the ecologist (see CHARACTERS) who has the bulbs necessary to begin cultivation on Dune. Once this is done you can begin altering troop occupation at sietchs to ecology, altering their colour to green.



Windtraps

To begin ecology you must first create a windtrap. Since water is so scarce on Dune it must be collected from every possible source. Windtraps grab the moisture from the air and store it in reservoirs in the sietchs. By changing troops to ecology you can get them to begin assembling windtraps at sietchs which do not possess one thus extending their ability to cultivate. To check whether there is water or a windtrap at a sietch simply click the left mouse button on it to bring up a breakdown on the information.

Cultivation

You cannot plant vegetation until you have a bulb in your inventory. Send troops to Kynes to obtain one or send a troop in search for equipment in the hope they find one. Once they return with a bulb they will automatically begin cultivating the land. • NB Keep an eye on troops throughout the game. If a man stops work his motivation is low or, in ecology, he has run out of equipment ie, bulbs. Despatch him to find one.

Game End

The game ends when Paul and the Fremmen control the Harkonnen Palace after taking all the forts on Dune.



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