



NTSC U/C

PlayStation®

DUNE™ 2000



ELECTRONIC ARTS™



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SLUS-00973

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even on persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

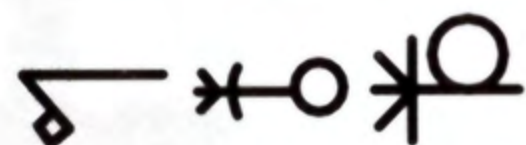
USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For more information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



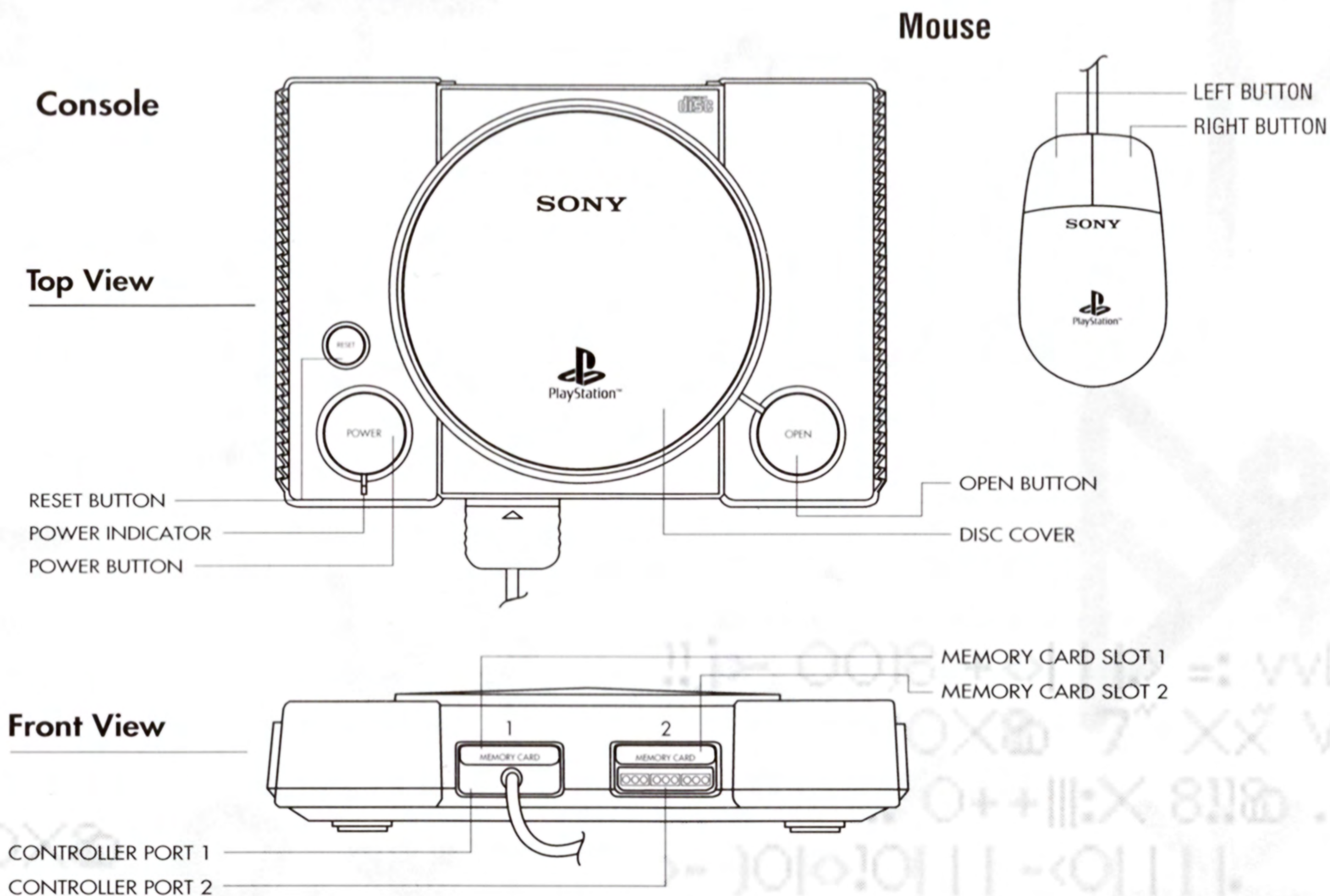
DUNETM 2000

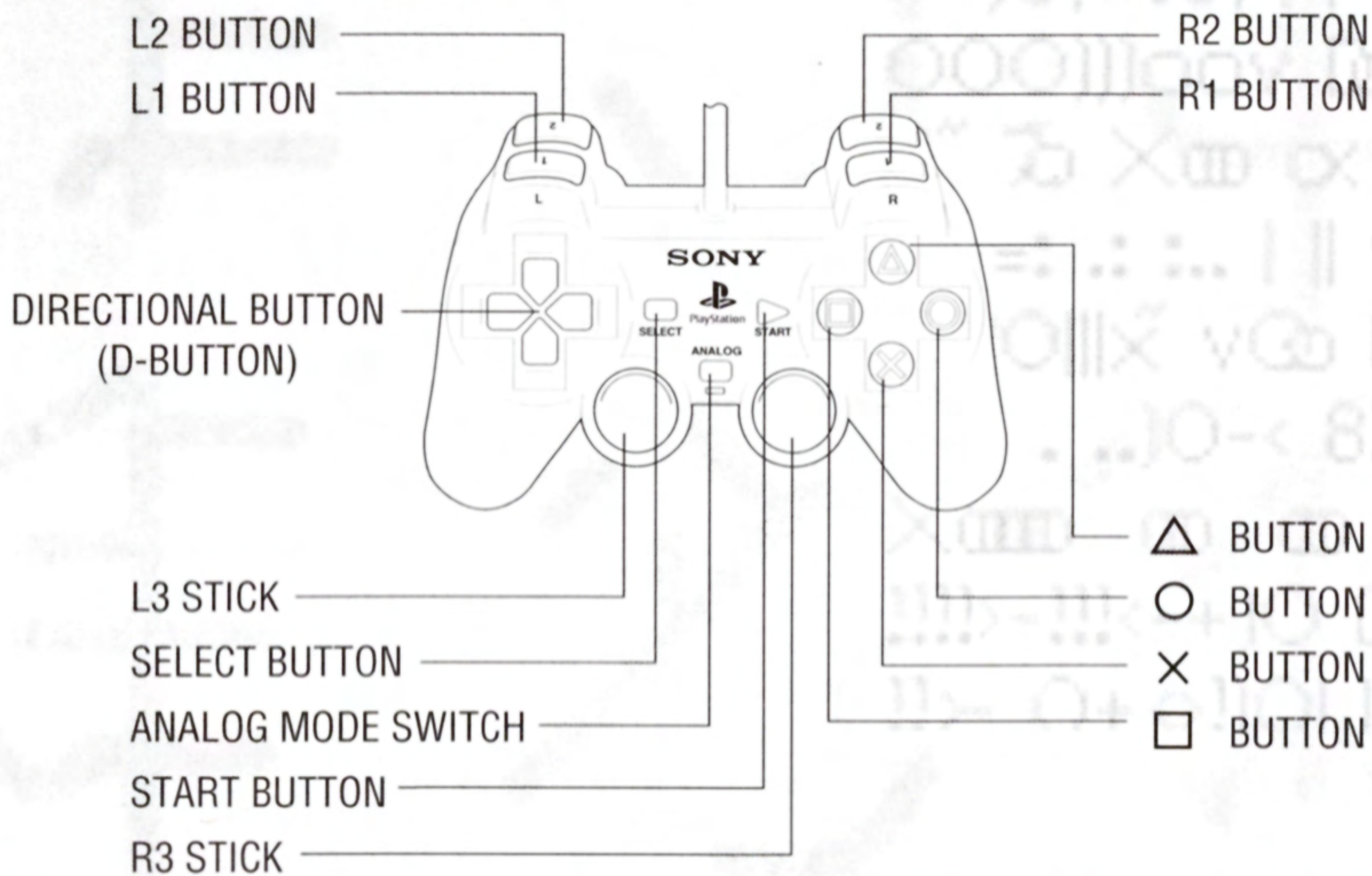
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Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the *Dune™ 2000* disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Memory Cards: *Dune 2000* lets you save games at the current level of play onto Memory Cards, and resume play on previously saved games. Insert a Memory Card into Memory Card Slot 1 on the PlayStation game console BEFORE starting play.

Important: Do not remove a Memory Card while saving or loading games. Doing so could damage the game data.





CONTROLLER BUTTON LAYOUT BASICS

- × Affirms an action. Use this button to select units, structures, etc.
- Cancels an action. Use this button to deselect units, structures, etc.
- Cycles through NORMAL, REPAIR, SELL cursors.
- △ Goes to the SIDEBAR. The previous location is remembered.

CREATING TEAMS

- L2 + ○, □, ×, or △ Creates team ○, □, ×, △ respectively
- L1 + ○, □, ×, or △ Selects team ○, □, ×, △ respectively

CONTROLLING YOUR UNITS

- R1 + R2 Guard area
- R1 + L1 Force fire
- R1 + L2 Force move
- R2 Scatters selected units

MISCELLANEOUS

- R1 Precision cursor movement.
- R1 + ○ Builds last item.
- L2 or R2 Switches Sidebar modes (Sidebar must be active).
- START Pauses game and brings up INGAME OPTIONS MENU. To quit the current game, select ABORT GAME from the Options Menu.
- SELECT Forms an alliance with the other player in a LINK game. This is a unilateral alliance -- player 2 must choose to ally with you to make a bilateral alliance. Note: You must first deselect all units, then select a unit or structure of the other player before allying.
- R1 + SELECT Toggles sidebar visibility.

Note: The L3 Stick functions the same as the D-Button when in analog mode.

MOUSE BUTTON LAYOUT

Note: (Mouse commands throughout the manual appear in parentheses and italics.)

- LEFT BUTTON Affirm an action
- RIGHT BUTTON ... Cancel an action

A standard Controller may be plugged into Controller Port 2 and used in conjunction with the Mouse to give the Mouse more functionality, as follows:

- △ Scatter units
- × + LEFT BUTTON .. Force fire
- + LEFT BUTTON .. Force move
- Guard area
- START Brings up INGAME OPTIONS MENU
- SELECT Forms an alliance with the other player in a LINK game.

Sell, repair, teams, and pause/options are all handled through the SIDEBAR when using the mouse.

THE PLANET ARRAKIS - ALSO KNOWN AS DUNE

TERRAIN

The surface of Arrakis is covered by endless dunes. It is considered hot and oppressive in the extreme. Rock shelves and mountain ranges rising through the dunes provide the only possible building sites on the planet. Needless to say, maintenance of vehicles and structures is adversely affected under these conditions.

SANDWORMS

Far beneath the surface of the sand, giant sandworms cross the dunes - unseen and unheard. At the first signs of an impending worm attack, a Sandmaster will call "wormsign," alerting those involved in the Spice harvesting operations to evacuate. The Fremen worship the enormous worms as "Shai-Hulud," the Worm God.

FREMEN

Fremen are the native desert-dwelling sand warriors of Dune. Reclusive and secretive; it is unknown how many they number in their tribal dwellings, or sietches. They are a fierce warrior people who have no allies - but if they did, they would be a powerful asset in battle.

THE SPICE MELANGE

The Spice Melange is the most powerful substance in the Universe. In all the galaxy Spice is found only on the planet Arrakis. Without the Spice the Padishah Emperor would have no empire. Arrakis is being watched closely to ensure that Spice allotments are not interrupted. The Spice must flow.

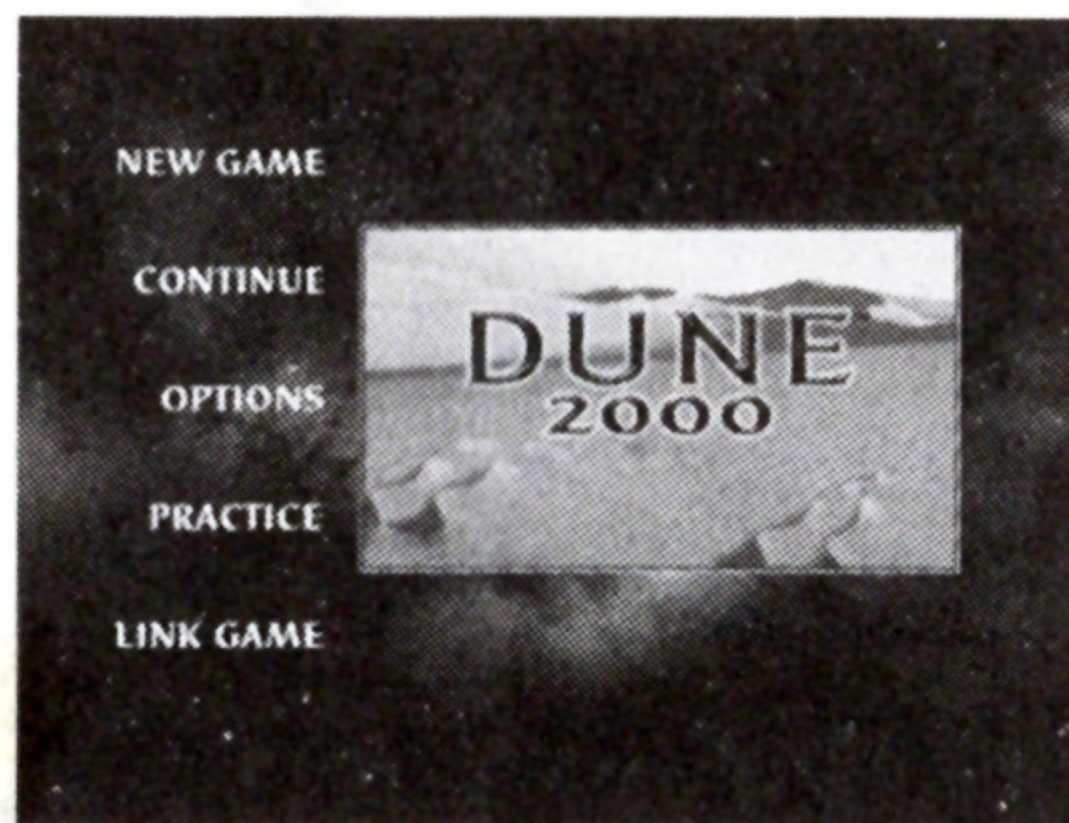


CHOOSING YOUR SIDE

ATREIDES, HARKONNEN, OR ORDOS

DUNE 2000 allows you to play one of three distinct fighting forces: the noble House Atreides; the evil House Harkonnen; or the mysterious House Ordos. Choosing one house means fighting against the other two. Each house is different from the others with varying strengths, weaknesses, unique units, and technologies. Before starting a new game you will be asked which house you wish to play. Select the house that you want and that game will begin.

Upon loading the DUNE 2000 disc you will see an introduction movie sequence that sets the stage for the game. When the sequence has finished you will see the MAIN MENU.

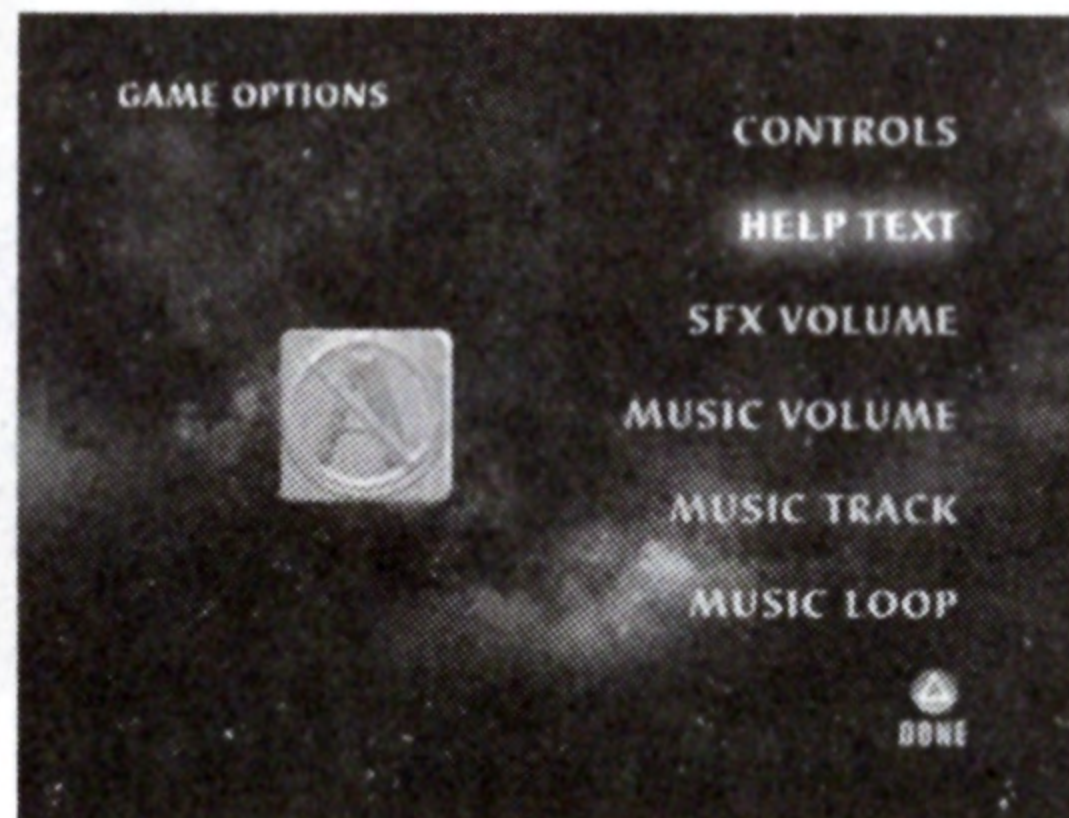


MAIN MENU

Use the D-BUTTON \updownarrow to move between menu items, and press X to select a menu item. Pressing \triangle always returns you to the previous menu screen. Where appropriate, use D-BUTTON \leftrightarrow to change settings.

NEW GAME

Takes you to the House Selection screen, where you choose which house to play for.



CONTINUE

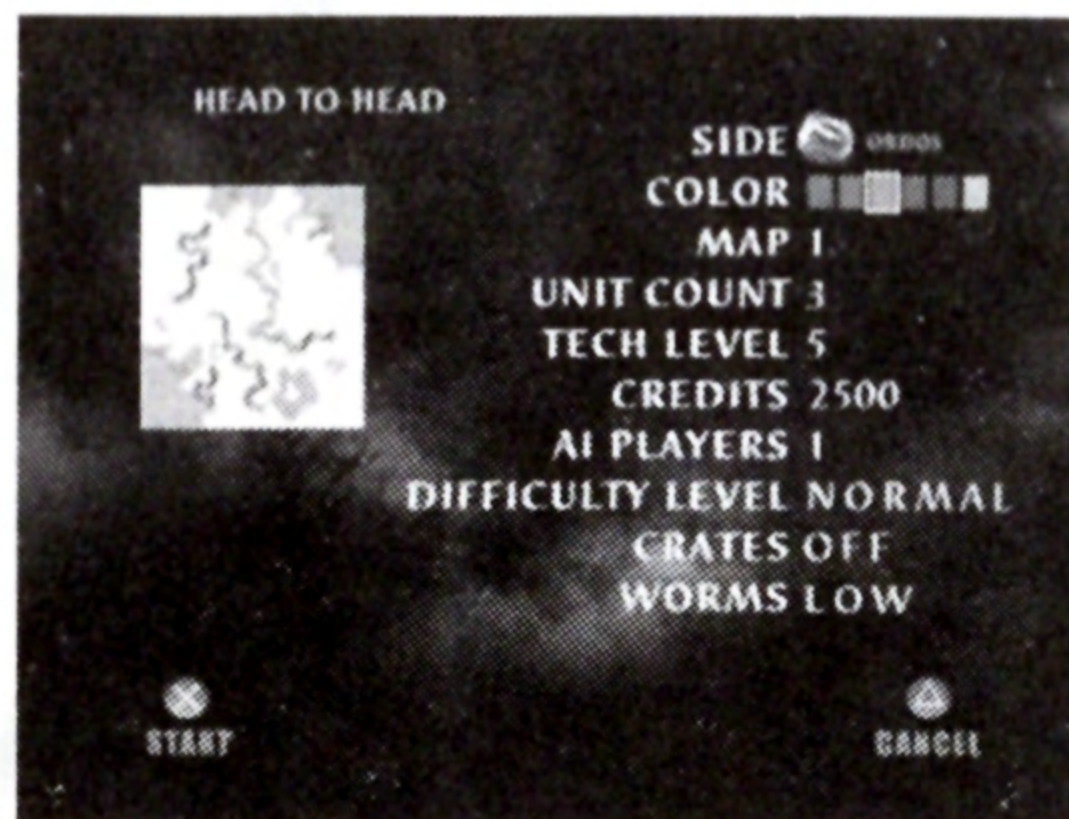
If you have just loaded the disc and have not yet joined a house, CONTINUE takes you to the Memory Card screen. If you have already joined a house and started a game, CONTINUE returns you to the Map Screen to continue your game in progress.

OPTIONS

Takes you to the Options screen where you can adjust various game settings. *Note: many of these settings can also be adjusted from the INGAME OPTIONS MENU accessed from the sidebar. (Mouse users Left Click to cycle through settings)*

PRACTICE

Practice mode allows one player to battle from one to three computer controlled AI players using the LINK GAME maps and game options. It shares many settings with the LINK GAME, described next.



LINK GAME

Only available if your PlayStation game console is linked to another via the Serial I/O port. The first player to select LINK GAME from the MAIN MENU becomes the HOST; once player 2 (GUEST) selects LINK GAME you can adjust the following settings:

Side

Each house has its own strengths, weaknesses, units, buildings, and tactics.

Color Map

Sets the color of your units and structures on-screen. Changes the battlefield for the LINK game. A miniature image of the current battlefield is shown to give you an idea of the size and terrain layout.

Unit Count	Sets the number of units each player is allotted at the start of the game.
Tech Level	Sets the ceiling on available structures and units. The higher the tech level, the more sophisticated (and expensive) are the units available.
Credits	Sets the credits (money) each player begins with.
AI Players	Sets the number of computer controlled opponents. Note when playing in PRACTICE mode you must have at least one AI opponent.
Difficulty	Alters the balance of play by changing the value of each unit and structure.
Crates	Enables/disables weapon pick-ups and bonuses, placed randomly on the map.
Worms	Determines the frequency of Sandworm appearances throughout the battle.

MAP SCREEN

The Map Screen is where you select your next area to attack. Choose a territory using the D-BUTTON, then press X (*Mouse users Left Click on an area*) to begin the mission.

MEMORY CARD SCREEN

With a Memory Card inserted you can save up to 4 games in progress at once. To save, place the cursor in one of the 4 save slots using D-BUTTON \updownarrow and press \square . To load a saved game, move the cursor to the desired memory card slot and press \circ . (*Mouse users Left Click on the desired memory card slot, then Left Click on either the Save or Load Button at the bottom of the screen.*)

Upon first loading the *DUNE 2000* disc and choosing CONTINUE from the MAIN MENU, the Memory Card Screen lets you see saves from any of the 3 houses using D-BUTTON \leftrightarrow (*Mouse users Left Click on the arrows below the house icon*). Once you start a game, only saved games from your currently chosen house are shown. To load a save from another house, exit back to the MAIN MENU and join that house (NEW GAME).



MOVE

CAN'T
MOVE

SCROLLING AROUND

To look around the map, move the cursor to the edge of the screen using the D-BUTTON (*Mouse users just move the mouse*); the view automatically scrolls in the direction you are moving. As units move around the battlefield, they gradually reveal the darkened or shrouded areas.



SELECT GROUP



SELECT UNIT

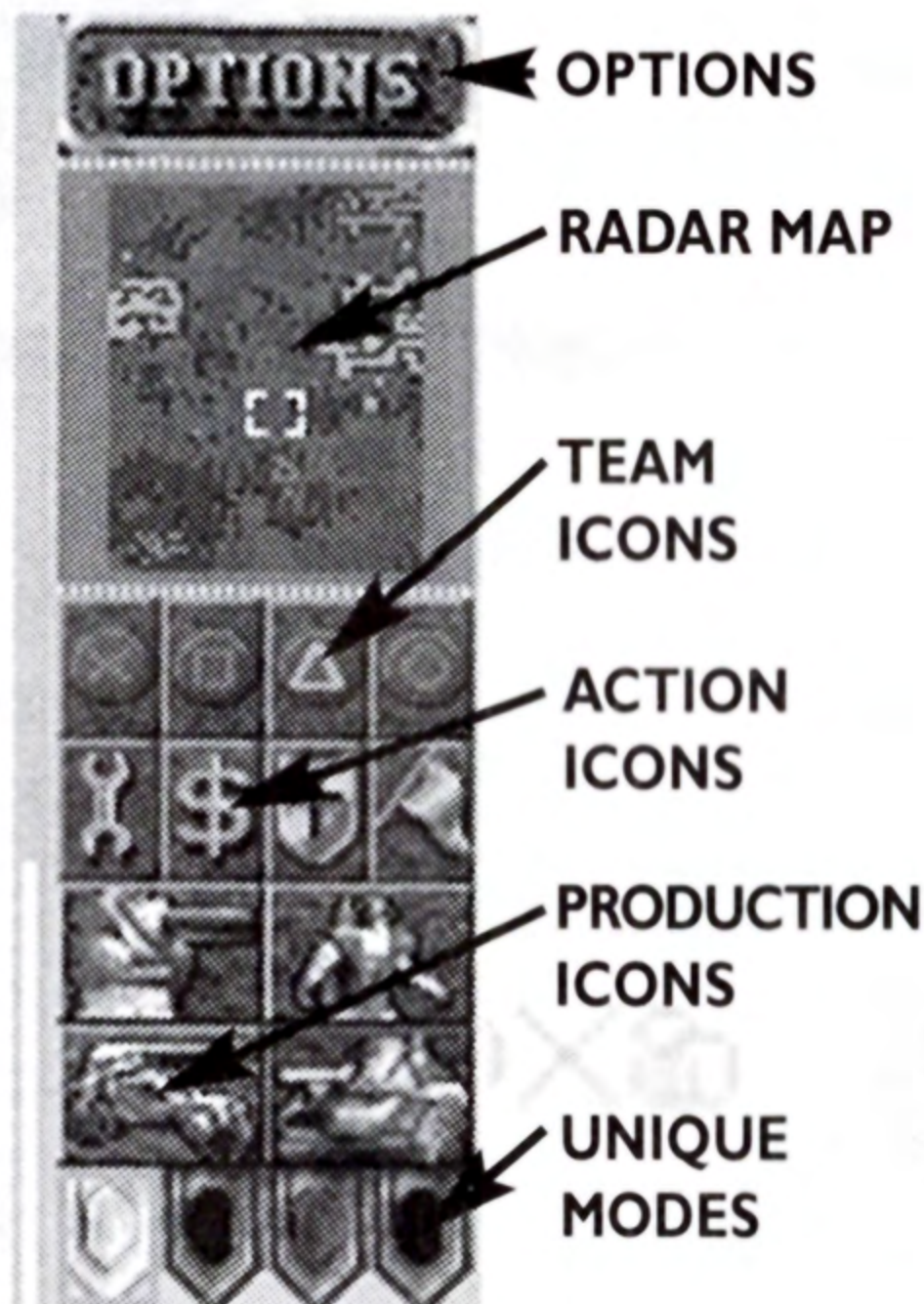
COMMANDING YOUR TROOPS

To select a unit, place the cursor over it and press X. To select multiple units, press and hold X, use the D-BUTTON to draw a box around the troops, then release X - all units within the bounding box become selected.

To move selected units, place the cursor where you want the units to go and press X. If the cursor is over a potential target, you will see the Targeting Cursor and the selected units will attack the target; otherwise, the units will move to the chosen location. If the location is blocked or impassible (e.g. a cliff), the units will try to get as close as possible. Pressing O deselects all units. (Mouse users Left Click to select and move/attack; Right Click to deselect.)

BUILDING YOUR BASE

To build a Base you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you'll need to deploy the Mobile Construction Vehicle (MCV). Select the MCV and move it to where you want your Construction Yard to be. Place the cursor over the MCV and you'll see the Deploy Cursor (if there isn't enough room the No Deploy Cursor will appear). Once you've found a suitable location, press X (Left Click) and the MCV will turn into a Construction Yard.



BUILDING THINGS

Four PRODUCTION icons are located in the lower section of the Sidebar. These icons represent Construction Yards (for building structures), Barracks (infantry), the Light Factory (light-armor vehicles), and the Heavy Factory (heavily-armored vehicles). Press X (Left Click) on the Construction Yard icon: the Sidebar will display a grid of BUILD icons representing everything you can possibly build using the Construction Yard (empty tiles are options that will become available later). Select any BUILD icon and press X (Left Click) - the Sidebar reverts back, only now the Construction Yard icon is replaced by the icon of the structure you selected. Construction progress is indicated by the shading on the icon, and cost for construction is automatically deducted from your credits.

Once construction is complete the word READY appears across the icon. To place the building, press X (Left Click) on the icon, position the placement grid on the map, and press X again (Left Click). The placement grid must be entirely

white; any red in the grid indicates insufficient room to deploy. To cancel the placement grid, press **O** (*Right Click*) - the grid disappears and the Sidebar icon reverts back to READY. Pressing **O** (*Right Clicking*) on a READY icon cancels construction entirely and refunds your credits.

Before building structures, it is advisable that you place concrete beneath them first. Without a concrete foundation your structure is more vulnerable to the harsh environment and eventually degrades over time. New buildings can only be placed adjacent to one of your existing structures, or entirely on concrete.

After building an item its icon remains on the Main Sidebar. To build a different item, press **O** (*Right Click*) on the icon and all available BUILD items will once again be displayed.

Unlike structures, when training or construction of a unit is complete it emerges from its originating building and is ready to use (no placement is required).



**ATREIDES
BARRACKS**

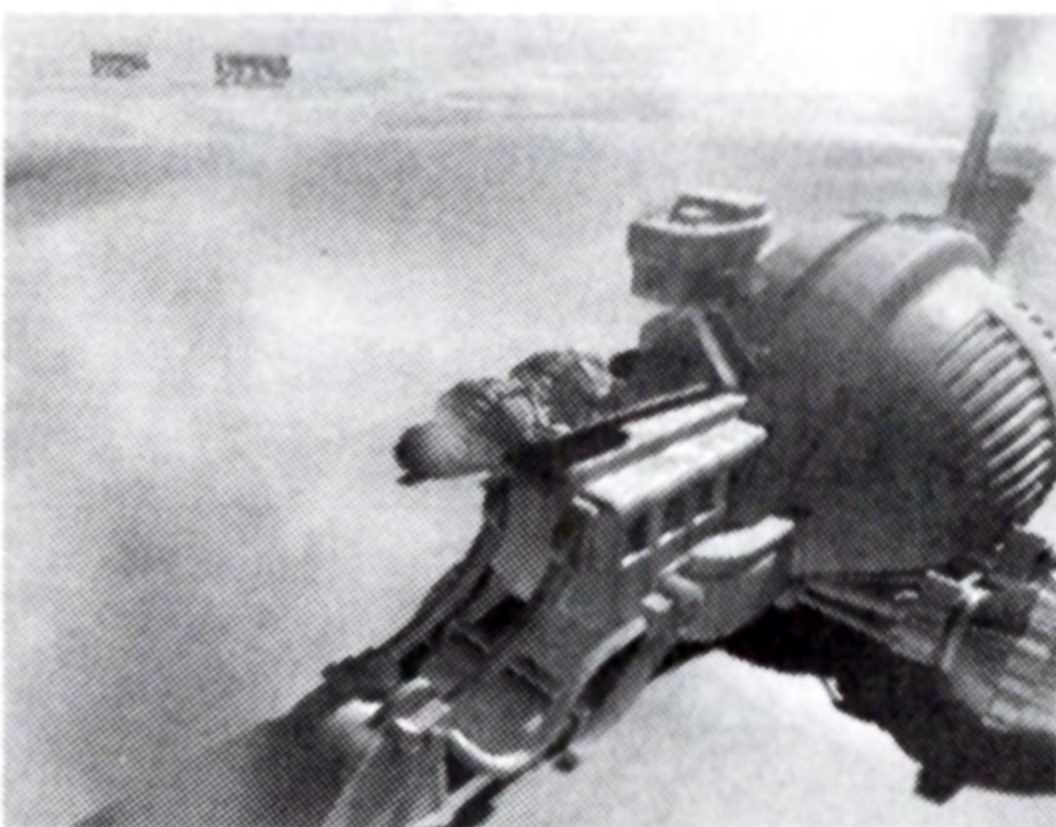
CREATING ADDITIONAL UNITS

Barracks are used to train infantry. Upon first creating a Barracks, the type of units available for training is limited - new units become available as you advance through missions. As the game progresses you will also acquire the ability to build Light and Heavy Weapons Factories, which allow you to build powerful units like Quads and Combat Tanks.



POWER

Next to the Sidebar is a narrow, vertical green bar which shows how much power your base is producing. The white bar shows how much power your base needs to function - if the white bar is taller than the green bar, your base doesn't have enough power! Low power will slow construction, shut down the radar, and deactivate some of the base defenses. To increase power output, you must build more Wind Traps.



HARVESTER

MONEY, SPICE AND HARVESTING

Spice is the only resource that you can collect to make money. Found in red-orange patches in the desert, it must be harvested to produce credits. Your credits are displayed in the upper left of the screen - this amount decreases as you build or repair units and structures, and increases if you sell a building, deposit Spice into the Refinery, or find a crate containing money (in Link Games or Practice). To harvest Spice, you must build a Refinery. Once the

Refinery is built, a Harvester is automatically delivered by Carryall. The Harvester will move to the nearest patch of Spice visible on your battlefield and begin collecting. After depositing its Spice into the Refinery, the Harvester will attempt to return to the same Spice patch and continue collecting. This process is automatic, but can be interrupted at any time by redirecting the Harvester to another location.

To direct the Harvester to collect in a specific area, select the Harvester, then put your cursor over the Spice and press \times (Left Click) when you see the Attack Cursor. To force the Harvester to return to the Refinery early, select it, move the cursor over the Refinery and press \times (Left Click) when you see the Enter Cursor. In advanced missions you will be able to build Carryalls which will transport your Harvester back and forth between the Refinery and the Spice.

SIDEBAR MODES

At the bottom of the sidebar are four "tabs." Each tab represents a unique sidebar mode which is used (in addition to the Main Sidebar) to order items from the Starport, upgrade buildings, or deploy Special Weapons.

UPGRADING BUILDINGS

As your game progresses you will be allowed to upgrade certain buildings, giving access to more advanced units. Select the Upgrade tab (when enabled) to see all currently upgradable buildings. To upgrade a building, press \times (Left Click) on its icon. You may only upgrade one building at a time, and upgrading any building upgrades all buildings of that type.

PURCHASING UNITS WITH THE STARPORT

Starports allow you to purchase vehicles from CHOAM, The Intergalactic Merchant's Guild. Select the Starport tab (when enabled) to see which items you can purchase. To order an item, press \times (Left Click) on its icon. The number above the icon indicates the quantity ordered for that item - press \circ (Right Click) on the icon to decrease the order quantity. You can only order items if you have enough credits to pay for them and the items are "in stock" (*unit prices are displayed on screen with Help Text enabled*). When finished, submit your order by pressing \times (Left Click) on the Purchase icon. After a period of time, your order will arrive automatically at your Starport.

SPECIAL WEAPONS

Special weapons are generated automatically during the game depending on your current situation. Select the Special Weapons tab (when enabled) to see all available special weapons. To use one, press **X** (*Left Click*) on the desired icon, place the Special Attack Cursor over the area of the map where you wish to deploy the weapon and press **X** again (*Left Click*). **WARNING:** Once you have deployed a Special Weapon you cannot cancel the attack. To cancel out of the Special Attack Cursor before deploying, press **O** (*Right Click*).



REPAIR ICON & REPAIRING

To begin repairs on a damaged building, press **X** (*Left Click*) on the REPAIR icon (looks like a wrench), place the Wrench Cursor over the building you want to repair, and press **X** (*Left Click*) again. Several buildings can be repaired at once, and repair costs are deducted automatically from your credits. Press **O** (*Right Click*) to cancel repair mode. To stop repairs, place the Wrench Cursor over the structure and press **X** (*Left Click*) again.



SELL ICON & SELLING

To sell a structure, press **X** (*Left Click*) on the SELL icon (\$), place the \$ Cursor over the building you want to sell, and press **X** (*Left Click*) again. The building will fade away, and you'll be credited a percentage of the building's value. **WARNING!** With the cursor in \$ mode, any building you select will be sold without confirmation. To cancel out of \$ mode, press **O** (*Right Click*).

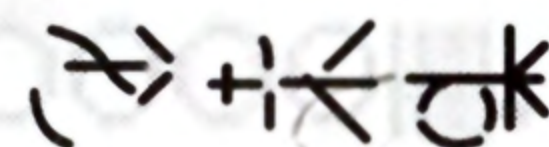
Note: Pressing **□** on the controller cycles through the NORMAL, REPAIR and SELL Cursors.

GUARD ICON & GUARDING

Press **X** (*Left Click*) on the Shield icon - selected units will be more aggressive in defending their position.

RETREAT ICON & RETREATING

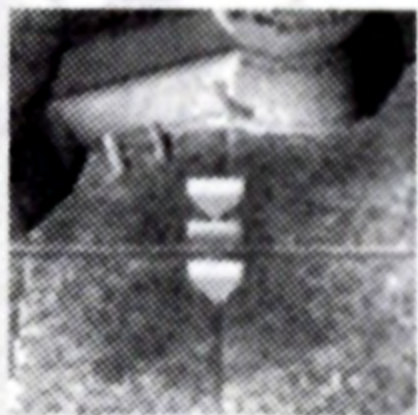
Press **X** (*Left Click*) on the Flag icon - selected units will immediately stop attacking and return to your base.



RADAR WINDOW

The radar display area indicates your current viewpoint on the map. Once you have built an Outpost, this area will also show you enemy object locations and terrain landmarks.

The radar can be used to quickly jump to locations on the battlefield: move the Sidebar Cursor over the radar, press and hold R1, then move the radar brackets around the map using the D-BUTTON. (*Mouse users just Left Click on the radar map where you would like to be.*) Note: the Right Analog Stick, if available, can also be used to move your map position, and does not require the Sidebar or the R1 Button.



CAPTURING ENEMY BUILDINGS

Available in advanced missions, Engineers allow you to capture enemy buildings. Select the Engineer and place the cursor over an enemy building. If it is capturable, you will see the Enter Cursor. Press X (*Left Click*) if you want the Engineer to try to capture the building. A captured building immediately becomes part of your base: you can build structures around it, sell it, or just leave it, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures normally unavailable to you!

CHECK-UP

The health status of any selected unit is seen as a green horizontal bar over the unit. As the bar shrinks and turns red, the unit is closer to being destroyed. Some units also have a carrying capacity, indicated by a blue bar immediately below the unit. When the entire bar is blue, the unit is filled to capacity.

REPAIR PAD

To repair damaged vehicles, select a vehicle, move the cursor over the Repair Pad and press X (*Left Click*) when the Enter Cursor appears. The vehicle will move to the pad and begin repairs. If you select multiple units, each will be repaired in turn. Money is automatically deducted depending on the type of unit and the severity of the damage.

ADVANCED GAME CONTROLS

TEAM ICONS AND TEAMS

Groups of units can be assigned to teams for easy recall and direction. Select the units to be assigned, then press \bigcirc on one of the four TEAM icons on the Sidebar; the selected units are now teamed together. To quickly select all units on a team, press \times on the appropriate TEAM icon. To cancel a team assignment, deselect all units and press \bigcirc over the TEAM icon. (*Mouse users Right Click on a TEAM icon to assign, and Left Click to select.*) To center your view over a team, press and hold \times (*Left Click and hold*) over the TEAM icon. Holding on a TEAM icon which has no team assignment centers your view over the Construction Yard.

FORCE FIRE

This command forces selected units to fire on a building or area. To invoke, move the cursor over the desired target and press R1 + L1. (*Mouse users press \times on controller 2 + Left Click.*)

FORCE MOVE

This command forces any heavy unit to move into an enemy-occupied space and attempt to overrun the infantry there. To invoke, put the cursor over the area you wish to move into and press R1 + L2. (*Mouse users press \bigcirc on controller 2 + Left Click.*) Vehicles cannot overrun each other, and infantry cannot overrun tanks. Only tracked or heavy units can Force Move into enemy infantry.

SCATTER

This command causes selected troops to move in a random direction away from their current location, in hopes of avoiding imminent danger. To invoke, press R2. (*Mouse users press \triangle on controller 2.*)

Scattering units will continue to carry out attack orders, but may move out of firing range. To correct, select the target again (with the units still selected) and your units will move back into range.



STRUCTURES



Concrete Slab

Requires: Construction Yard

Medium armor. Concrete cannot be repaired if damaged, and must be replaced or abandoned. Any building not placed entirely on concrete will suffer continual weathering damage and require frequent repairs. An upgraded construction yard allows you to build larger concrete slabs.



Wall

Requires: Wind Trap

Medium armor. Used as a base defense structure, concrete walls are the most effective barriers on Dune, blocking most direct fire weapons and preventing units from moving through its perimeter. Walls cannot be repaired if damaged.



Construction Yard

Requires: Nothing (Built by Mobile Construction Vehicle)

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



Wind Trap

Requires: Construction Yard

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



Refinery

Requires: Wind Trap

Medium armor. The Refinery is the basis of all Spice production on Dune, and converts harvested Spice into solaris. Each Refinery holds one thousand solaris worth of Spice. Refined Spice is automatically distributed among the silos and refineries for storage. Building a Refinery immediately deploys a Spice Harvester.



Barracks

Requires: Wind Trap

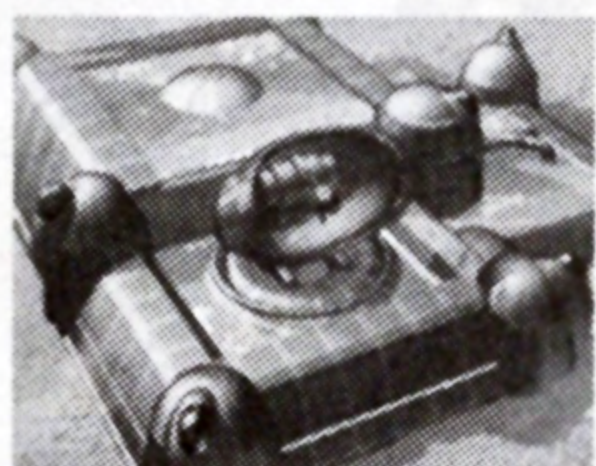
Medium armor. Required to produce and train light infantry units. Upgraded Barracks can produce more advanced infantry.



Gun Turret

Requires: Barracks

Medium armor - vulnerable to missiles and high-caliber guns. The Gun Turret's primary purpose is base defense. It has a medium range-gun which is effective against vehicles, especially heavily armored vehicles. The Gun Turret will auto-fire on any enemy unit within range.



Outpost

Requires: Barracks

Medium armor. Given sufficient power, the Outpost will display a radar map. In low power conditions the radar map will cease to display map details.



Rocket Turret

Requires: Outpost and upgraded Construction Yard

Heavy armor - vulnerable to missiles and high caliber guns. The Rocket Turret has a longer range and a higher rate of fire than the Gun Turret, but its advanced targeting equipment requires power to operate.



High Tech Factory

Requires: Outpost

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



Starport

Requires: Heavy Factory and Outpost

Heavy armor. The Starport allows you to engage in intergalactic trading with the C. H. O. A. M. merchants' guild. It provides a trading market for vehicles and airborne units at premium rates.



Light Factory

Requires: Refinery

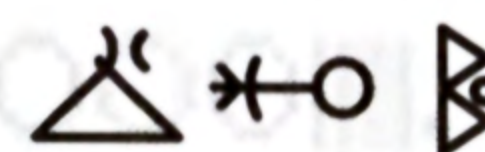
Medium armor. Required for the production of all lightly armored combat vehicles. The Light Factory can also be upgraded to produce advanced light vehicles.



Silo

Requires: Refinery

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

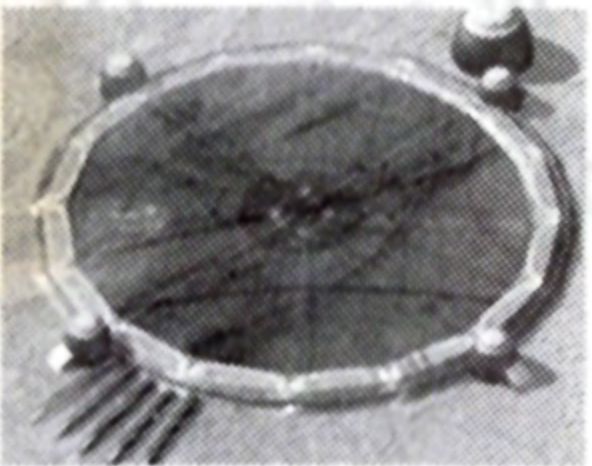




Heavy Factory

Requires: Refinery

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



Repair Pad

Requires: Upgraded Heavy Factory

Medium armor. Used to repair damaged vehicles. Without it, damaged vehicles cannot be repaired.



IX Research Center

Requires: Outpost and Upgraded Heavy Factory

Light armor. The IX Research Center provides technology upgrades for structures and vehicles, and is required for production of a number of advanced special weapons and prototypes.



Palace

Requires: IX Research Center

Heavy armor. The Palace serves as the command center as soon as it is occupied. Many palaces grant access to a number of advanced special weapons.

UNITS (House Affiliation shown in parentheses)

All infantry units are vulnerable to high explosives (siege tank), fire (Ornithopter) and bullets (trike / light infantry).



Light Infantry (Any)

Requires: Barracks

Light armor. Light Infantry are lightly armored foot soldiers, equipped with 9mm RP assault rifles. Effective against other Infantry and non-armored vehicles.



Troopers (Any)

Requires: Upgraded Barracks

Light armor. Armed with wire guided missile launchers, Troopers fire armor-piercing warheads. They are particularly effective against vehicles and buildings, yet relatively ineffective against infantry.

**Fremen** (Atreides)**Requires: Atreides Palace**

Medium armor. Fremen are the native, desert warriors of Dune. Their firepower affects Infantry and armored targets equally. Fremen are Stealth Units which only become visible when they fire or come into range of another enemy Infantry Unit.

**Saboteur** (Ordos)**Requires: Ordos Palace**

Light armor. The Saboteur is a special military unit which can destroy an enemy building simply by entering it.

**Sardaukar** (Imperial)**Requires: Barracks and Imperial Palace**

Medium armor. The Emperor's Elite Terror Troops. Armed with dual weapons, they will automatically fire the correct weapon at any given target: missiles against armored vehicles or machine guns against infantry.

**Engineer** (All)**Requires: Upgraded Barracks**

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

**Thumper** (All - multiplayer only)**Requires: Upgraded Barracks**

Light armor. Thumpers generate a rhythmic pulsing that attracts the giant desert Sandworms.

**Trike** (Atreides, Harkonnen)**Requires: Light Factory**

Light armor. Trikes are 3-wheeled vehicles equipped with heavy machine guns. Effective against infantry and unarmored vehicles.

**Raider** (Ordos)**Requires: Light Factory**

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



Quad (All)

Requires: Upgraded Light Factory

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



Combat tank (All)

Requires: Heavy Factory

Medium armor. The Combat Tank is effective against most vehicles.



MCV - Mobile Construction Vehicle (All)

Requires: Upgraded Heavy Factory and Repair Pad

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



Missile Tank (Atreides, Harkonnen)

Requires: Upgraded Heavy Factory and Ix Research Center.

Medium armor. Similar to the Rocket Turret, and moves more rapidly than the heavier battle tanks. The Missile Tank is AA capable and effective against most vehicles, though vulnerable to infantry.



Siege Tank (All)

Requires: Upgraded Heavy Factory

Heavy armor. Very effective against infantry and unarmored vehicles, but fairly slow, and weak against heavily armored targets.



Sonic Tank (Atreides)

Requires: Heavy Factory and Ix Research Center

Medium armor. Uses sound waves to fire a blast of sonic energy at its target. Most effective against infantry and light armored vehicles. Note: the Sonic Tank will damage all units in its firing path - friend or foe.



Devastator (Harkonnen)

Requires: Heavy Factory and Ix Research Center

Medium armor. The Devastator is the most powerful tank on Dune - powerfully effective against most units, but slow - and slow to fire. It fires dual plasma charges and may become unstable during combat. This unit can be deployed on a suicide mission to self destruct, thereby damaging surrounding units.

**Deviator** (Ordos)**Requires: Heavy Factory and Ix Research Center**

Medium armor. Discharges a gaseous cloud that interferes with vehicle controls and temporarily changes the allegiance of the targeted unit to that of the firing unit. Personnel are not effected by the cloud.

**Ornithopter** (Atreides)**Requires: Upgraded High Tech Factory**

Light armor - can only be hit by AA weapons. Most effective against infantry and unarmored targets, but also damages armored targets. Note: Air strikes cannot be stopped once the target has been selected.

**Carryall** (All)**Requires: High Tech Factory**

Armored transport aircraft with no weapons. Can only be hit by AA weapons. Performs automatic pick up of fully loaded harvesters, and also returns harvesters to Spice fields after unloading at the refinery.

**Death Hand Missile** (Harkonnen)**Requires: Harkonnen Palace**

The Death Hand carries multiple atomic warheads, inflicting great damage across a wide range.

**Frigate** (CHOAM Merchant Guild)**Requires: Starport**

Frigates automatically deliver all units ordered at the starport.

**Sandworm** (Indigenous Creature)**Requires: N/A**

Attracted by rhythmic vibrations, Sandworms often frequent battlefields and will attack (and consume!) units.

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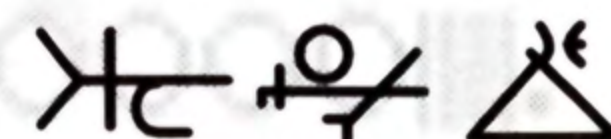
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