



D U N E II
BATTLE FOR
ARRAKIS

INSTRUCTION
MANUAL



Virgin

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, **IMMEDIATELY** discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

STARTING UP

1. Set up your Sega Mega Drive as described in its instruction manual. Plug in Control Pad 1. Dune: The Battle For Arrakis [Dune for short] is for one player only.
2. Ensure the Power Switch is set to OFF. Then insert the Dune Cartridge, its label facing towards you, into the Mega Drive and press it down firmly.
3. Push the Power Switch to ON. After a few seconds, the Sega Screen will appear. When the Dune Title Screen is shown you are ready to play Dune!

IMPORTANT! If the Sega Screen doesn't appear, push the Power Switch to OFF. Ensure your Mega Drive is set up correctly and the Dune Cartridge is properly inserted. Then push the Power Switch to ON again. Always ensure the Power Switch is set to OFF before inserting or removing the Dune Cartridge.

WICHTIG! Sollte der Sega-Bildschirm nicht erscheinen, dann schalten Sie das Gerät wieder AUS. Vergewissern Sie sich, daß Ihr Mega Drive korrekt eingestellt wurde und das DUNE-Modul ordnungsgemäß eingelegt ist. Schalten Sie das Gerät dann wieder EIN. Das Gerät muß stets AUSGESCHALTET sein, bevor Sie das DUNE-Modul einlegen oder herausnehmen.



**The Sega Mega Drive
and Control Pad**

**Das Sega Mega Drive
Control Pad**

POWER, CORRUPTION AND LIES

The Emperor Frederick IV is in great debt. His only hope of removing his liability lies in a small, dusty planet called Arrakis - the only source of the rare, life-prolonging substance Melange (also known as Spice) - which he owns.

But the Emperor does not wish to part with Arrakis, and he does not have the resources to harvest the vast crop. Instead, he has a plan: the Emperor challenges the three great Houses - Atreides, Ordos and Harkonnen - to mine as much Spice as possible. The House that survives to deliver the most Spice will govern Arrakis and receive a share of the taxes.

Ally yourself with one of the three Houses and become responsible for the creation and management of a Spice harvesting plant and the completion of specific missions. But don't stop there ... The more Spice you harvest, the more credits you earn. And the more credits you earn, the more powerful the equipment you can buy. Build up superior firepower to crush the other Houses without warning and fortify your defences against attack from them. The Emperor is not renowned for his virtue, so beware: he may have a few surprises of his own in store for you ...

WELCOME TO ARRAKIS

Or Dune as it's also known. Dune is... well, basically a large, almost uninhabitable ball of sand. There is no natural vegetation or water supply, only sand - unpredictable, shifting sand - as far as the eye can see. Powerful winds and violent electrical storms rage endlessly, and toxic gases accumulate on low ground. A few rocks rising through the dunes provide limited building sites. Two indigenous life forms - the Fremen and the Sand Worms - manage to survive. Can you?

PLAYING DUNE

TAKE CONTROL!

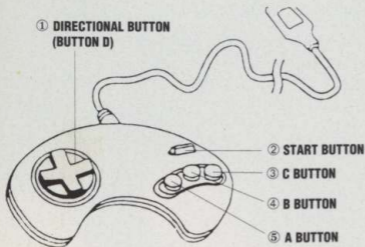
Before you begin to play, take the time to familiarise yourself with the movements and functions of the Control Pad (Fig 2).

DUNE-DAS SPIEL

DIE STEUERUNGEN

Bevor Sie das Spiel beginnen, sollten Sie sich erst ein wenig Zeit nehmen, um sich mit den Bewegungen und Funktionen des Control Pads (Abb. 2) vertraut zu machen.

The Sega Mega Drive Control Pad



Das Sega Mega Drive Control Pad

- ① RICHTUNGSKNOPF (R-KNOPF)
- ② STARTKNOPF
- ③ KNOPF C
- ④ KNOPF B
- ⑤ KNOPF A

THE TITLE SCREEN

After the Sega Screen and the Virgin Interactive Entertainment and Westwood Studios Credits have been shown, the Dune Title Screen is presented. Three options are presented: 'START GAME', 'OPTIONS' and 'TUTORIAL'. An arrow shows which option is to be selected.

- * Press the D-Button up or down to move the arrow from option to option.
- * Press the A Button, B Button or C Button to select the option.



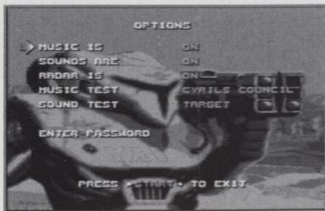
The Dune Title Screen

THE OPTIONS SCREEN

Six new options are presented: 'MUSIC IS', 'SOUNDS ARE', 'RADAR IS', 'MUSIC TEST', 'SOUND TEST' and 'ENTER PASSWORD'. A flashing arrow shows which option is to be selected.

DER OPTIONENBILDSCHIRM

Sechs neue Optionen erscheinen: "MUSIC IS" (MUSIK IST), "SOUNDS ARE" (SOUND IST), "RADAR IS" (RADAR IST), "MUSIC TEST" (MUSIK-TEST), "SOUND TEST" (SOUNDTEST) und "ENTER PASSWORD" (KENNWORT EINGEBEN) Ein aufblinkender Pfeil zeigt, welche Option zur Zeit markiert ist.



The Options Screen

Der Optionenbildschirm

- * Press the D-Button up or down to move the arrow from option to option.
- * Press the D-Button left or right to change the 'highlighted' option.
- * Press the A Button, B Button or C Button to select the 'highlighted' option.
- * Press the Start Button to return to the Title Screen.

MUSIC IS Select ON or OFF to determine whether or not the atmospheric soundtrack will be heard during play.

SOUND IS Select ON or OFF to determine whether or not the sound effects will be heard during play. Note that without these useful noises active you may not be alerted to certain events.

RADAR IS Select ON or OFF to determine whether or not the radar will be active during play (you may find it gets in the way).

MUSIC TEST You may wish to listen to the components of the Dune soundtrack ...

- * Press the D-Button left or right to change the tune's title.

- * Press the A Button, B Button or C Button to play the tune.

SOUND TEST You may wish to listen to the sound effects and speech used in play ...

- * Press the D-Button left or right to change the sound effect's title.

- * Press the A Button, B Button or C Button to play the sound effect.

ENTER PASSWORD There's no need to play from the very first mission every time. Whenever you complete a mission in Dune you are given a password (made up of 10 letters) for the next mission. The passwords are entered via this option. A box shows which letter is to be selected.

- * Press the D-Button in any direction to move the box between letters.
- * Press the A Button, B Button or C Button to select the highlighted letter.
- * Press the Start Button to return to the Options Screen.

Select 'END' to register the password. Use the two arrows to move backwards and forwards through the letters comprising the password.

TUTORIAL

Sometimes it helps to see an overview of what you can expect to see during play and the associated controls ... which is where this option comes in handy.

* Press the Start Button at any time during the Tutorial to return to the Title Screen.

SELECT YOUR HOUSE

Having selected the 'START GAME' option you must ally yourself to one of the three Houses: 'ATREIDES' (blue), 'ORDOS' (green) or 'HARKONNEN' (red). Note that the House colours are used to denote structures, military units and land occupation throughout play.

WÄHLEN SIE IHR HAUS

Haben Sie die Option "SPIEL STARTEN" gewählt, dann müssen Sie sich mit einem der drei Häuser verbünden: ATREIDES (blau), ORDOS (grün) oder HARKONNEN (rot). Bedenken Sie, daß die Farben der Häuser auch dazu verwendet werden, Gefüge, Militäreinheiten und die Besetzung von Territorien zu kennzeichnen.



Selecting a House

Ein Haus wählen

The House to be selected is highlighted.

* Press the D-Button left or right to move the highlight between the House names.

* Press the A Button to select the highlighted House.

Once a House is chosen, its advisor - a 'Mentat' - will appear and describe its strengths. (The map in the background shows the positions of the three Houses in the immediate area.)



A Mentat will advise you

Das zu wählende Haus wird markiert.

* Drücken Sie den R-Knopf links oder rechts, um die Markierung zwischen den Häusern zu verschieben.

* Drücken Sie Knopf A, um das Haus auszuwählen.

Haben Sie sich für ein Haus entschieden, dann erscheint dessen Ratgeber - ein "Mentat" - und preist die Stärken des Hauses an. (Die Karte im Hintergrund zeigt die Positionen der drei Häuser in der unmittelbaren Umgebung).

Ein Mentat berät Sie

* Press the A Button to speed through this explanation - and any others for that matter.

You are then prompted to decide whether or not you wish to join the House: select either 'YES' or 'NO'. When you join a House, its Mentat will inform you of the mission at hand. Two new options are then presented: 'PROCEED' or 'ADVICE'. Select 'ADVICE' if you require the Mentat's help with the mission in question.

Should you choose to proceed, the Mentat will disappear and the map of the area will then fall apart to emphasise your position. The battle for Arrakis has begun!

WHAT YOU CAN EXPECT TO SEE PLAY

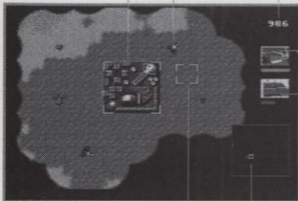
The Playfield shows an overview of the area where all the action takes place. From here you manipulate your military units and structures.

Note that only the land which is or has been occupied by your House is seen on screen. To see more of the land, simply move into it - or construct an Outpost (see page 92).

① CONSTRUCTION YARD

② MILITARY UNIT

③ CREDITS



WAS SIE WÄHREND DES SPIELS SEHEN

Das Spielfeld zeigt einen Überblick über das Gebiet, in dem die Handlung stattfindet. Von hier aus nehmen Sie Einfluß auf Ihre Militäreinheiten und Gefüge.

Beachten Sie, daß nur die Gebiete, die von Ihrem Haus besetzt sind oder waren, auf dem Bildschirm gezeigt werden. Möchten sie einen größeren Ausschnitt des Planeten sehen, dann bewegen Sie sich einfach darauf zu, oder bauen Sie einen Vorposten (siehe Seite 92).

④ STRUCTURE
(OR UNIT)
STATUS

⑤ CONSTRUCTION
STATUS

- ① BAUANLAGE
- ② MILITÄREINHEIT
- ③ CREDITS
- ④ STATUS DES GEFÜGES
(ODER DER EINHEIT)
- ⑤ BAUSTATUS
- ⑥ RADAR
- ⑦ CURSOR

⑦ CURSOR ⑥ RADAR

CONSTRUCTION YARD One of many structures which may be built. You always start with a Construction Yard. For further details of this and other structures, see STRUCTURES on page 90.

MILITARY UNIT There are three different types (foot soldiers, ground-based vehicles and airborne craft) which may be used to explore the area, or to attack the enemy Houses or defend against them.

RADAR An overview of the land occupied by your structures - and the enemy Houses'. Further details are only shown when an Outpost is built.

CREDITS The amount of money you have at your disposal.

CURSOR Used to select and position structures and military units. A selected structure or unit is highlighted accordingly.

STRUCTURE (OR UNIT) STATUS

Shows a picture and the damage of the selected structure or military unit.

CONSTRUCTION STATUS A picture of the structure ready to be built. The blue bar below this picture indicates the construction time.

CONTROLLING YOUR FORCES

Your first task is to earn a thousand credits. Key things to think about are the construction and maintenance of structures, the positioning of offensive and defensive units, and harvesting Spice to earn the necessary credits.

All options, structures and units are selected as follows ...

- * Press the D-Button to move the cursor to the desired option, structure or unit.
- * Press the A Button to select the option, structure or unit.

WHERE DO I START?

A good question. Power must be bought. You can only earn credits by harvesting, refining and selling Spice - and you can only harvest Spice with a Harvester. At first, the only way to get a Harvester is to build a Refinery - and you can only build a Refinery if you have a Wind Trap for power. Construction is evidently the best place to start ...

CONSTRUCTION

To build a structure you must first select the Construction Yard (a Construction Yard Screen will be presented).

BAUEN

Um ein Gefüge zu bauen, müssen Sie zunächst die "Bauanlage" wählen, worauf der Bauanlagen-Bildschirm erscheint.

- ① VERFÜGBARE GEFÜGE
- ② GEBIET DES GEFÜGES
- ③ CREDITS
- ④ BESCHREIBUNG DES GEFÜGES
- ⑤ BAUKOSTEN
- ⑥ ENERGIEVERSORGUNG
- ⑦ PANZERUNG DES GEFÜGES

① AVAILABLE
STRUCTURE'S

② STRUCTURE'S
AREA

③ CREDITS

④ STRUCTURE
DESCRIPTION

⑤ CONSTRUCTION
COST

⑦ STRUCTURE'S
ARMOUR

⑥ POWER SUPPLY



A red cursor highlights 'EXIT'. Move the cursor to an available structure (only Concrete Slabs and Wind Traps are shown at first - other structures will appear as you progress). The area (in blocks) that the structure will occupy is shown above its description. You could build a Wind Trap and place it on bare rock, but it's best to build on some form of foundation so select the Concrete Slabs picture. You will be returned to the Playfield.

A picture of the structure being built (in this case Concrete Slabs) is shown in the CONSTRUCTION STATUS area. The blue bar below the picture will rise and your credits will count down accordingly (if you do not have enough credits, the structure will still be built - it just won't be finished until more funds become available, and you will be warned that your credits are low). The structure is built when the blue bar has reached its full extent. (Note: the bigger the structure, the

longer it will take to construct.) You are also told "CONSTRUCTION COMPLETE!".

POSITIONING STRUCTURES

Once the structure has been built, the cursor will change to a striped block (green stripes show which portions of the structure may be positioned). Simply move the structure to a suitable position on the land and select it. Note that the Concrete Slabs must be placed on rock and next to an existing structure.

Concrete Slabs are created in blocks of four squares. If you attempt to place Concrete Slabs on top of existing structures or units or unsuitable ground (i.e., sand or unexplored land), only the Slabs which can be placed (highlighted in green) will be placed.

Betonplatten werden in Vierer-Blöcken angeordnet. Sollten Sie versuchen, die Betonplatten auf bereits existierende Gefüge oder Einheiten bzw. auf ungeeigneten Untergrund (z.B. Sand oder unerforschtes Gebiet) zu legen, dann werden nur die Betonplatten positioniert, für die ein geeigneter Untergrund vorhanden ist.



The red (darker) shaded squares show which Concrete Slabs cannot be positioned

Die roten (dunkleren) Quadrate stehen für Betonplatten, die nicht plaziert werden können.

You can now return to the Construction Yard Screen and select a Wind Trap to be built.

Almost all other structures require energy to function (the drain on power is represented by a negative 'Power Supply' number on the Construction Yard Screen), which is why you must first build at least one Wind Trap for power. Relevant structures will then become available - like a Spice Refinery. Remember: structures are best placed on a foundation of Concrete Slabs, so lay enough of them to support the structure in question.

Note that if you do not wish to select a structure from the Construction Yard Screen, select 'EXIT' to return to the Playfield.

There's no need to keep returning to the Construction Yard Screen when you wish to build more of the same structure - for example, having built

some Concrete Slabs and wish to construct some more immediately, in which case ...

* Press the B Button to build the structure created previously.

POSITIONING PROBLEMS?

If you made a mistake and cannot position the structure (say, for example, there's no solid ground on which to place it), don't worry - simply position the structure on the Construction Yard and select it. Now select 'STOP' on the Construction yard Screen to dispose of the structure and collect a full refund.

REPAIRS

The sand on Dune finds its way into everything. Strong winds take their toll on equipment, and the enemy Houses will attempt to inflict their own damage on your structures. A damaged structure will not work at its full capacity, and if a structure is not repaired it may self-destruct. It costs credits to repair a structure.

On the Construction Yard Screen, move the cursor to 'FIX'. A yellow bar below the structure's picture shows its damage - the shorter the bar, the greater the damage.

Select 'FIX' to repair the structure. A 'repair' symbol will be shown on top of the structure under repair. While a structure is under repair, it cannot be used?

HARVESTING SPICE

Spice is traded for credits. The more Spice you harvest, the more credits you earn and the more you can build. When you build a Spice Refinery, a Spice Harvester vehicle is provided. Unless instructed otherwise, the Harvester will move to the nearest Spice Field within radar range and begin harvesting. It will only leave the Spice Field if ...

- a) you move it elsewhere
- b) the Spice Field is exhausted, in which case the Harvester will search for more productive one within range of its Refinery
- c) it is full of Spice, in which case the Harvester will return to its Harvesting Plant
- d) it is destroyed by an enemy House's units

The Harvester has limited intelligence - it can only seek out Spice Fields within a certain range of unexplored

land. When the Harvester cannot 'see' any more Spice Fields, you must find and so uncover fresh ones for it.

To move the Harvester elsewhere, first select it. The Harvester will be highlighted, a picture of it will be shown in the STRUCTURE (OR UNIT) STATUS area, and the cursor will change. The yellow bar below the Harvester's picture represents its damage (the shorter the bar, the greater the damage) while the orange bar below that shows the quantity of harvested Spice (the longer the bar, the closer to full are the Harvester's stores).

MOVING MILITARY UNITS

The process is much the same as moving the Harvester. When you select a unit it will respond with "YES SIR!" or "REPORTING!" and a small picture of it is shown in the STRUCTURE (OR UNIT) STATUS area. The yellow bar below the picture shows the unit's damage (the shorter the bar, the greater the damage).

The selected unit will be highlighted and the cursor will change. Select the unit's destination - be it an area of terrain, or an enemy unit or structure. The unit will respond with "MOVIN' OUT!" or "ACKNOWLEDGED!".

* Press the B Button to de-select a unit.

If an enemy unit is attacking you will be told "ENEMY UNIT APPROACHING!". To find out an enemy unit's damage simply select it.

Note that if you have selected a military unit while a structure is being built, 'OK' will flash on the Construction Yard to inform you that the structure is ready. Select the Construction Yard and you can then position the structure.

CAPTURING ENEMY STRUCTURES

An enemy structure must be almost destroyed (select it to find out whether or not its damage bar is in the red) before you can move your unit on to it and make it your own. Otherwise your own unit will be destroyed. Note that you cannot capture Palaces, Outposts and Barracks, so destroy them.

VEHICLE CONSTRUCTION

The Vehicle Construction Screen functions the same as the Construction Yard Screen - except you build vehicles! There is one important difference you will notice, and that's the 'UPGRADE' option. It costs credits to upgrade, but it's the only way to make more advanced vehicles available for construction.

FAHRZEUGBAU

Der Fahrzeug-Baubildschirm funktioniert genau wie der Bauanlagen-Bildschirm, außer, daß Sie hier Fahrzeuge herstellen! Sie werden einen wichtigen Unterschied bemerken: Die Option "UPGRADE" (VERBESSERN). Diese Modernisierung von Fahrzeugen kostet Credits, aber nur so können Sie weiterentwickelte und modernere Fahrzeuge bauen.



The Vehicle Construction Screen

Der Fahrzeug-Baubildschirm

TROOP CONSTRUCTION

The Troop Construction Screen functions the same as the Vehicle Construction Screen (even down to the 'UPGRADE' option) - except you build foot soldiers.

TRUPPENKONSTRUKTION

Der Truppen-Konstruktionsbildschirm funktioniert genau wie der Fahrzeug-Konstruktionsbildschirm (auch hier gibt es die Option "VERBESSERN") - außer, daß Sie hier Fußtruppen aufstellen.



The Troop Construction Screen

Der Truppen-Konstruktionsbildschirm

STARPORTS

They only become available with the later missions. The Starport Screen looks slightly different to the Construction Yard Screen and Vehicle and Troop Construction Screens, but it functions much the same.

RAUMFLUGHAFEN

Diese sind erst in späteren Einsätzen verfügbar. Der Raumflughafen-Bildschirm sieht etwas anders aus als der Bauanlagen-Bildschirm und die Truppen- und Fahrzeug-Konstruktionsbildschirme, funktioniert aber genauso.

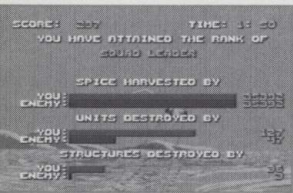


A Starport

Ein Raumflughafen

CONGRATULATIONS!

When you have completed your mission you will be congratulated by your Mentat and eventually presented with a Status Screen. This shows your score, the time you took to complete your mission, your rank, the amount of Spice harvested by you and the other two Houses, and the number of units and structures destroyed by you and the other two Houses. Your credits and surviving units are retained. Given more units for next mission.



The Status Screen rates your performance

* Press the Start Button to continue.

You will then be given a Password for completing the mission (the Passwords are unique to each House). Write it down in the space provided at the back of this manual (on page 118). This Password may be used to resume play from the next mission.

HOLD IT!

* Press the Start Button during play to freeze the action and call up the Options Screen.

Two new options are shown: 'RESTART MISSION' and 'PICK ANOTHER HOUSE'. Note that when you select the 'PICK ANOTHER HOUSE' option, play will resume from the beginning of the very first mission.

* Press the Start Button to resume play.

THE THREE HOUSES

Each House has a Mentat - a representative in charge of the operation who will monitor your progress and occasionally offer basic advice.

ATREIDES

HOME PLANET Caladan, a warm, calm climate with lush, green land, rich soil and mild weather.

PROFILE Loyal, hard-working, peaceable, intelligent, noble, fair, just and prosperous.

MENTAT Cyril, a brilliant, level-headed tactician.

ORDOS

HOME PLANET A frigid, ice-covered world.

PROFILE Manipulative, deceptive, unscrupulous and wealthy.

MENTAT Ammon, a mysterious yet evidently cunning man.

HARKONNEN

HOME PLANET Giedi Prime, a dark, unpleasant world.

PROFILE Cruel, ruthless, aggressive and unpredictable.

MENTAT Radnor, an unstable being who - true to Harkonnen form - assassinated his former teacher and guide, Marko, to reach his position.

WHAT'S WHAT ON DUNE?

TERRAIN

It won't take long to recognise the five types of land found on Dune ...

SAND It's almost everywhere and it seems to get inside everything which makes constant maintenance of equipment a necessity. Understandably, most vehicles are built to cope with this terrain.

DUNES The ridges of sand sculpted by the incessant windstorms are difficult to cross.

ROCK The only terrain solid enough to support structures.

MOUNTAINS Rugged layers of rock which can only be crossed on foot.

SPICE Also known as Melange. A rare substance with many uses. Spice makes interstellar travel possible and can extend human life by hundreds of years. Extensive consumption of Spice by a select few can promote visions. The reddish-orange fields of Spice are easily distinguished from the sand on the planet's surface.

STRUCTURES

All have no armament unless otherwise stated.

CONCRETE SLABS A base mix of gravel and sand is used to create the necessary foundations for structures. Damaged Concrete Slabs cannot be repaired, so either replace them or forget them.

FUNCTION Foundation

ARMOUR Medium

CONSTRUCTION YARD Contains all the materials necessary to build new structures on Dune.

FUNCTION Production Facility

ARMOUR Medium

WIND TRAP The only possible power supply. Dune's powerful winds are trapped and converted to drive ESkort 650 hp EL-2A Dual Turbine generators and humidity extractors.

FUNCTION Power Plant

ARMOUR Light

REFINERY Comes complete with a Harvester to collect Spice which the Refinery converts into Credits. The converted Spice is automatically distributed evenly to any Spice Silos. Note that each Refinery has a capacity of 1,000 units of Spice.

FUNCTION Industrial Facility

ARMOUR Medium

SPICE SILO Holds up to 1,000 units of refined Spice. Note that any Spice which cannot be stored will be lost.

FUNCTION Storage

ARMOUR Light

OUTPOST An Outpost's radar is ideal for revealing surrounding land and keeping track of any incoming enemy units.

FUNCTION Military & Surveillance Structure

ARMOUR Heavy

BARRACKS The only way to produce and train Light Infantry units.

FUNCTION Production Facility

ARMOUR Medium

VEHICLE FACTORY The only means of constructing new (ground-based) vehicles - everything from Harvesters to Tanks.

FUNCTION Military & Surveillance Structure

ARMOUR Heavy

DEFENSIVE WALL A base mix of gravel and sand is used to produce a solid structure for fortification purposes. Note that like Concrete Slabs, Defensive Walls cannot be repaired.

FUNCTION Defensive!

ARMOUR Medium

REPAIR FACILITY Repairs damaged vehicles. The cost depends on the type of vehicle and the extent of the damage.

FUNCTION Industrial Facility

ARMOUR Medium

HIGH TECH FACTORY The only means of constructing new airborne units.

FUNCTION Production Facility

ARMOUR Medium

TURRET A stationary structure which automatically fires 105mm armour-piercing cannon rounds at enemy units within a range of 100m.

FUNCTION Ground-Based Armament

ARMOUR Heavy

ROCKET TURRET A more powerful Turret. Automatically fires 105mm armour-piercing cannon rounds at enemy units within a range of 100m but also launches missiles with a range of 1,000m.

FUNCTION Ground-Based Armament

ARMOUR Heavy

STARPORT A gateway to intergalactic trade with the Merchant's Guild - a powerful cartel capable of providing ground-based vehicles and airborne units at competitive prices.

FUNCTION Advanced Structure

ARMOUR Heavy

PALACE A powerful nerve centre which often comes complete with unique facilities. Palaces are only available to skilful leaders.

FUNCTION Capitol Building

ARMOUR Heavy

UNITS

There are three types: foot soldiers, ground-based vehicles and airborne craft. Sand Worms can prove an effective force, but they are unpredictable and cannot be tamed.

SAND WORM Enormous, voracious and deadly, and apparently somehow linked to Spice. Sand Worms move below the surface, rising through the sand without warning to consume anything animate - vehicles included.

FUNCTION Indigenous Dune Creature

ARMOUR Heavy

ARMAMENT Appetite

SPEED 56 km/h

FOOT SOLDIERS

INFANTRY Limited in all aspects but effective in the right hands. An Infantry unit comprises a maximum of three men.

FUNCTION Ground-Based Military Unit

ARMOUR Light

ARMAMENT 9mm RP Assault Rifles

SPEED 5 km/h

TROOPER Mechanised power suits enhance their performance. A Trooper unit comprises a maximum of three men.

FUNCTION Ground-Based Military Unit

ARMOUR Light

ARMAMENT 10mm Rotary Cannons, FS Rockets

SPEED 12 km/h

SARDAUKAR The Emperor's elite troopers. Surveillance reports Sardaukar units consistently comprising three men armed with rotary cannons firing armour-piercing rounds and mobile missile launchers.

FUNCTION Ground-Based Military Unit

ARMOUR Light

ARMAMENT Classified

SPEED 15 km/h

FREMEN The only humanoid natives to this hostile environment, though they may be descendants of an ancient interstellar shipwreck. It appears that Melange is what helps these secretive recluses to remain so numerous, though the size of their elite combat units is as yet unknown. Surveillance suggests that the Fremen may form an alliance with the Atreides.

FUNCTION Ground-Based Military Unit

ARMOUR Light

ARMAMENT 10mm Assault Rifles, Rockets

SPEED 17 km/h

SABOTEUR An Ordos special military unit capable of destroying almost any structure or unit.

FUNCTION Espionage

ARMOUR Light

ARMAMENT Unknown

SPEED 95 km/h

GROUND-BASED VEHICLES

HARVESTER Separates Spice from the unusable sand which is dumped through its exhaust system.

FUNCTION Spice Recovery Vehicle

ARMOUR Medium

ARMAMENT None

CREW 5

SPEED 32 km/h

MCV (MOBILE CONSTRUCTION VEHICLE)

Used to seek out rock suitable for the construction of new structures. The MCV then transforms into a Construction Yard

FUNCTION Base Deployment Vehicle

ARMOUR Medium

ARMAMENT None

CREW 15

SPEED 36 km/h

TRIKE A three-wheeled vehicle with limited range.

FUNCTION Light Reconnaissance & Strike Vehicle

ARMOUR Light

ARMAMENT Dual 20mm Cannons

CREW 2

SPEED 72 km/h

QUAD A slower but more powerful, four-wheeled version of the Trike.

FUNCTION

ARMOUR Light

ARMAMENT Dual 30mm cannons

CREW 2

SPEED 59 km/h

COMBAT TANK Limited manoeuvrability and slower than most other Tanks, but its high explosive rounds pack a punch.

FUNCTION Medium Battle Tank

ARMOUR Medium

ARMAMENT 155mm Gun

CREW 2

SPEED 40 km/h

MISSILE TANK Fast and robust. Its long-range strike capability is inaccurate yet often effective.

FUNCTION Battlefield Support Vehicle

ARMOUR Medium

ARMAMENT Missile Launcher

CREW 3

SPEED 48 km/h

SIEGE TANK Slow but powerful.

FUNCTION Main Battle Tank

ARMOUR Heavy

ARMAMENT Dual 155mm Cannons

CREW 3

SPEED 32 km/h

SONIC TANK The Atreides developed this special tank which fires powerful sonic energy blasts.

FUNCTION Advanced Battle Tank

ARMOUR Medium

ARMAMENT Sonic Amplifier

CREW 2

SPEED 44 km/h

DEVIATOR This unique Ordos vehicle carries missiles with special warheads: they contain a nerve gas, the effects of which confuse enemy foot soldiers but do not damage vehicles or structures.

FUNCTION Battlefield Support vehicle

ARMOUR Medium

ARMAMENT Missile Launcher

CREW 3

SPEED 48 km/h

RAIDER The Ordos-adapted Trikes are weaker yet faster and more manoeuvrable.

FUNCTION Quick Strike Vehicle

ARMOUR Light

ARMAMENT Dual 20mm Cannons

CREW 2

SPEED 90 km/h

DEVASTATOR A Harkonnen-adapted tank - the most powerful on Dune but also the slowest. Its nuclear power makes it unstable in combat.

FUNCTION Advanced Battle Tank

ARMOUR Heavy

ARMAMENT Dual 190mm Guns

SPEED 20 km/h

DEATH HAND Not a vehicle as such but an missile with a range of 1,120 km. This Harkonnen device cannot be accurately targeted or guided, but no matter: its multiple warheads are capable of widespread destruction.

FUNCTION Battlefield Support Missile

ARMOUR N/A

ARMAMENT H355 HS Cluster Bomb Warhead

SPEED N/A

AIRBORNE CRAFT

CARRYALL Useful for transporting heavy machinery and vehicles. (You may notice Carryalls dropping off Harvesters when new Spice Refineries are built).

FUNCTION Airborne Transportation Unit

ARMOUR Light

ARMAMENT None

CREW 4

SPEED 160 km/h

ORNITHOPTER The fastest craft on Dune is easily destroyed but difficult to hit.

FUNCTION Close Support Attack Aircraft

ARMOUR Light

ARMAMENT Battle Support Rockets

CREW 2

SPEED 340 km/h

HELPFUL PLAYING ADVICE

* Study the map closely and note where the enemy Houses are situated - they will attack from their positions.

* Structures erected on bare rock are damaged as soon as they are placed. Also, they do not withstand the elements as well as those built on concrete slabs.

* Beware of Sand Worms. Whenever possible, keep your units on rock. The chance of a Sand Worm attacking a unit on a dune is less.

* It is possible to force a Sand Worm away - by targeting the distortion in the sand.

* It's wise to keep an armed unit close to a Harvester when it's harvesting. Harvesters are only automatically replaced when one remains.

* Don't make the mistake of setting one of your own units against another.

* And don't make the mistake of not having enough storage space for refined Spice - otherwise it's wasted!

* Look out for mounds of sand. Beneath them there may lie Spice Blooms, credits, abandoned vehicles, hidden enemy units ... To find out what's hidden either shoot the mound or move a unit on to it. Beware! Credits are easily blown up, and Spice Blooms release

fresh Spice but destroy the unit that released it.

- * Press and hold the C Button and then press the D-Button in any direction to speed up the view around the Playfield.

- * Bear in mind that on later missions you will be invading territory occupied by opposing Houses who are already established. The chances are they will have superior facilities and weaponry.

- * There is a limit to overall number of vehicles and units that may be active at any one time. The number increases on later missions.

- * Harkonnen armour is generally not as sturdy as the other Houses'.

- * In order to maintain a natural harmony, the Atreides are less likely to defend themselves against Sand Worm attacks.

- * Having trouble with a Sand Worm? Set an almost ruined Quad on it. The Sand Worm is usually too slow to catch the Quad before it destroys the beast.

NOTE YOUR MISSION PASSWORDS HERE!

As you complete the missions, write down passwords in the spaces provided. Remember: each House has its own passwords.

MISSION	PASSWORD
1	-----
2	-----
3	-----
4	-----
5	-----
6	-----
7	-----
8	-----
9	-----
10	-----

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HANDLING THIS CARTRIDGE

The Dune: The Battle For Arrakis Cartridge is intended exclusively for European and Australasian Sega Mega Drives.

For Proper Usage

- ① Do not immerse in water!
 - ② Do not bend!
 - ③ Do not subject to any violent impact!
 - ④ Do not expose to direct sunlight!
 - ⑤ Do not damage or disfigure!
 - ⑥ Do not place near any high temperature source!
 - ⑦ Do not expose to thinner, benzine, etc.!
- When wet, dry completely before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
 - Be sure to take an occasional recess during extended play.

Warning: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

This product is guaranteed for a period required by the law of your country. This does not affect your statutory rights.

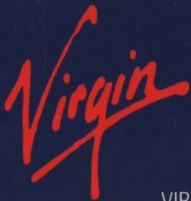


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