

Dune 2 User Manual



User's Manual



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File Name: Dune 2 User Manual.pdf

Size: 3056 KB

Type: PDF, ePub, eBook

Category: Book

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Book Descriptions:

Dune 2 User Manual

Abandonware DOS structure changed during the last two major updates summer 2015 and february 2016, its possible that some URLs are now leading to nowhere. This includes cookies from third party websites. If you want to know more or if you wish to change cookie settings, please click [here](#). If you continue browsing our website youre giving your consent to receive all cookies on this website and from third parties. While not the first realtime strategy RTS game, Dune II established a format that would be followed for years to come, and was the first to use the mouse to move units, allowing players to fluidly interact with their troops. As such, Dune II was the first modern realtime strategy game. House Ordos is not featured in the Dune novels and is mentioned only in the noncanon Dune Encyclopedia. The basic strategy in the game is to harvest spice from the treacherous sand dunes using a harvester vehicle, convert the spice into credits via a refinery and to build military units with these acquired credits in order to fend off and destroy the enemy. Please check your inbox, and if you can't find it, check your spam folder to make sure it didnt end up there. Please also check your spam folder. There is no climate control of the planet. When the Fremen planetologist, consultant to the Harkonnen Governor, was asked how long it would take to transition Dune into a verdant, watergiving planet, he presented the figure of 500 years. The sands are dangerous, shifting constantly and unpredictably. Rock shelves and mountain ranges rising through the dunes provide the only possible building sites on the planet. Most vehicles on Arrakis are varieties of sandcrawlers, vehicles specially designed to travel upon this terrain. Giant sandworms are a danger when traveling across sandy stretches. Dunes are difficult to traverse, especially for ground based units. Sandworms avoid and can not cross rock formations. <http://estudiowebcolombia.com/userfiles/dbi-sala-horizontal-lifeline-manual.xml>

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Mountains are impassable to all vehicles but may be crossed by infantry units at certain locations. Ultraviolet reflection eventually blinds the unprotected eye, though the local Fremen Dune's nomadic population of sanddwellers blacken their eyes with stain to reduce these effects. Needless to say, maintenance of vehicles and structures is adversely affected under these conditions. At the first signs of an impending worm attack, a Sandmaster or Duneman will call "wormsign," alerting those involved in the Spice harvesting operations to evacuate. The local Fremen population respectfully worship the enormous worms as "ShaiHulud," the Worm God. Sandworms can grow from tiny sandtrout to worms more than 400 meters in length. Sandworms can be slain, or drowned in water which is toxic to their species. Fremen are the desertdwelling sand warriors, the Free Tribes of Dune. Their nomadic ancestry descends from the legendary Zensunni Wanderers, who roamed the galaxy until they were shipwrecked on this barren desert planet. The Fremen are reclusive and secretive; it is unknown how many they number in their tribal dwellings, or sietches, hidden deep in the Desert. However, they are a fierce warrior people whose women and children can outpace most military conscripts. They have no allies, but if they did, they would be a powerful asset in battle. The Fremen do not reciprocate yet. My spies will inform us, should the situation change. The Spice enables all interstellar space travel, allowing the Spicemutated Guild Navigators to warp the fabric of space. Without the Spice, our Bene Gesserit Sisterhood can have no visions, no future Sight. With the Spice, human life can be extended by hundreds of years. The native Fremen possess the BlueWithinBlue eyes indicative of Spice saturation. Spice is harvested from the desert Spice fields, and exported throughout the Empire. Without the Spice the Padishah Emperor would have no

empire.<http://kleiberit.ru/files/dbi-sala-user-manuals.xml>

We must, beyond all else, insure that our Spice allotments are not interrupted. The Spice must flow. If you choose the Atreides, you will fight against the Harkonnen and the Ordos. If you choose Harkonnen, you will fight against the Atreides and the Ordos. If you choose Ordos, you will fight against the Atreides and the Harkonnen. Each house is radically different from the other with varying strengths and weaknesses, different units, technologies, and different philosophies towards war. In addition, different stories will unfold depending on the house you have chosen. Simply click the house that you want and that game will begin. After the introduction, the game itself will begin. In subsequent games, you'll be taken directly to the Title Screen menu. The cursor will become a solid white arrow and the view will scroll in the indicated direction. If you're at the edge of the battlefield, a universal "no" slash will appear over the arrow indicating that this is as far as you can go. You can increase or decrease the scroll rate from the game controls menu. Drag the mouse cursor to include all the troops you want selected. A light gray box outline indicates the range of this selection. Then, release the mouse button, and all the units within the box will be selected. You can give that group an order the same way you would give a single unit an order. Some units in groups will not respond to certain commands. For instance, an Engineer in a group ordered to attack will not move when the rest of the group engages, because he has no weapon. As you move your units towards the edge of the visible area, the Shroud will be uncovered around them depending on how far the units can "see." You can order a unit to move deep into the Shroud, uncovering large sections of the area at a time. With it, you can build units and buildings, get a radar view of the area if you have an Outpost. It will also tell you how much power your base is producing vs.

Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle MCV. Move the MCV to where you want the Construction Yard placed. Move the cursor over the MCV and you'll get the Deploy cursor. You'll need clearance on all sides of the MCV in order to deploy it. If you try to deploy the MCV where there isn't enough room, you will receive the No Deploy cursor, and the MCV won't deploy. If you do have enough room, leftclick to deploy the MCV, and it'll turn into a Construction Yard. In the large upper window on the Sidebar, you will see the symbol of your House Atreides Hawk, Harkonnen Ram or Ordos Snake. Later, this area becomes a radar display once you've built an Outpost, and have enough power to run it. Each button has a single function such as ordering units to guard an area, ordering units to retreat, toggling the radar map display, repairing buildings, or selling buildings. The Upgrade button will upgrade, or improve structures. The Starport button will allow you to order new units from the CHOAM Merchant's Guild. The buildings show the space they will occupy when built at the top left of their picture. This is very useful when planning the amount of concrete you will need for it. The arrow buttons at the bottom of these icons allow you to scroll through the selections when there are more than four available. Without first laying down a concrete foundation, your structure will immediately operate at less than full health, and will need to be repaired. Concrete cannot be repaired, and must be replaced or abandoned, if damaged. Buildings not placed entirely on concrete will be weathered by the harsh environment and their health will degrade over time. Construction will take a period of time, as indicated by the sweeping hand over the icon. Cost for construction and purchasing will be automatically deducted from your credits. Only one unit of any one class and one structure can be built at any one time.

If you move the mouse cursor over the icon without clicking, you'll see what that icon represents and how much it would cost you to build, buy, or train it. Leftclick on this icon, and the mouse cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building will be on the battlefield. Move the grid to where you want the building placed. Once you've found a suitable location, leftclick and the building will be placed where you indicated. The grid should be entirely white. Any red in the grid indicates that the placement area is blocked or too far from other

structures and you will not be able to deploy the building. A building can be placed adjacent to another building or entirely on concrete. This means concrete can be used to extend the players base. To cancel, rightclick while the placement grid is still up. The grid will disappear. Rightclicking on the icon in the Sidebar will cancel the building and refund your credits. However, it is a good idea to keep some space in front of these buildings, so units don't bunch up and block any other units from coming out. This is your Power Bar keep an eye on it. Every building that you place requires power to run. Knowing how much power you have and how much you are using is very important. If the bar is in the yellow or orange, your base doesn't have enough power. If it is green, your base has enough power to run all of the structures you have built. Wind Traps are good targets to go after if the enemy has defenses that you are having a tough time cracking. Without power, the enemy is denied information, quick response time, and some base defense. Make sure to keep all of your Wind Traps fully repaired, or you may find yourself losing power at an inopportune moment. At first, the type of units you can train will be limited. As you win missions, you'll receive new technologies and upgrades. Once you do this, new units with unique abilities will become available.

With these structures, you can acquire new and more powerful units like Trikes, Quads, and Combat Tanks. Keep in mind that all units won't be available for all three Houses, and some units require you to build other structures like a Repair Pad before they become available. Spice is found in redorange patches in the desert, and must be harvested to produce credits. This decreases as you build or repair units and structures, and increases if you sell a building, deposit Spice from a Spice Harvester into the Refinery, or find a crate that contains money. To harvest Spice, you need to build a Spice Refinery. Every Refinery that you build comes with a Harvester, and you can build extra if you want to harvest Spice faster. Once construction of the Refinery is complete, place the Refinery where you want it to go. The closer the Refinery is to Spice, the faster the turnaround on collection will be. The Harvester will move to the nearest patch of Spice visible on your battlefield and begin harvesting it. The Spice Harvester will try to remember where it was harvesting from and after dumping all of the collected Spice into the Refinery it will return to the Spice patch and continue to collect from it. This process is automatic, but can be interrupted by you at any time by redirecting the Spice Harvester to another location. Once you find some, select the Harvester by leftclicking on it, and put your cursor over the Spice. You will see the cursor change to an attack cursor. Since the Spice Harvester doesn't have a weapon, this cursor tells it to start collecting. Leftclick again, and the Spice Harvester will proceed to the Spice and begin to collect it. The automatic collection process will be started, so you no longer need to order the Spice Harvester back and forth. If you want it to do this, leftclick on the Refinery. If you want it to continue what it is doing, deselect it by rightclicking.

The Carryall is an automated unit that transports your Harvester back and forth between the Refinery and the Spice. Be careful, because enemy Carryalls can be used against you if you see an enemy Carryall coming near your base, be on guard, because it may be bringing enemy troops behind your battle lines! The automatic collection only happens when you first build a Spice Harvester. There is nothing worse than not watching your Harvester, only to have it wander into enemy territory in order to collect Spice. It is the weakest link in your financial operations remember to keep it safe. Sometimes you will receive a replacement harvester if you have no other harvesters left, but don't rely on it! These are both very valuable, and dangerous. These mounds contain Spice and when they are either fired upon or run over, they burst open and spread Spice into surrounding areas. The explosion of Spice releases valuable resources but is also dangerous and can outright destroy many units, so be careful. This deadly creature is attracted to vibrations, and can consume vehicles whole. Worm signs always precede their appearances, and intelligent commanders can predict their movements, and often outrun them. The only guaranteed safety is on solid rock, where the Sandworm cannot travel. Occasionally a building is also required before a new

unit becomes available, e.g. the MCV requires a Repair Pad and an upgraded Heavy Factory. The Upgrade button, located on the Sidebar, toggles the main menu and the upgrade menu. When pressed it changes the row of icons below it from available buildings and units, to a list of buildings that can be upgraded. To upgrade a building, simply leftclick on that building's icon. You may only upgrade one building at a time. Upgrading a building upgrades all buildings of that type. You can put an upgrade on hold by right clicking on the icon. A second rightclick will cancel the upgrade.

When you are finished, select the Main button to return to the main list of building and unit icons. To purchase units from the Guild, press the Starport button located next to the Upgrade button which toggles the row of icons below it from available buildings and units to a list of vehicles available for purchase. To cancel the selection, rightclick again on the icon. You can order multiple vehicles from the Guild, so long as there is stock available, and you have sufficient credits. Each time you leftclick on the icon, the number in the top left corner will increase by 1. This number shows how many of that vehicle you have ordered. Rightclicking on the icon will decrease the number ordered by 1. The price of the units varies depending on economic conditions around the galaxy, so it pays to check prices of vehicles by placing the cursor over the icon, which reveals the current price. When you have made your selection, click on the Purchase button at the bottom of the screen. If you leave the menu without making a purchase your order will be cancelled. After a period of time, your order will arrive at your Starport from the Guild. The mouse cursor on the battlefield will turn into a white Wrench. When the cursor is over a damaged building or unit that can be repaired it will rotate. Leftclick the Wrench on the building you want repaired. When repairing, a wrench will flash on and off on the building that is being repaired. The cost of repair will be deducted from your credits. Several buildings can be repaired simultaneously. A unit that is ordered to repair will drive back to the repair pad. If a carryall is available it will pick up a unit that is ordered to repair. Rightclick when you want to cancel out of repair mode. To stop repairs on an structure, leftclick on the structure. Leftclick on the building you want to sell. It will deconstruct, and you'll be credited a percentage of the structure's original cost.

With radar active you will see a small map of all the revealed areas of the battlefield. In multiplayer mode the radar button toggles you between displaying radar and displaying additional information on your enemy. These units will be more aggressive in defending the surrounding area, and in responding to enemy attacks that may not threaten them immediately. Hitting the "G" key while units are selected will also put them in guard mode. Your units will immediately stop attacking and return to your base. This can be helpful if you wish to repair specific units such as Harvesters, but don't have time to guide them back to your base. Engineers are unarmed but they allow you to capture enemy buildings. To do this, leftclick on the Engineer and place the cursor over an enemy building. If the building is a valid building that you can take, you will get an enter cursor. Depending on the structure you captured, you may be able to build some units that are normally unavailable to you. Your enemy may attempt to retake the building, so if you don't plan on attacking from within, sell it or be prepared to defend it! As the bar shrinks and turns red, it's closer to being destroyed. Units that are in the yellow and red will not function as efficiently as those that are green. In later missions, vehicles can be repaired if you build a Repair Pad. This will tell you at a glance how much your unit is carrying. When all the boxes are full, so is the unit. Click here to find out more about our usage. Or close this message if you're happy to proceed. To learn more about how we use your data and your rights please read our privacy policy. Easy to operate with variable browning control, gives you perfect toast, to your taste, every time. It comes complete with handy defrost and reheat settings, plus the removable crumb tray ensures that cleaning up is easy. We guarantee delivery of all in stock items within 7-10 working days of receipt of your order.

Delivery Charges Our charging structure for delivery charges are as follows Orders 39.99 and over Free Orders under 39.99 3.99 This applies to the total order value in your shopping basket

Express Delivery Charges Express Delivery is charged at 4.99 Orders will be delivered within 2 working days if placed before midday Express Delivery is not available for spares and accessories orders or orders containing both a spare and a product. Express Delivery is not available on Cookware orders Orders to Northern Ireland may take up to 3 days Delivery Queries If you have any queries relating to your order you can contact our Consumer Care Team, quoting your order reference number, who will be happy to answer your queries. The crumb tray is a great asset and well implemented. I don't understand why all toasters wouldn't have this feature! The reheat and defrost settings are invaluable for my purposes too as I store a lot of food in a freezer such as crumpets and all bread so to be able to drop it in and have warm toasty sandwiches or crumpets in double quick time is wonderful. Even the numbered dial has just the right range of heating options for anything you could want to toast. In short, a desirable and highly usable everyday essential. Buy with confidence! Toasting bread! Toasting is uneven side to side and top to bottom with striping across the slice. We toast our bread "landscape" and a slice of Kingsmill just fits in the slot at 140mm. We have had Morphy Richards equipment for years and consider it good quality, this replaces our old Morphy Richards toaster which failed after many years of service but this item has disappointed. Maybe we got a poor example. Having read a number of reviews, most people seem to be more concerned with whether the toaster looks good in their kitchen or matches the kettle rather than its actual performance or the size of the slot which, despite being important, is never mentioned in any toaster specification.

Easy to use Has a strong and smooth feel to it. Breads sit well and not visible from top of toaster when toasting. Does not take up a lot of space on worktop. Does not look chunky or monstrous eyesore. Cable can be extended. It sits underneath and you can unfold how much you need. Doesn't have a warming rack. Got it for 30% off at Argos so can't complain. It is based upon David Lynch's 1984 movie Dune, an adaptation of Frank Herbert's science fiction novel of the same name. While not necessarily the first realtime strategy RTS video game, Dune II established the format that would be followed for years to come. Originally released for DOS in 1992, Dune II was one of the first PC games to support the recently introduced General MIDI standard. The game audio was programmed with the middleware Miles audio library which handled the dynamic conversion of the game's MIDI musical score, originally composed on the Roland MT32, to the selected soundcard. This limitation was frustrating to owners of high-quality MIDI synthesizers such as the Roland Sound Canvas, because users could not play the game with both digital sound effects which MIDI synthesizers lacked and high-quality MIDI score. Westwood later published a revised setup utility to enable users select a different soundcard for each type of game audio digital speech, music, and sound effects. The Amiga floppy disk port is nearly identical in interface and game play to the PC version, albeit with less detailed graphics and frequent disk swapping the game came on five disks. Save games are stored on a specially formatted disk and the game could also be installed to hard drive. In the Amiga version the player is limited to 32 units, but patches exist to allow the DOS version to have 255 units created and managed. Other additions include a music test option and a tutorial that replaces the mentat screen.

Images from MobyGames Dune 2 Manual PDF Click the button below to download the Dune 2 PDF manual, this contains the answers for the Dune 2 copy protection. Dune 2 Download Click the button below to download Dune 2 Battle for Arrakis from My Abandonware. All Rights Reserved. Powered by Create Ecommerce. New oscillators, new filters, new effects and graphical envelopes are just some of the new additions. With a maximum reserve of 8320 oscillators at full polyphony, DUNE 2 is a true unison monster, unlikely to ever run out of oscillators. We recommend you upgrade to a newer version of Internet Explorer or switch to a browser like Firefox or Chrome. The game was also translated to German as Dune II Kampf um den Wustenplaneten. It was one of the first, if not first, Sega Mega Drive game to feature fully localized, spoken German language audio. The Mega Drive version features streamlined controls, gameplay tweaks, new levels and an entirely new set of

graphics. He states that there will be no rules of engagement. House Atreides believes an alliance with the local inhabitants of Dune, the Fremen, is the only way to establish rule over the Dune. The Noble House of Atreides is known for its tendency to negotiate with their opponents first, a tactic that will most likely fail in Dune. While they cannot produce Heavy Troopers, they will be able to deploy Ornithophers, giving them some amount of air power. Their special weapon is the Sonic Tank and their ultimate special weapons are the Fremen. It is a loosely allied group of merchants whose armies consist of mercenaries. They do not produce any weapons, instead purchase what they need and send them into combat. This insidious house believes that profits are everything and will stop at nothing until the profitable Spicemining business is completely under their control. Their special unit is the Deviator and their ultimate weapon is the Saboteur.

They can also produce Ornithopters but they develop them much later compared to the Atreides. Their desire is to take control of the Dune and take revenge from their hated enemy, House Atreides, drives them forward in their conquest of Dune. In House Harkonnen, power is never given; it is taken. If a soldier kills his commander and takes command, he is respected and feared by all. They do not produce Trikes and light infantry. Their special weapon is the Devastator and their ultimate weapon is the Death Hand missile. An MCV can be transformed to a Construction Yard by clicking on top of it, allowing the player to produce other buildings. Not armed at all, the MCV must be protected at all times. Slow and unarmed. They can, however, be used for capturing enemy buildings. Simply move troops toward the structure when buildings health is red. Soldiers will be lost during the attempt. They are slightly more useful in combat and can capture buildings as well. Cannot be produced by Atreides. Light armor and firepower means that it will be useful for reconnaissance but little else. It is even less useful in combat, however. Very useful for reducing enemy building to rubble, but cannot engage enemies in short range. Slow speed and low armor means it will need escorts. Very slow firing rate. They can also take damaged units to a repair facility but they will not bring them back. Can be brought down with rocket turrets. They are autonomous and cannot be directly controlled. Armed with guided missiles, it can engage enemy units from the air but attack frequency is low. They are autonomous and cannot be directly controlled. Very long range. Effect does not last too long however. It has no turret however and must turn towards the enemy, limiting its initiative. Devastator can be ordered to selfdestruct and cause damage to nearby enemies. While they cannot be controlled, these heavily armed troopers can wreak havoc among the enemy. Turrets cannot target them.

While it cannot be seen in the battlefield, it can be seen in the map and all units seem to target it. It is recommended to fire it to the middle of the enemy base for the maximum chance of a hit. If its health reduced to half, it will disappear momentarily. Atreides units, probably because of their alliance with Fremen, do not automatically attack them, so manual targeting will be necessary. Here are the instructions how to enable JavaScript in your web browser. Antispam by CleanTalk.