
SEGA
MEGA-CD
DUNE™
INSTRUCTION MANUAL

WELCOME TO ARRAKIS

This seemingly barren and uninhabitable planet - the third in the Canopus system - is home to no natural vegetation or ready water supply, only unpredictable, shifting sand and rugged rock formations. Powerful winds and violent electrical storms frequently whip up the heavy dust without warning, and toxic gases accumulate on low ground.

And yet indigenous life forms manage to survive: small mammals and insects, but most notably the giant sand worms and tribes - or 'troops' - of Fremen.

Arrakis - or 'Dune' - is certainly no holiday resort, but it is of great interest to outsiders ... Dune is the only source of Melange - or 'spice' - a substance which prolongs life and aids the seeing of visions, but its most powerful property is the folding of space to make interstellar travel possible.

The Emperor has decided that the Atreides family may mine spice from Dune - a right previously held by the Harkonnens, sworn enemies of the Atreides. The Harkonnens still control a third of the planet - and most of the Fremen.

The challenge is this: Paul Atreides, son of Duke Leto, must win the confidence of the Fremen before battling against the Harkonnens to remove them from Dune for good.

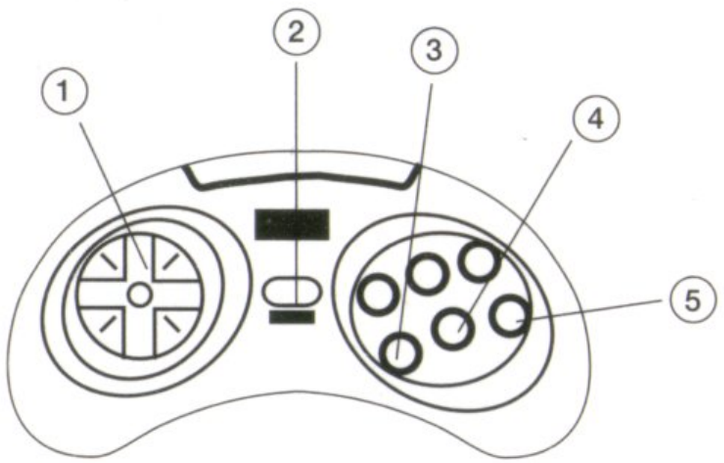
Dune is a voyage of discovery and adventure. There is much information not covered in this manual, but all will become clear as you play. Look, listen and learn - but above all, enjoy yourself!

TAKE CONTROL!

Before you begin to play Dune, take the time to familiarise yourself with the Control Pad's functions.

CONTROL PAD

1. DIRECTIONAL BUTTON (D-BUTTON)
2. START BUTTON
3. A BUTTON
4. B BUTTON
5. C BUTTON



TO BEGIN...

Following the Sega Screen and the Virgin and Cryo credits, the Emperor's daughter, Princess Irulan, will appear. Her description of the cosmos in the year 10,191 and the importance of the planet Dune sets the scene.

- Press the A Button to skip the history lesson.
- Press the Start Button to begin play.

You will then be presented with an introductory sequence that provides a taste of what's to come. This is followed by an overview of the Dune environment.

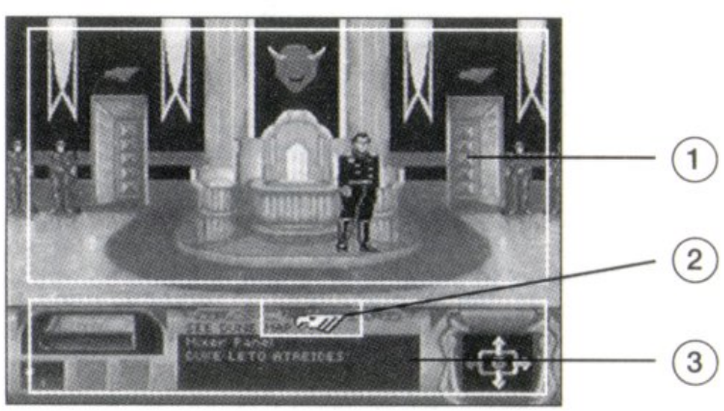
- Press the A Button to skip the introductory sequence.

And then ... Play begins with Paul standing in the main hall of the Atreides Palace.

WHAT YOU CAN EXPECT TO SEE DURING PLAY

The Main Display, as viewed through the eyes of Paul Atreides, is where all the action takes place.

1. THE MAIN DISPLAY
2. THE CONTROL PANEL
3. POINTER



THE CONTROL PANEL

Your interface to the world of Dune. All the commands and functions necessary to play are displayed here.

COMMANDS - Used to interact with the Dune environment. Entering a new location or selecting a command often calls up a more specific list, for example: the first commands you will see are 'SEE DUNE MAP', 'Mixer Panel' and 'DUKE LETO ATREIDES'. Selecting 'SEE DUNE MAP' calls up a new screen and three new commands: 'EXIT MAPS', 'GIVE ORDERS TO TROOP' and 'TAKE AN ORNITHOPTER'. Only available commands are highlighted. Further commands become available as play progresses. When there are more commands available than can be shown at once, select 'Others' to view further commands.

1. COMMANDS
2. COMPASS
3. THE BOOK
4. TIME ELAPSED
5. CHARACTERS WITH PAUL

ALL COMMANDS AND FUNCTIONS ARE SELECTED AS FOLLOWS ...

- Press the D-Button to move the Pointer so that its tip touches the desired command or function.
- Press and hold the A Button then press the D-Button to move the pointer in small steps.
- Press the C Button to select the command or function.

COMPASS - Only the available exits are highlighted. Inside the Palace, select the centre of the compass to call up a map of the current area in the Main Display. Your position is denoted by a red spot. Any characters in the area are shown as red crosses. Select the centre of the compass or the 'Done' command to remove the map.

TIME ELAPSED - Shows the number of days (Dune-time) which have passed since play began. A sun represents day, and a moon - you guessed it - night.

CHARACTERS WITH PAUL A - maximum of two characters can travel with Paul, and these two boxes show small representations of those characters. Select a character's box or the appropriate command to talk to the character. Note that when a new character is asked to join Paul, he or she replaces the character who has been with Paul the longest.

THE BOOK - Records information as you play. The further into the adventure you get, the more information becomes available. When you select the book, the display changes and new options and commands are presented.

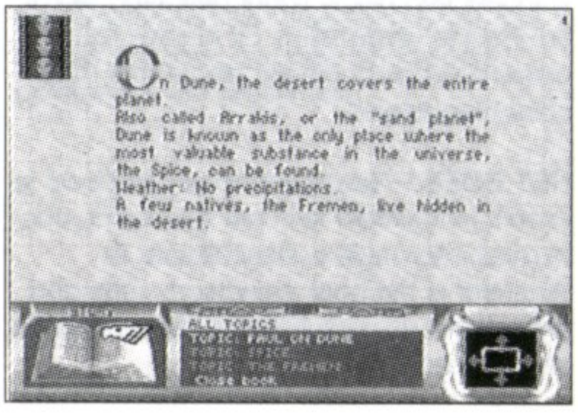
Select the pages to advance or backtrack through the book. The contents of each page is shown in full in the Main Display. When there is no more information to be displayed, the Dune credits will be shown instead.

Choose from 'ALL TOPICS', 'TOPIC: PAUL ON DUNE', 'TOPIC: SPICE' and 'TOPIC: THE FREMEN'. Select 'Close book' to return to play.

When you see this symbol in the top left-hand corner of a page, select it to view a digitised scene taken from the Dune film.

The Book





THE PALACE

A grand place full of stunning rooms - and previously inhabited by the Harkonnens, which is why you should beware of secrets. Inside Paul's bedroom in the Palace there is a mirror. Look at it and study the reflection. Looking at the mirror also calls up four options: 'RESTART', 'LOAD', 'SAVE' and 'Look away from the mirror'.

THE DUNE MAP

Select the 'SEE DUNE MAP' command to call up an overview of the area from which you can see information about any visible locations - and manipulate items (this will become apparent during play). At first, you can only see the Atreides Palace, three sietches and the Harkonnen Palace. As play progresses, the Dune Map will show more - including Harvesters, Ornithopters and Fremen troops. The colour of the Fremen troop reflects its current occupation (see THE FREMEN on page ??):

RED - is a fighting force.
YELLOW - is a mining unit.
GREEN - is an ecology troop.

An outlined troop on the map shows that it is not yet convinced by Paul's intentions. A second visit may be required! Select a troop to find out details about it.

Note that unless you have entered the selected location, the only information presented will be its name. As you will see, travel commands also become available.

Select 'EXIT MAPS' to return to the previous screen.

THE SPICE DENSITY MAP

Accessed by the 'SEE SPICE DENSITY' command (which is not available at first). The density of spice in the area is represented by a brown colour on a map. The lighter the brown, the more dense the spice. A muddy grey colour shows areas that have not been prospected. At the bottom of the map you are shown the number of Fremen troops occupying the current location (the colour of the troop reflects its current occupation).

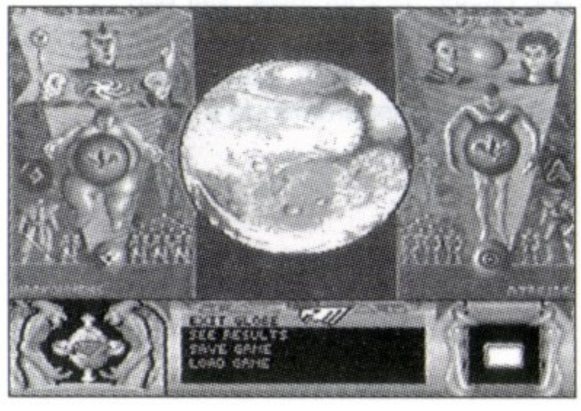
Use the compass to move around the map. Select the box in the top left-hand corner of the map to put it away.

THE DUNE GLOBE

Calls up an overview of the entire planet. A blue arrow shows your current position.

Select the 'ROTATE GLOBE' arrows to turn the Dune Globe through its axis.

Rotate Globe:-Paul's Current Position



SEE RESULTS - View more detailed information about your performance. A new screen will be presented ...

Areas under Atreides control are shown in blue. The Harkonnens control the areas in red. The time spent on Dune is shown along with specific details about the Atreides and Harkonnen performance so far - for example, the amount of controlled areas of spice and the number of people sympathetic to each side. The arrows above the amounts (represented by bars) reflect a variation based on the previous day's performance - arrows pointing up and down show an increase and decrease respectively, and an arrow pointing to the right shows no change.

Select the 'EXIT GLOBE' to return to play. Select 'STANDARD VISION' to return to the Dune Globe.

CHARISMA - reflects Paul's success and determines his power. For example, Paul's Charisma rises when he persuades the Fremen to work for him.

SAVE GAME - is used to store your current status. You can save two positions - named by the current (Dune-time) date. Note that saved positions are not lost when you turn off the Mega-CD.

LOAD GAME - allows you to select the previously saved position you wish to play.

OPTIONS & QUIT GAME - calls up the Mixer Panel.

THE MIXER PANEL

Select this command to call up this screen. You may now fine-tune aspects of the Dune program to suit your taste.

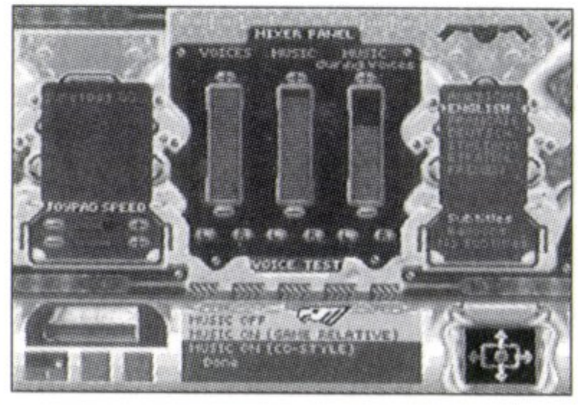
Select the '+' and '-' buttons shown above and below the following options to adjust the respective volume levels: 'VOICES', 'MUSIC' and 'MUSIC DURING VOICES'. Select the 'L' or 'R' buttons to adjust the individual left and right speaker volumes.

VOICE TEST - A snippet of speech provides a preview of the sound settings.

JOYPAD SPEED - The top bar shows the speed of the Pointer, and the bottom bar denotes the sensitivity of response to D-Button presses. Use the '+' and '-' buttons to increase or decrease the speed and sensitivity to your liking.

LANGUAGE - Choose from 'AMERICAN', 'ENGLISH', 'FRANCAIS', 'DEUTSCH', 'ITALIANO', 'ESPANOL' and 'FREMEN'. American, English and French users will be able to listen to the speech in their native tongues. German, Italian, Spanish and Fremen users need to use the Subtitles option. All text shown in Dune will be displayed in the chosen language.

The Mixer Panel



TEXT - The spoken words can also be seen on screen. Choose from 'Subtitles', 'Balloons' or 'No subtitles'.

MUSIC OFF- Removes the soundtrack.

MUSIC ON (GAME RELATIVE) - The music played will suit the current location.

MUSIC ON (CD-STYLE) - All the music featured in Dune is played sequentially - like an album.

DONE - Return to play.

CONVERSATION - It's imperative that you talk to people. The names of any characters you can converse with in the current location are shown as commands. To talk to a character, first select their name. If they have anything to say, it will be said (and the text will be shown if the relevant option is active) in short phrases. A list of new commands will appear:

"TALK TO ME" - Prompts the character to continue talking.

"COME WITH ME" - Join Paul in is quest.

"STAY HERE" - The character who has joined Paul will remain at the current location.

"WHAT?" - Repeat the last spoken phrase.

STOP TALKING - Return to the previous screen.

THE FOLLOWING ARE KEY CHARACTERS IN DUNE.

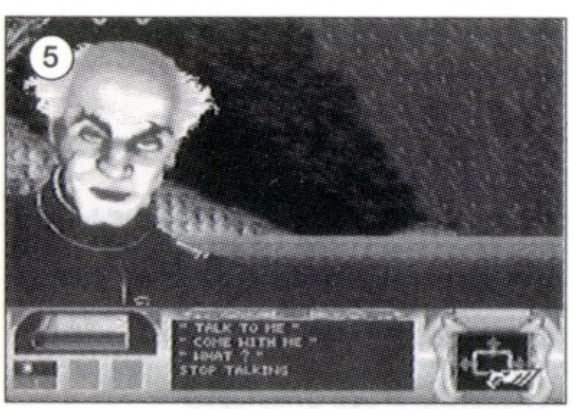
1. **DUKE LETO -** Paul's father and head of the Atreides family. Visit the Palace for his advice.
2. **LADY JESSICA -** Paul's mother has great power. Her knowledge of the Palace is second to none.
3. **DUNCAN IDAHO -** A close friend of the Atreides. He is an expert on spice production and keeps track of spice stocks and advises on shipments.
4. **THURFIR HAWAT -** The Atreides' Mentat - a strategist and an advisor.
5. **GURNEY HALLECK -** Make maximum use of his talents as a negotiator and military instructor.
6. **THE EMPEROR -** As head of the empire, the Padishah Emperor Shaddam IV is the most powerful character in the Dune adventure. He expects a healthy percentage of the spice mined on Dune, so do not disappoint him - keep up your stocks. The Emperor will send his dreaded Saudaukar troops to visit anyone who dares cross him.













TRAVEL

There are two methods of getting around Dune: using an Ornithopter or a sand worm (not available at first).

THE ORNITHOPTER

The command to use this helicopter-like craft only appears when you are in the same location. Once you have entered an Ornithopter you may choose your destination.

A map shows all known locations in either blue (Atreides) or red (Harkonnen). Use the Compass to move the map view. To choose your destination, simply select the appropriate grid sector.

Selecting a destination in an Ornithopter



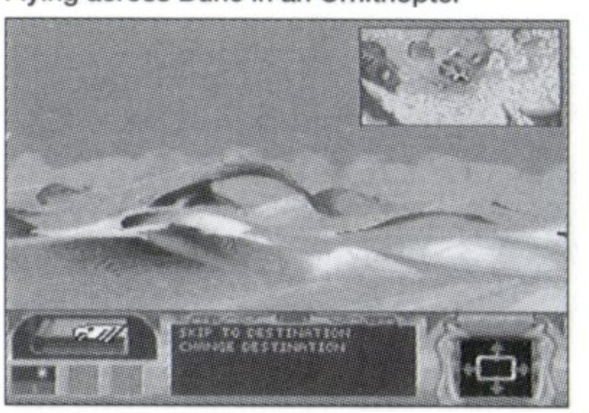
During flight, a small map of the area is shown in the top right-hand corner of the screen (a blue line shows your route so far), and two new commands become available: 'SKIP TO DESTINATION' and 'CHANGE DESTINATION'. It's not always wise to skip to the destination as you may overlook a hidden location. Certain characters will notice if there is an unexplored location in the area - select the command 'GO TOWARDS THIS PLACE' when it appears.

When you see three arrows in the bottom right-hand corner, use them to influence the general direction of the Ornithopter.

SAND WORMS

Or shai-hulud. Giant, deadly creatures which tunnel beneath Dune's surface. They home in on rhythmic sounds, emerging to swallow up whatever is above. As Paul's powers grow, he can use a sand worm to travel. When the opportunity arises to call a sand worm, ensure that you are standing in the desert.

Flying across Dune in an Ornithopter



THE FREMEN

A race native to Dune (although it's thought that they are in fact descendants of the survivors of an ancient spaceship wreck), the Fremen are fierce fighters who have reluctantly succumbed to Harkonnen rule. They live in caves called sietches.

The Fremen dream is to make Dune flourish and become more habitable. An ancient Fremen prophecy foresaw the arrival of a Mahdi - 'The One Who Will Lead Us To Paradise' - and a Lisan Al Gaib - 'Voice From The Outer World' - who would free them from oppression. Could this be you?

The Fremen are quick to learn new skills - provided you show them the way. When the time is right, 'SPECIALISE' commands will become available.

MINING SPICE

Spice is first mined to extract it from the desert, and then harvested with Harvesters. The Fremen are best suited to mine spice, so contact as many sietches as possible and persuade them to mine for you. Few sietches have the facility to mine spice at first - find out how to help equip the Fremen with the relevant knowledge.

The Emperor will inform you when he wants his next spice shipment. Duncan Idaho will advise you.

DISTRIBUTING EQUIPMENT

Having chosen a Fremen troop on the Dune Map, any equipment it holds is shown. Selecting the 'MODIFY EQUIPMENT' command allows you to take the equipment and allocate it to a new troop. Only equipment in use is shown on the Dune Map.

MOVING TROOPS

Having chosen a Fremen troop, select the 'MOVE TROOP' command. The troop's destination is determined on the Spice Density Map.

CONFLICT

Once you have managed to form an army to attack the Harkonnens, you can use the Dune Map to select a Fremen fighting force and determined its target.

Note that it takes time for an army to be trained, but the process can be sped up - try talking to Gurney Halleck. The better trained and equipped the Fremen troops, the more chance they have of overthrowing a Harkonnen force. The Fremen force will automatically attack once it is in position (which may take a few Dune hours).

EQUIPMENT

There are four types of weapon.

CRYSKNIFE - A sacred Fremen fighting tool for close-quarters combat.

LASGUN - A low-powered but effective hand-held laser pistol.

WEIRDING MODULE - A voice-powered unit which concentrates sound to become a powerful weapon.

ATOMICS - Nuclear weapons - found only in conquered Harkonnen fortresses.

ESPIONAGE

Fremen fighting forces in sietches close to Harkonnen fortresses may be used to discover important information. Fremen troops on spying missions can be ordered to attack at any time, but there is a risk of them being captured.

ECOLOGY

It is imperative that you help the Fremen turn their dream into reality. Your assistance will increase their motivation (and consequently spice production) and seriously hamper the Harkonnen progress.

HOLD IT!

If you need to pause for thought ...

- Press the Start Button during play to freeze the action.
- Press the Start Button when the action is frozen to resume play.

PLAYING ADVICE

- Explore as much as possible. Take note of what's said and act on the advice. In the beginning, Paul's mother will point you in the right direction ...
- Keep talking to characters moving with you - they respond to information from other characters.
- IIf you think you are stuck, talk to everyone again and pay more attention to the information given. Most characters will tell you of new places to visit or faces to meet.
- Try not to get lost in the desert.
- Ornithopters are useful for spotting sand worms.
- Captured fortresses may contain Fremen prisoners and Harkonnen captains with important information.
- Beware! The Harkonnen presence will become more apparent as play progresses. You may not see them but you will be warned when the Harkonnens are close.

- Abandoned sietches often hold Harvesters, Ornithopters, weapons and other useful items. Persuade the Fremen to search the area.
- Visit all sietches and persuade as many Fremen as possible to work for you.
- The Fremen's spice mining skills will improve with time.
- Use the Dune Map to keep track of the Fremen troops' actions. They will only stop what they are doing if they run out of equipment or motivation is low. Regular visits to the Fremen will boost their motivation.
- If a character feels that their skills are not appreciated by you, try visiting them later ...
- A large shipment of spice to the Emperor may keep him happy for a while.