

Dune 200 Manual



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Book Descriptions:

Dune 200 Manual

The story is told with full motion video starring actors such as John Rhys Davies. The player takes control of one of the three Houses and must fight for control of the spice melange on the planet Arrakis, or Dune. Please check your inbox, and if you can't find it, check your spam folder to make sure it didn't 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. 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 desertydwelling sand warriors, the Free Tribes of Dune. <http://www.saadawi1.net/upLoadedFiles/other/dbisam-manual.xml>

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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. 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. <http://acilperde.com/userfiles/dbisam-odbc-manual.xml>

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. The situation on Arraskis is critical. I have collected the informationFredericks political gamble has proved dangerous. Desperate for spice, heWe have considerable selfinterest in this war. Arrakis is the only knownWe must make certainI hope this report is useful to you. Please let me know if there isYour Servant. Lady Elara Moray TrieuThe Emperor Frederick IVRemoved from the throneIn this effort he has incurred aAs you know, Arrakis isThe Emperor is extremely anxious toHe has made this offerHarkonnen, and granted them special concession to mine the spice.Our spies are in place, andTerrain. The planet surface is covered by endless dunes. There is no vegetation, andMiles of barren deserts holdShalves and mountainWeather. Nearly uninhabitable, Dune is extremely hot and oppressively arid.Indigenous Lifeforms. Two known species represent the native lifeforms of Dune Fremmen and Sand. Worms. Legends suggest the Fremmen are descended from survivors of anAlthough reclusive and secretive, the. Fremmen and quite numerous. The mystery of their survival in these hostileThe Sand Worms travel easily beneath the surface of the sand. A possibleOften called Melange, Spice serves many purpose.

It makes interstellarSpice can also prolong human life. Those who consume Spice regularly canThe widespread use of spice as a component ofSpice is a rare and valuable commodity. It is used in

trade, barter, andWe, the Bene Gesserit know theWe must watch Arrakis closely, to insure our flow of Spice is notMost vehicles on. Dune are specially designed to travel upon this terrain. Sand Worms are aMountains are impassiblePlanet Information. Caladan, home planet of the Atreides, has a warm, calm climate and theThe rich soils and mild weather support anIn recent centuriesCaladanian peoples. House Profile. House Atreides has been prominent for thousands of years and has a longTheir people are loyal,Both intelligent and noble, the AtreidesUnusual devotion toAccording to allOur sources indicate that the Atreides campaign on Dune is being advised byAs expected, the Atreides have been passivePlanet Information. The home planet of the Ordos is a frigid and icecovered world. We presumeHouse Profile. Our sources indicate the House Ordos represents a cartel of wealthyHouse is unaffected by their long history of manipulation, trickery, andRecent reports suggest the cunning Mentat, Ammon, is in charge of Ordos. Dune operations. This is a rare opportunity to get a clear view of Ammon inPlanet InformationHouse Profile. House Harkonnen is the most savage House in the universe. The HarkonnensTheir military organization changes constantly and is almost impossible toOur current reports on House Harkonnen indicate their Dune strategies areA true Harkonnen, RadnorThe Harkonnens on Dune have spent mostWe doubt theyThey seem convinced thatThe combination of Radnors lustWe shall continue toConcrete Slab. Type Foundation Weight 1,469 kg. Armor Medium. Concrete Slabs may serve as roadways and make up the foundations that areConcrete Slabs cannot be repaired ifWalls. Type Defensive Wall Weight 2,245 kg. Walls can be used for structure enhancement and fortification purposes.Wind Trap.

Type Power Plant Armament none. Armor Light Generators ESkort 650 hp EL2AThe Wind Traps provide power and water to an installation. Large,Refinery. Type Industrial Facility Armament none. Armor Medium Capacity 1000 spice units. The Refinery is the basis of all spice production on Dune. HarvestersRefined spice is automatically distributed among the silos for storage. All. Refineries will be provided with a Harvester. Spice Silos. Type Storehouse Armament none. Armor Light Capacity 1000 spice units. Spice Silos hold harvested spice. When the Refinery completes theOutpost. Armor Heavy. The radar capabilities of an Outpost are used for military commandTurret. Type Ground Based Turret Elevation 0 degrees to 20 degrees. Armor Heavy Range 100m. Armament 105mm cannon. This stationary turret fires armorpiercing rounds at a close range. Turrets are maintained by a single tactical ground commander, who handlesTurrets will fire on any enemy units within range. Rocket Turret. Type Ground Based Turret Elevation 0 degrees to 20 degrees. An upgraded version of the standard Turret, the missile turret also has longThe additional missile launchers areConstruction Yard. Type Production Facility Armament none. A Construction Yard is required to build any new structures. It containsBarracks. Barracks are required to produce and train Light Infantry units. WOR Trooper Training Facility. The WOR facility produces Heavy Trooper units by providing advancedLight Factory. The Light Factory produces small, lightly armored, combat vehicles. A Light. Factory must be built before a Heavy Factory can be constructed. Heavy Factory. The Heavy Factory produces large, tracked, military or spice harvestingHigh Tech Factory. The High Tech Factory produces airborne unit, such as the Carryalls. Repair Facility. A Repair Facility is required to repair damaged vehicles. Credits areIX Research Center. Type Technology Facility Armament none. The IX facility provides technology updates on structures and vehicles.

Special weapons and prototypes may also become available through the. Research Center. Starport. Type Advanced Structure Armament none. The Starport allows you to engage in intergalactic trading with the. Merchants Guild. They provide a trading market for vehicles and airbornePalace. Type Capitol Building Armament none. Palaces are awarded to chosen leaders who show great bravery and prowess inThe Palace will alsoMany Palaces featureHarvester. Type Spice Recovery Vehicle Armor Medium. Armament none Crew 5. The Harvester seperates spice from the sand. Unusable sand is then dumpedOnce filled, the Harvester will automaticallyMCV Mobile Construction Vehicle. Type Base Deployment Vehicle Armor Medium. Armament none Crew 15. The MCV scout vehicle is used to find rock outcroppings suitable forUpon locating an appropriate site the

MCV Infantry. Type Ground Based Military Units Armor Light. Armament 9mm RP Assault Rifles Units 1 to 3. Infantry consists of lightly armored foot soldiers, equipped with 9mm RP Infantry have a limited Troopers. Armament 10mm Rotary Cannons; Units 1 to 3 Troopers are armed with 10mm Rotary Cannons firing armor piercing Troopers wear heavy, mechanized power Trike. Armament Dual 20mm cannons Crew 2. The Trike is a lightly armored, three wheeled, vehicle which fires armor Quad. Type Light Attack Vehicle Armor Light. Armament Dual 30mm cannons Crew 2. The Quad is a lightly armored, four wheeled vehicle which fires armor The slower Quad is stronger than the Trike in Combat Tank. Type Medium Battle Tank Armor Medium. Armament 155mm gun Crew 2. The Combat tank is a medium armored, tracked tank firing high explosive Missile Tank. Type Battlefield Support Vehicle Armor Medium. Armament Missile launcher Crew 3. The Missile Tank fires a battle support missile similar to the Rocket Turret. The Missile Tank has long range strike capability, and although inaccurate, Siege Tank. Type Main Battle Tank Armor Heavy. Armament Dual 155mm cannons Crew 3.

The Siege Tank is a tracked vehicle with dual cannons. These cannons fire It has twice the armor, and is slower than most Carryall. Type Airborne Unit Armor Light. Armament none Crew 4. The Carryall is a lightly armored aircraft with no weapons. It is able to Carryalls are utilized Ornithopter. Type Close Support Attack Aircraft Armor Light. Armament Battle Support Rockets Crew 2. The Ornithopter is a lightly armored aircraft capable of firing battle Ornithopter is highly maneuverable and the fastest aircraft on Dune. Sand Worm. Type Creature of Dune Armor Heavy. The Sand Worms are indigenous to Dune. Attracted by vibrations, they Sand Worms are Fremmen. The Fremmen are native to dune. Elite fighters, the Fremmen familiarity Informed sources Sonic Tank. Type Advanced Battle Tank Armor Medium. Armament Sonic Amplifier Crew 2. Developed by the Atrides, this enhanced tank utilizes sound waves Deviator. Type Battlefield Support Vehicle Armor Medium. Armament Missile Launcher Crew 3. The Ordos Deviator is a standard Missile tank which fires a unique warhead. The warhead contains a nerve gas that does not damage vehicles or Raider. Type Quick Strike Vehicle Armor Light. The Ordos Raider is similar to the standard Trike, however, it sacrifices Saboteur. Type Espionage Unit Armor Light. Armament Unknown Crew 1. The Saboteur is a special military unit belonging to Ordos. Trained in the Death Hand. Type Battlefield Support Missile Guidance Inertial. Dimensions 8.12m length Range 1120km. Warhead h235 HS cluster bomb House Harkonnen. The Death Hand is a special weapon based at all Harkonnen Palaces. This Devastator. Type Advanced Battle Tank Armor Heavy. Armament Dual 190mm guns Crew 3. Developed by the Harkonnens, this tank fires dual plasma charges. It is the The Devastator is nuclear Sardaukar. Type Ground Based Military units Armor Light. Units 3 House Emperor. The Sardaukar are the Emperors elite troopers.

They have superior If you wish to skip subsequent To start the game select Choose a House by clicking on one of the three heralds with the mouse, or You may then accept Once you decide which House you'd like to play, After the mission briefing, your Mentat will give you advice to help you After the Mentat's advice, you can click on the Mission Your first mission will be to fill a spice quota. This can only You will be given several military Structures erected on bare rock do Credits Meter Building structures and units takes Text Window Tactical Window In this window, you will see exactly You can manipulate structures Command Window For example, if you want information Radar Window It will display your Mentat Button Options Button This menu lists the Construction Yards commands will be located in the Command Window, found Yard will produce a concrete slab. Notice the percentage of completion as Once complete, the. To place the concrete slab, You will now be ready to build another structure. If you wish to see a list of other structures you are capable of building. This will take you to the Production Screen. Window. these visible portions are caused by the sight range of your units. If you send units into the dark areas, the terrain will become revealed to Beware! just because you can't see an enemy unit doesn't mean he can't see Window. The Radar Window movement occurs as you move around the Tactical. Window or with your mouse. To move with your mouse click on the

white box To move around the Tactical Window using the mouse place the mouse cursor Name Picture
Button Damage Indicator When a structure is damaged its operating Repair Button To repair
a Repairing a Production Button Foundation Indicator For concrete it indicates its To build structures
on dune you will need a Construction Yard.

First, If at any time you wish to stop production of that structure, click on the Move the cursor over a
portion of rock or The new structure will now be In the event that you do not Hint Structures can only
be placed on Rock or Concrete. All structures Yellow cursor means that there is insufficient concrete
to place the A Red cursor means that How TO BUILD UNITS. To build units on Dune you will need a
production facility such as Light. Factory or Barracks. The production of units is done in the same
manner as Carryall will pick up the completed unit and place it nearby. A message Those newly
deployed units A production facility is a For example, the. Construction Yard produces structures
while the Light Factory produces. Trikes and Quads. To see what a production facility is capable
of This will take you into Text Window Selection List Directional Arrows Image Window Foundation
Indicator For concrete it Build This Button Resume Game Button Upgrade Button All items that These
items cannot be produced until The cost of the upgrade will be If you wish to You may notice the first
item on the Selection List is selected and its In the Text. Window appears the name and the cost of
the highlighted item. To select the If you do not wish to produce anything at The Purchase Screen To
see what items are available This will take you to the. Purchase Screen. Invoice Button Text
Window Selection List Plus Button Minus Button Directional Arrows Image Window Send Order
Button Resume Game Button You may notice the first item on the Selection List is selected and its In
the Text. Window is the name, cost, and quantity ordered of the item selected in the. Selection List.
To select the next item in the Selection List click on the When you have highlighted the item you wish
to purchase, click on the Plus Meter. If you wish to remove that item from your invoice, click on the If
you do not have enough credits When you are ready to send your order you may wish to consult your
invoice.