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## **Getting Started**

Dune 2000: Gruntmods Edition requires the following in order to play:

- Pentium 90 processor or higher (Pentium 4 or higher recommended)
- Video Card that supports at least 16bit color and has at least 2MB of video memory (Intel Integrated 3000 or higher recommended)
- 16MB of RAM or more (512MB or more recommended)
- 1.5GB or more Hard Drive space available (20GB or more recommended)
- Windows 98 operating system or higher (Windows Vista, 7 or 8 recommended)
- Internet Connection of at least 512 kbps download speed (Only required for initial download, 2mb or higher recommended for optimal download speed)

He who controls the spice controls the galaxy. The emperor has issued a challenge to the three major houses, whoever can harvest the most spice controls dune. With no set territories or rules of engagement, it is up to each house to eliminate the competition and gain control of the planet.

## **Installing the Game**

Dune 2000: Gruntmods Edition is based on the original game “Dune 2000”, containing numerous gameplay improvements and bug fixes. As such, the game can only be acquired through digital download from Gruntmods Studios.

To begin, visit [http://gruntmods.com/?page\\_id=19](http://gruntmods.com/?page_id=19) and scroll to the bottom of the page. Select the link under “Download Dune 2000:GruntMods Edition” to download the game installer to your computer. All the available links will work, but for this example we will use the “(Direct)” link.

NOTE: If the link does not work, you may use the BitTorrent or Magnet links, however these require a BitTorrent client to be installed on your computer.



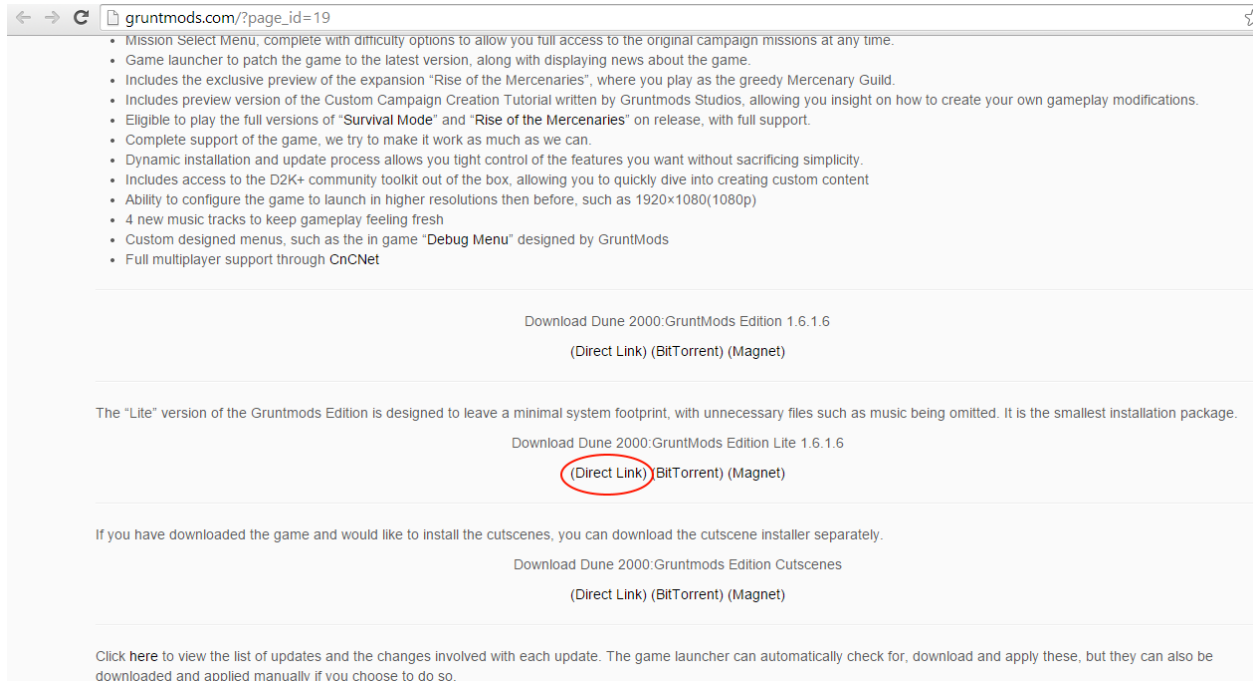


Figure 1

If asked whether to run or save the file, select "Save".

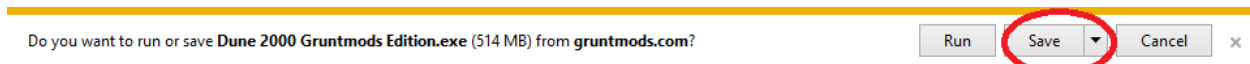


Figure 2

The download may take some time on a slower internet connection. If your internet connection is slower than 1mbps, you may wish to attempt downloading the game from another location with a faster internet connection and attempt transferring it to your computer afterward, or use the BitTorrent link (which requires a BitTorrent Client to be installed).

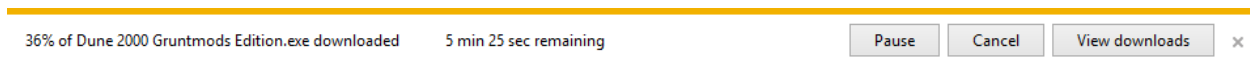


Figure 3

Note: Depending on your web browser, you may receive a warning indicating the file is possibly unsafe. This is a false warning based on the file type of the installer. Select the actions button, then select "more options", and finally, "run anyway".

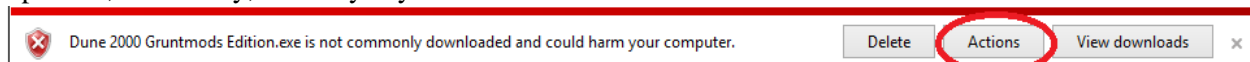


Figure 4

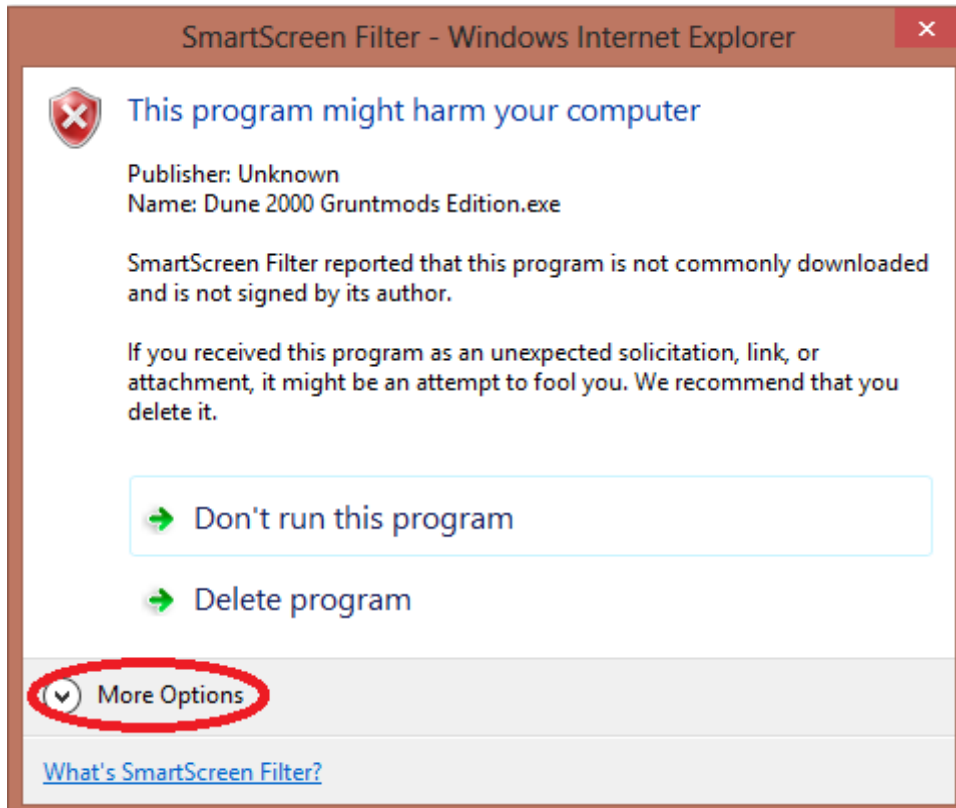


Figure 5

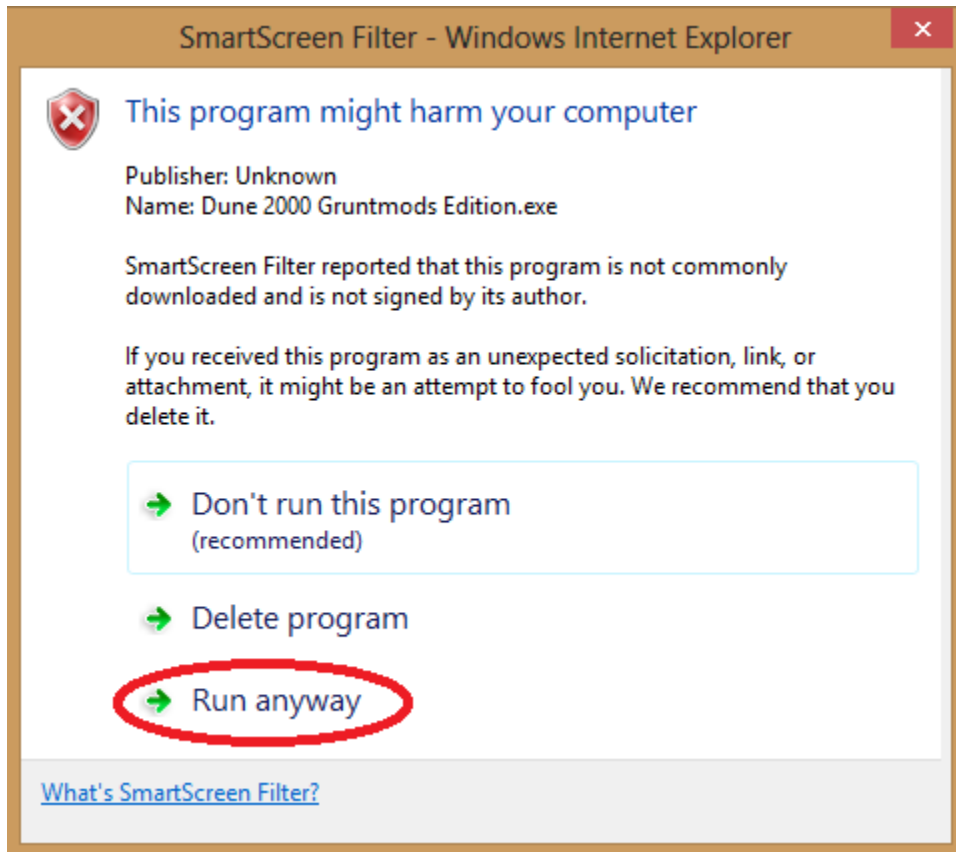


Figure 6

Depending on your version of Windows, you may be asked if you want to allow the program to make changes to the computer. Select "Yes", or the program will close without installing the game.

After a few seconds, you will be presented with an installation wizard. Select “Next” to continue the installation.

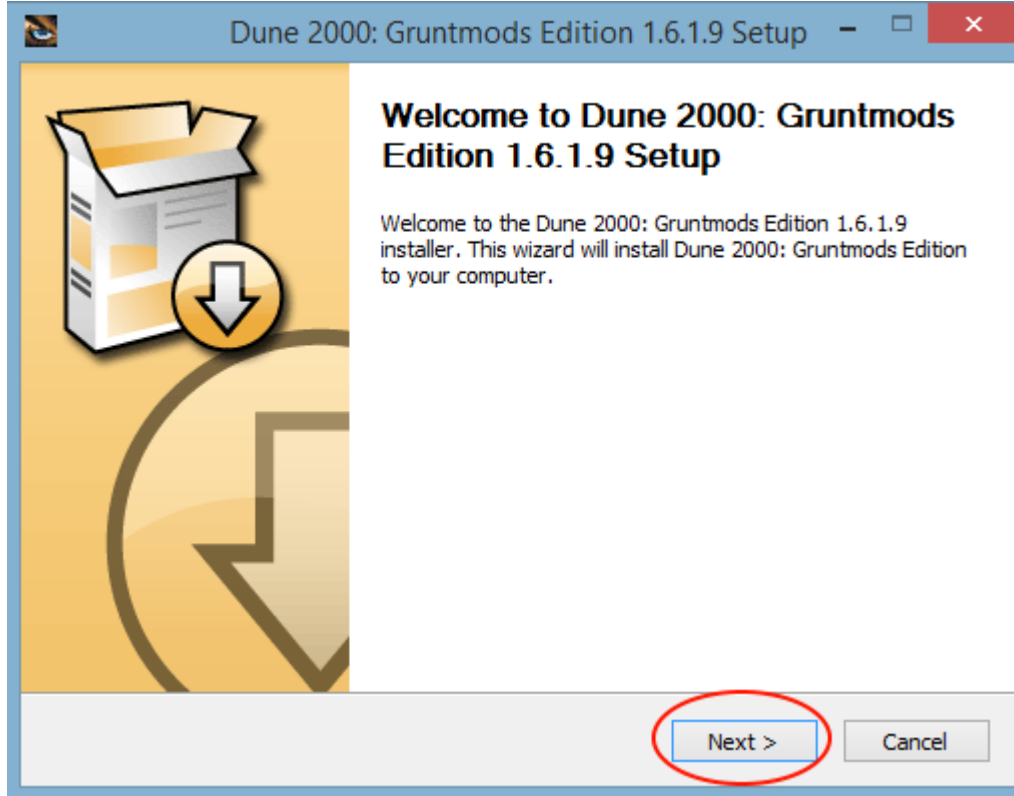


Figure 7

At this point, you will be presented with the licence agreement. Please read the agreement and select next. You can opt to not agree to the licence agreement by canceling the installation, however this will cause the game to not be installed.

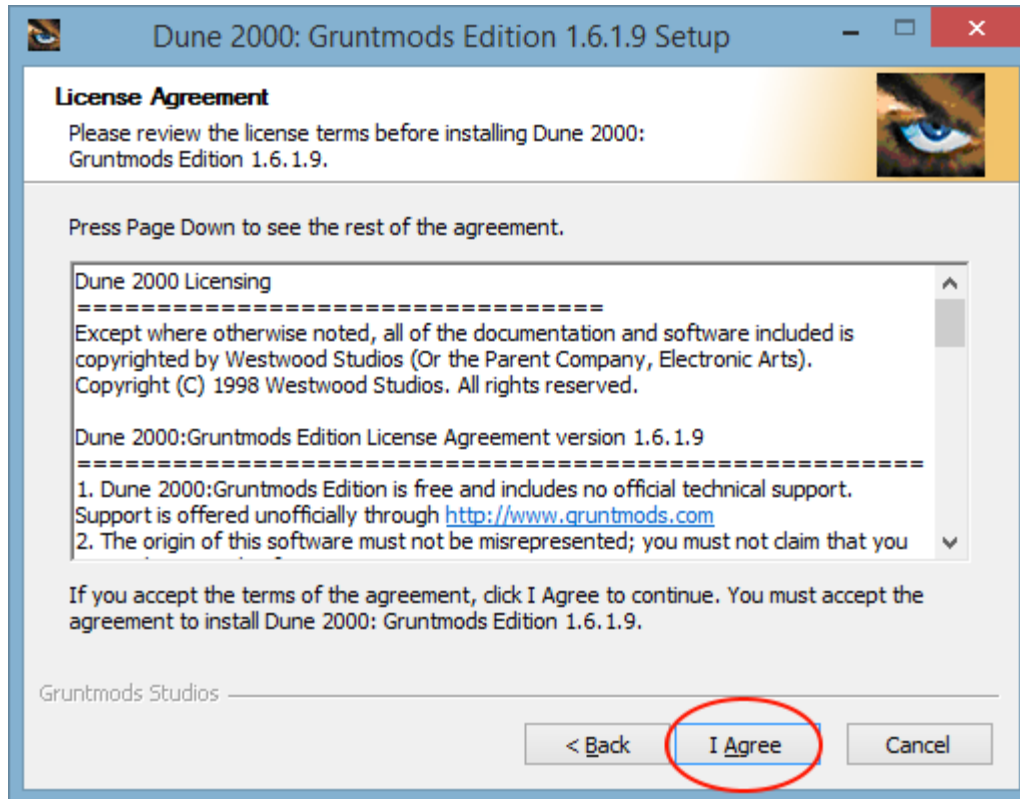


Figure 8

The next section of the installer will allow you to select the components of the game you wish to install. D2K+ is an optional add-on that allows you to make changes for the game and is entirely optional, but you will need to install the core game. Select the components you wish to install and select “Next”.

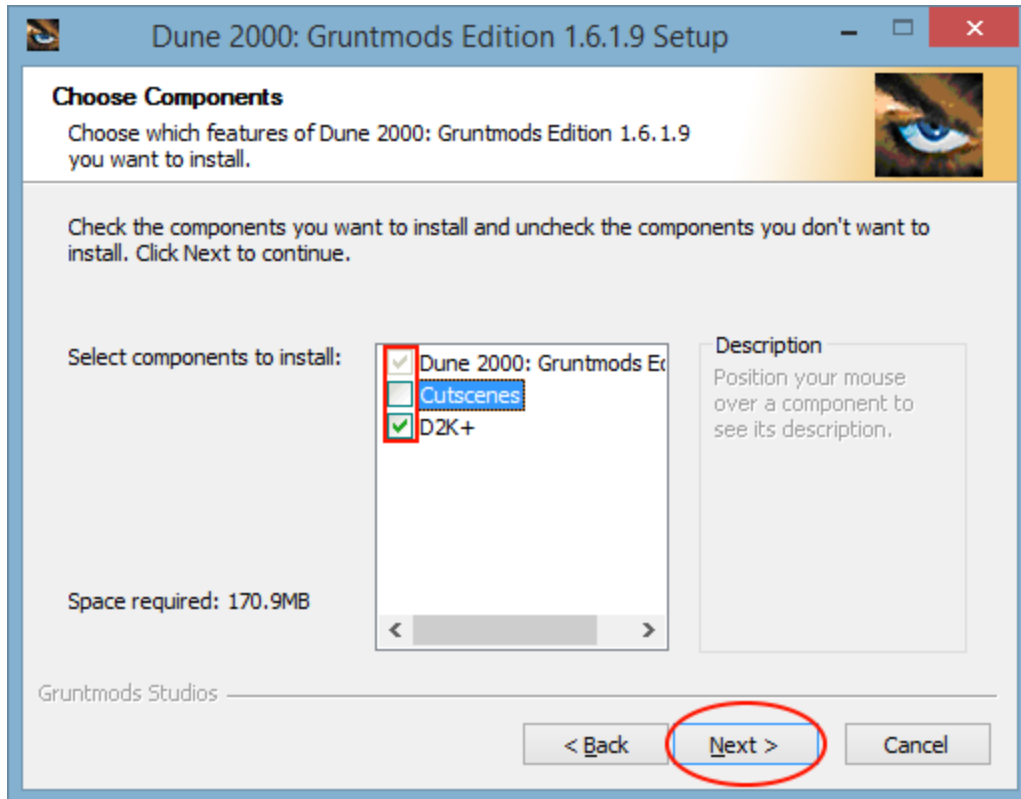


Figure 9

The next section of the wizard will guide you in choosing your install directory (where the game files will be stored on your computer). By default, the location will be “(your windows drive)\(Your Program Files)\Gruntmods Studios”. If you choose to modify this directory (Figure 11), it is recommended you create a folder called “Gruntmods Studios” to install the game in, as it will optimize compatibility with other tools and programs from Gruntmods Studios, however it is not required that you do so. Click “Install” when you have chosen your install directory.

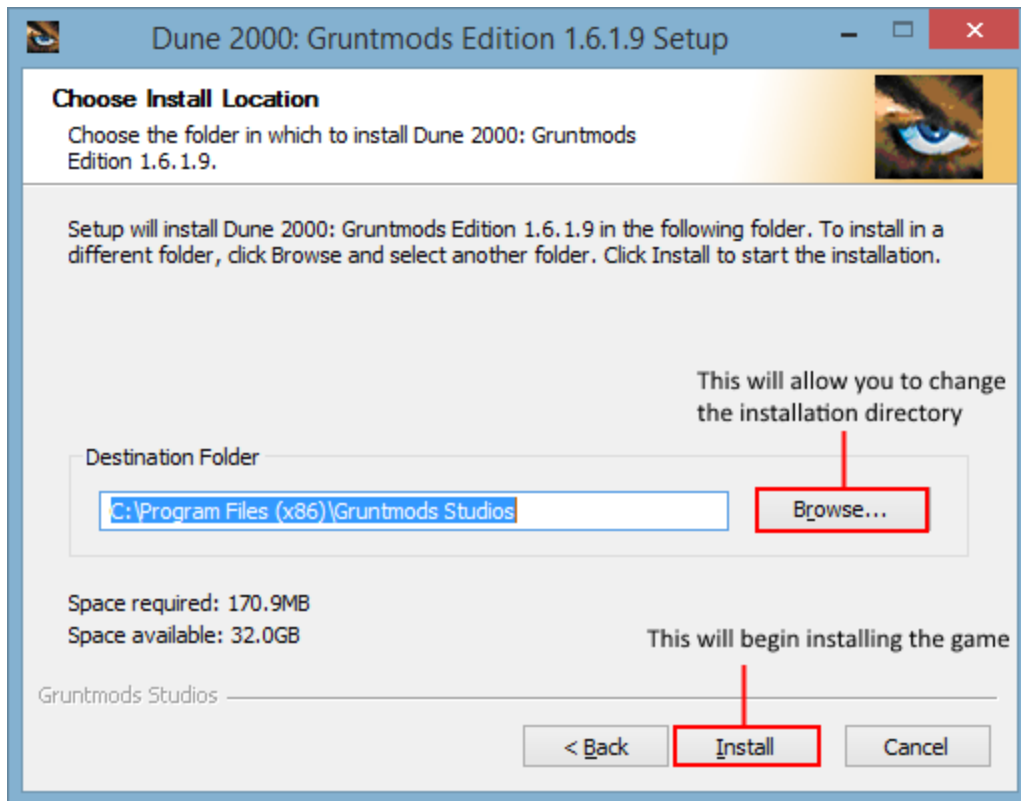


Figure 10



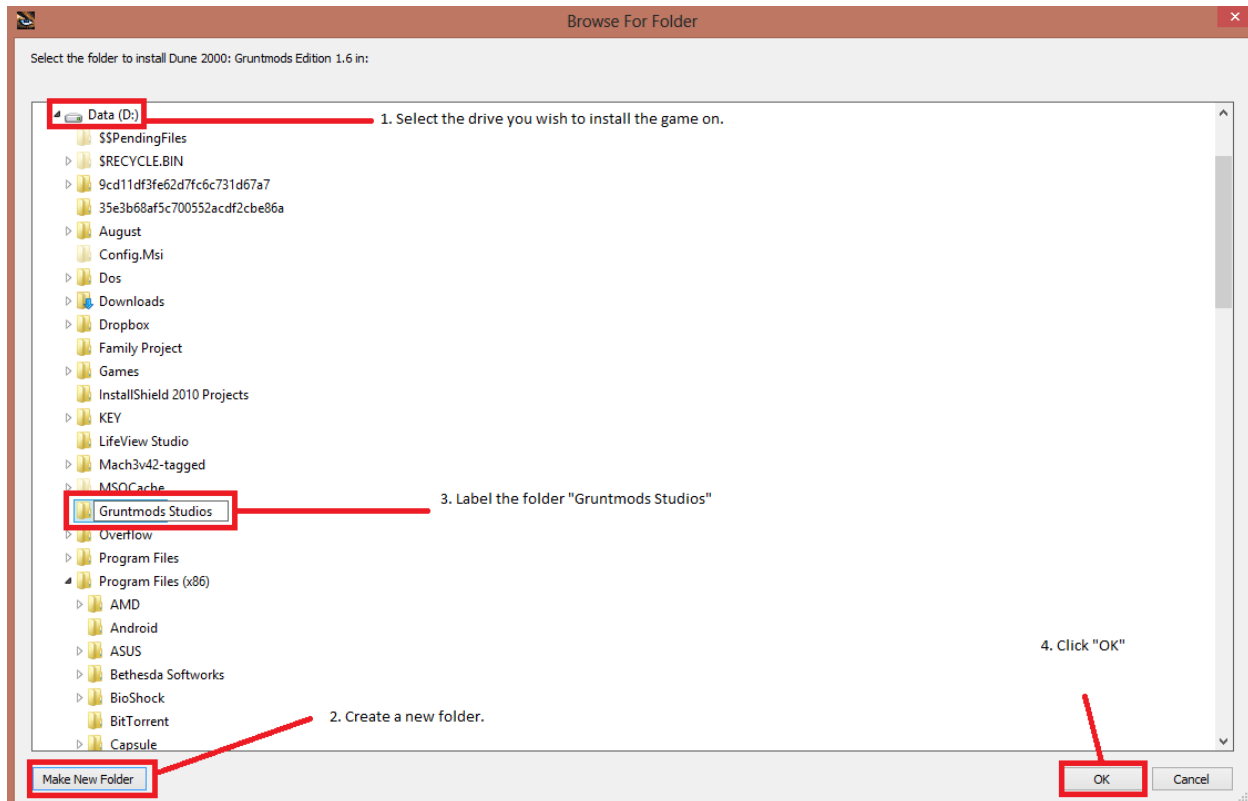


Figure 11

The installer will now begin installing the game. After installation is complete, the wizard will automatically advance to the next screen. You will be asked if you want to configure the game, if you say no you can configure it later from the launcher. From the configuration screen, you can choose the game resolution and edit the in game hotkeys. (figure 13).

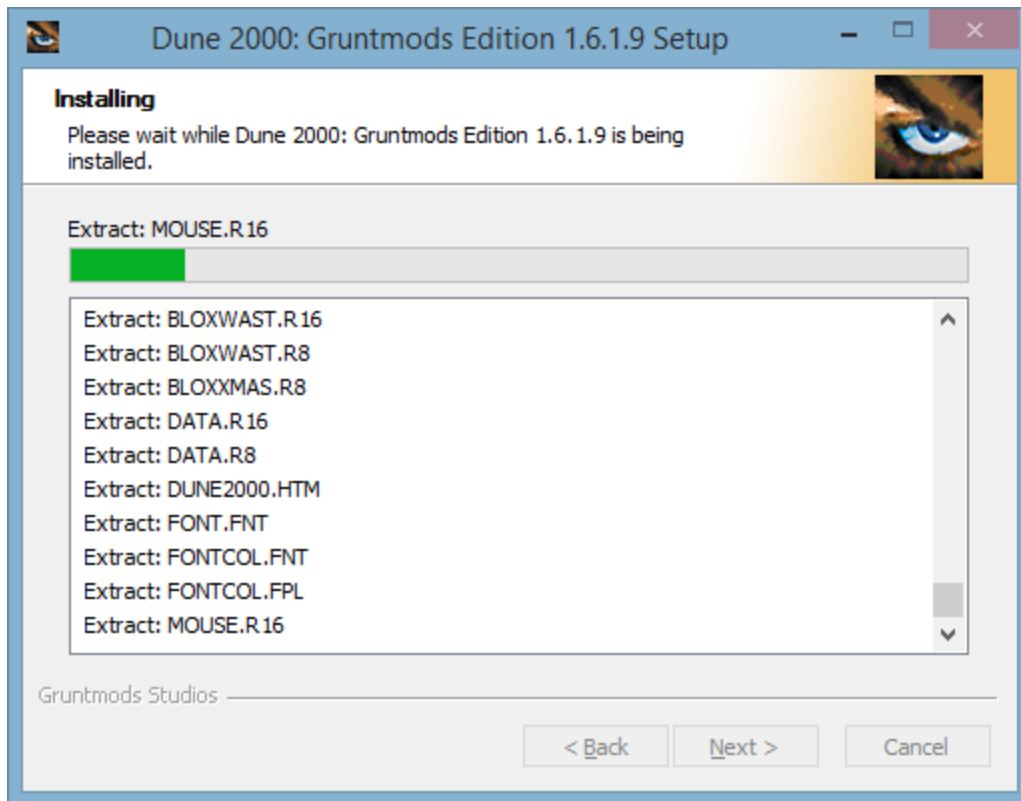


Figure 12

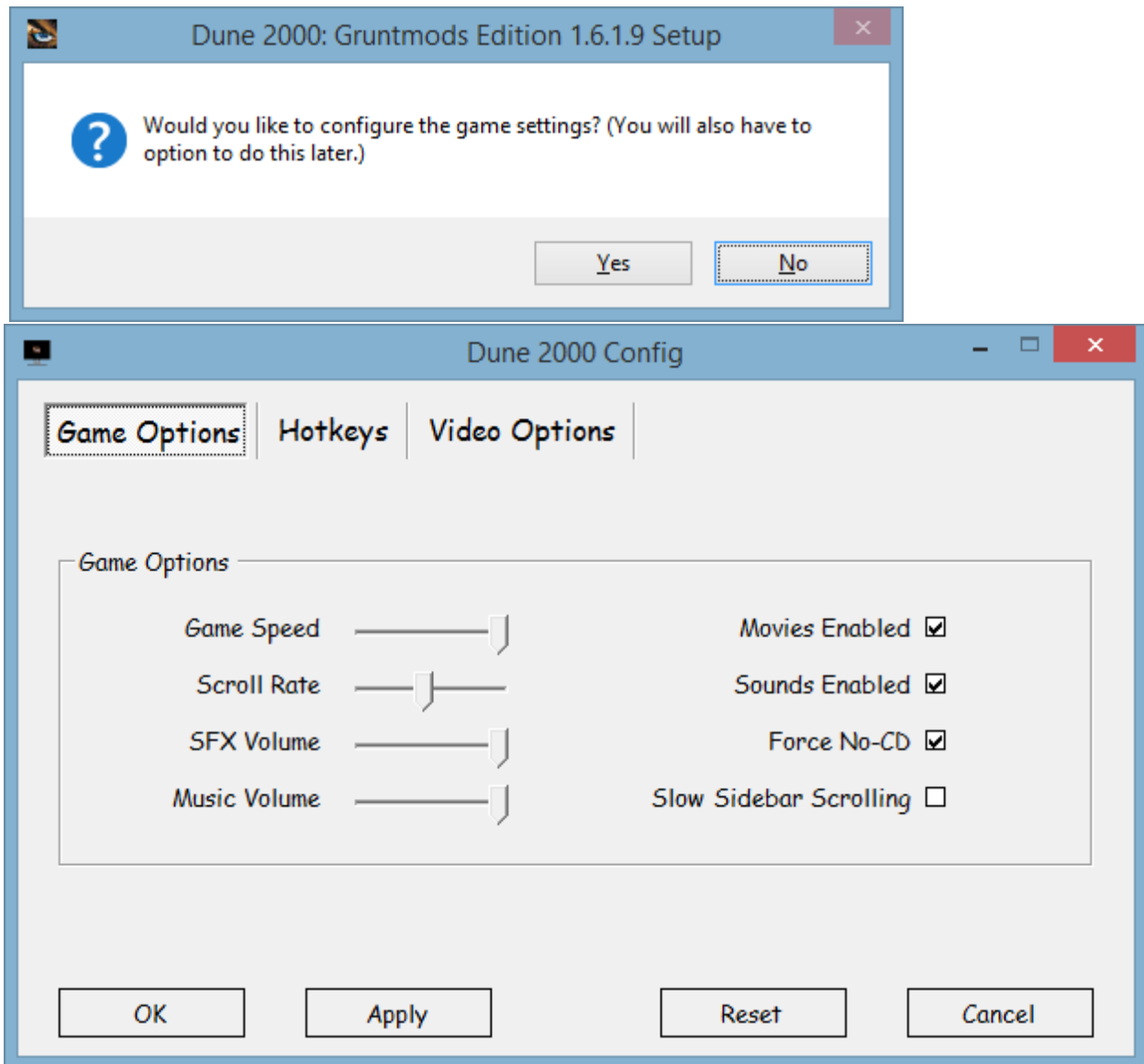


Figure 13

You have successfully installed Dune 2000: Gruntmods Edition. The wizard will give you the option of launching the game, otherwise simply select “Finish” to close the wizard.

## Playing The Game

To launch the game, go to your desktop and double click the icon labeled “Dune 2000 Gruntmods Edition”. The launcher will appear and present you with several options. If you select “Launch

Campaign” the game will launch and play the introduction movie (if installed), then bring you the main menu.



Figure 14: Desktop Icon

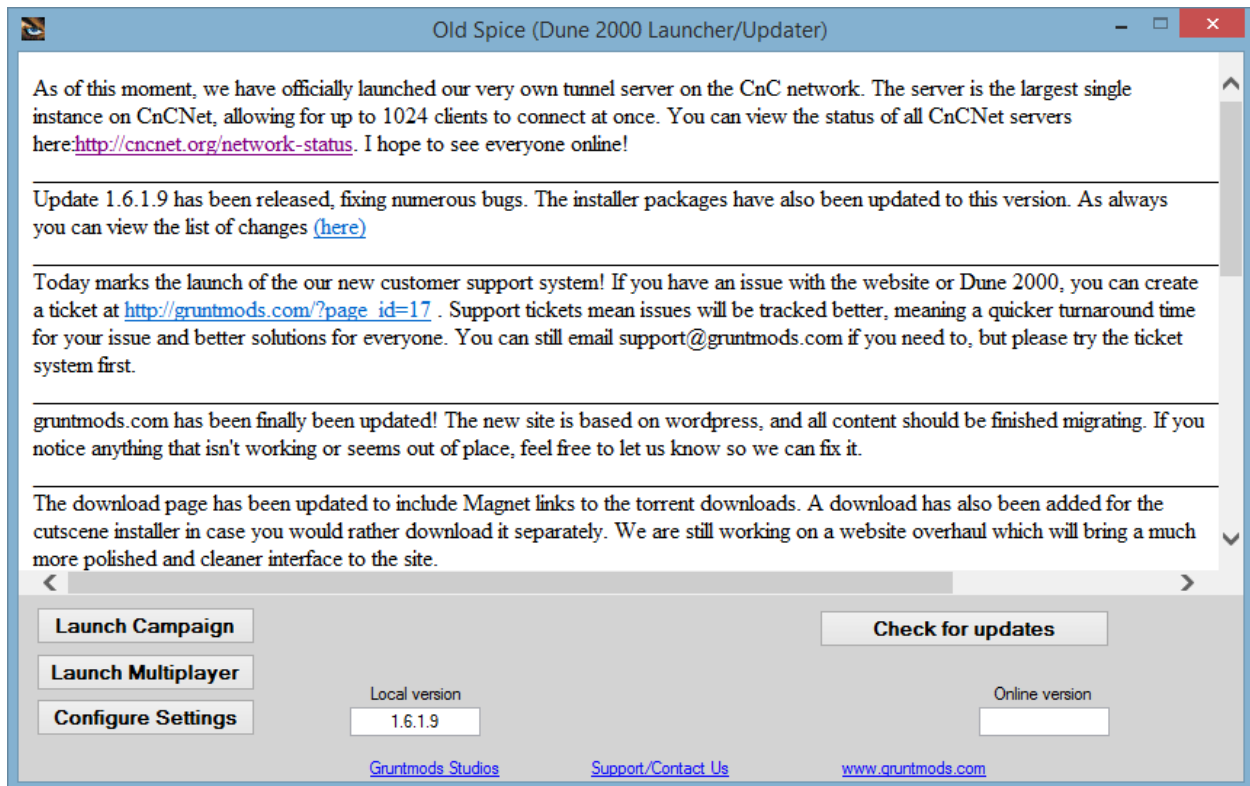


Figure 15: Dune 2000: GruntMods Edition launcher

From here you can select what mode you wish to play.

## **Single Player**

There are two ways to start a single player game after you have arrived at the game menu from the launcher. You can either select “Start New Game”, which will allow you to start a new campaign from the beginning, or “Select Mission” which will bring you to the Mission Select Menu and let you start a campaign from any level.



Unless you have already completed the single player campaign, it is recommended that you select the “Start New Game” option, as it will allow you to experience the full cinematic gameplay experience, including all cut scenes (if cutscenes are installed) and scenarios. Upon selecting this option and your difficulty, you will be shown the introductory movie, after which you will be brought to the House Selection screen. Here you can choose between the three great houses, each with its own strengths, weaknesses and unique missions.



Figure 16: House Selection Screen

## **Multiplayer**

Multiplayer is not supported from the main menu, as has been replaced by the CnCNet platform. You can access CnCNet by selecting “Launch Multiplayer” from the game launcher.

You can however, emulate the experience of playing online by playing the practice mode. To do this, select the “Multiplayer Game” menu option, then select “Practice”.

You will be presented with a lobby where you can configure the settings of the game. You can choose your name, house, player color, tech level, multiplayer map, the amount of starting credits, the amount of AI players and the amount of units each player starts with. You can also choose whether crates and sandworms are enabled or disabled.



Figure 17: Practice Mode

1 Player Name

2 House

3 House Color

4 Multiplayer Map

5 Difficulty

6 Other Settings

7 Crate Toggle

8 Worm Toggle

### Name

This setting controls what your name will be recorded as in the game scoreboard.

### House

This setting will decide what house you play as. In multiplayer, house will only decide what units and buildings you can build. Player color is not affected by this choice.

### Player Color

This decides what the player will be. You can select any color available.

### **Tech Level**

Similar to the progression system in single player, you can choose the maximum tech level you are able to reach. Lowest tech level will be the equivalent to mission 2 in single player, highest tech level is the equivalent of mission 8.

### **Multiplayer Map**

Here you can choose which map you want to play on. Each map has a recommended amount of players. You can play any map with any amount of players, but you will have an optimal experience if the map is designed for the amount of players chosen. Each map will have a unique design and play differently.

### **AI Players**

Amount of AI players, can be any number between 1-5. See above for information on selecting a map to accommodate the amount of players.

### **Crates**

Crates spawn randomly on the map with random results. Crates can contain credits, turn the units collecting the crate stealth, destroy the units collecting the crate, or give units to the player collecting the crate. Crates may also be empty. This setting will allow you to adjust the rate crates will spawn, or turn them off completely.

### **Sandworms**

Allows you to adjust the frequency that sandworms spawn, or turn them off altogether.

## **The Story**

He who controls the spice melange controls the galaxy. The spice is what powers interplanetary travel, and drives much of the galactic empire. Spice is only produced in one place in the entire galaxy, Dune. In the face of a shortage of spice that threatens his rule, the Emperor has issued a challenge to the 3 main houses of the galactic empire. "Whoever controls the spice controls dune. There are no set territories, no rules of engagement." Each house has amassed vast armies to seize control of the planet, and gain incredible power and favor with the empire. Some suspect however, the emperor is less than honest with the terms of the conflict.....

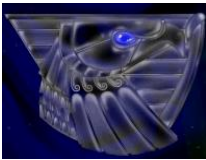
### **The Three Main Houses**

#### **Ordos**



The Ordos are seen as a house of deception. Their icy planet is home to the executrix, a group of individuals linked telepathically to a single individual used to communicate their will, known as the speaker. Driven by technology, they are rumoured to smuggle forbidden Ixian technology. Cold and calculating, the Ordos care little about anything but wealth and power. In the language of the Ordos, there are no words for the concepts of trust or honor; but there are more than 300 for the concept of profit.

### **Atredies**



The noble Atredies, from the planet Caladan, are loyal to their leader, the duke. Their home planet is the polar opposite of the desserts of Dune, filled with water and life. Often seen as the most pure of the three houses, they control the sky with their signature Ornithopters. They have shown a keen interest in allying themselves with the local Fremen.

### **Harkonnen**



Harkonnen are a vile and evil house. From their fitting planet Giedi Prime, filled with volcanoes and ash, they are ruled by the Barron. Known for his unmatched cruelty, he rules over the house with an iron fist. Some rumours suggest the Harkonnen are no longer human. Even their mentat serves a symbol of their inhumanity, being formed from tillexu flesh vats.

### **Other Factions**

#### **Fremen**

The native people of Dune, they have lived for generations in the harsh desert wasteland. They worship the Sandworms as gods, as they are the creatures that produce the spice melange, which when consumed can either bestow gifts of foresight and knowledge unparalleled, or death. They are equipped with water reclamation systems, so that they are not robbed of scarce water by the climate.



## **Mercenaries**

Only united by trade, the mercenaries are hired guns, working for whoever has need (and payment) for their services. Little else is known about them, save for the fact that they will abandon their allies when the causality count grows too high.

## **The Emperor**

The Sardaukar are the emperors elite shock troopers, striking fear into the hearts of many. Trained on the imperial prison planet, they are masters of combat, bested only by the powerful local Fremen. The Emperor reigns over his troops from his Imperial Palace. A suspicious number of imperial troops have been deployed on Dune, despite no house having the Emperor's support.....

## **Smugglers**

Surprisingly numerous, they are already present on Dune, however unlike the Fremen, they are not native and do not maintain settlements on planet for purposes other than their namesake. They smuggle the spice off planet, and have been known to smuggle anything for the right price.

# **Gameplay**

## **Units**

Units are the forces that you command in Dune 2000 to attack your enemies and capture the planet.

Dune 2000 features many different unit, but units can be grouped into 3 types:

## **Infantry**

Infantry is composed of any humanoid unit, such as light infantry, trooper or Fremen (although there are other kinds of infantry). Infantry are generally slower than vehicles and air units, but they can travel on terrain that most vehicles cannot. Infantry are much more vulnerable to shells, incendiary weapons and building debris, and are especially vulnerable to the explosion of spice blooms. Infantry will travel in groups of 5, and are very easy to cluster together and command.



*Figure 18*

*The main infantry units, from left to right: Light Infantry, Trooper*

## **Vehicles**

The bulk of units encountered will be vehicles. There are two armour types for vehicles, Light and Heavy. Light vehicles are much faster than armoured counterparts and sport a faster rate of fire, but lack heavier armour and strong weapons. On the contrary, heavy vehicles have much stronger armour and weapons, but are slow to move and fire. Heavy vehicles have the benefit of being able to crush enemy infantry that they cross paths with, while light vehicles must either kill opposing infantry with weapons, or go around them.



Figure 19

*The three main heavy units. From left to right: Combat Tank, Missile Tank and Siege Tank*

### Air

Air units are the least common. They cannot be controlled directly, instead, they automatically perform tasks based on actions the player takes, such as a harvester needing to travel to and from refineries and spice fields will call a Carryall. The only air unit that can be constructed by the player is the carryall. Air units can only be targeted by rockets and missiles.



Figure 20

*The only air unit that can be built by the player, the carryall.*

### Buildings

Buildings are the main objectives in Dune 2000. All units are built from them, and all income is derived from them. Buildings are all unique, and certain buildings are required in order to construct others. For example, a wind trap is required in order to build a barracks. The most important buildings a player can own are the refinery and the construction yard, as they are required for the player to earn income and construct buildings respectively. Buildings cannot be placed on sand, only dirt. Buildings placed on bare dirt will take damage from the elements over time, but they will not if they are placed on a concrete foundation.



Figure 21

*From left to right: Construction Yard, Barracks, Refinery*

### House Specific Units

Each house has its own unique units, as well as its own visual style buildings. All houses play differently, but all have the same or similar base units.

### Atredies



*Figure 22: Atredies Combat Tank*

The Atredies combat tank is weak in no areas and also excels at none. The standard to which tanks are held, it has average stats across the board with no advantages or weaknesses to set it apart from other houses.

Requirements: Heavy Factory



*Figure 23: Sonic Tank*

The sonic tank is the product of years of research, it utilizes sound to deliver a straight attack, damaging all units and structures in its line of fire, including friendly units. The further away from the attack, the more devastating it is. Slow and heavily armoured, the combat tank is effective against light vehicles and lightly armoured buildings, and is deadly against large infantry armies. It is weak against heavy vehicles.

Requirements: Upgraded Heavy Factory, IX Research Center



*Figure 24: Stealth Freman*

Stealth Freman are the result of hours upon hours of negotiations with local Freman, in which support was pledged toward the cause of house Atredies. Never seen unless injured or attacking, Freman are the most powerful infantry force on Dune, able to easily destroy any structure or unit. Freman are still lacking armour, and are vulnerable to incendiary weapons, sound, and machine gun fire. Other infantry and turrets will cause them to be revealed from their stealth.

Requirements: Atredies Palace



*Figure 25: Ornithopter*

Requiring the specialized Atredies High Tech Factory, the Ornithopter is a very fast, very deadly bomber that can quickly fly into enemy territory and drop a payload of explosives. Deployed in groups of 3, the

Ornithopter will make 3 runs at a targeted area before retreating. Incredibly strong against lightly armoured buildings and infantry, the Ornithopter can also be used against a grouping enemy attack formation to great effect, but be careful, as they may be able to escape its wake. It is only able to be targeted by rockets and missiles, and will continue the bombing run even if they are shot down (provided they are not all shot down).

Requirements: Upgraded Atredies High Tech Factory

## Ordos



*Figure 26: Ordos Combat Tank*

Faster than the Atredies combat tank in both rate of fire and speed, it sacrifices armour and damage output in the process.

Requirements: Heavy Factory



*Figure 27: Raider*

The raider is the Ordos answer to the trike, faster and slightly better armoured, the raider is superior to the trike, requiring no additional buildings or upgrades in comparison.

Requirements: Light Factory



*Figure 28: Saboteur*

The saboteur is the specially trained commando unit of house Ordos. Using mind imprinting techniques, they have been trained to no longer care for their own lives, and only seek to detonate their attached explosives inside of an enemy building. The Saboteur cannot attack, it can only destroy buildings by entering them and sacrificing itself in the preceding explosion. It is equipped with a temporary stealth, which will fail when faced with turrets or infantry units, or when its charge expires. Saboteurs are weak to all types of units.

Requirements: Ordos Palace



*Figure 29: Deviator*

The result of illegal smuggling of Ixian technology, the deviator utilizes a special nerve gas that renders the operator of an enemy vehicle temporarily under the control of House Ordos. The Deviator gas only works in the confined spaces of a vehicle, so it will fail against infantry targets (although the fumes will cause a very small amount of damage). The Deviator poses little threat to buildings or infantry, but can

quickly cripple an enemy army caught off guard. Units will return to their senses quicker if attacked. The Deviator is weak against all kinds of units.

Requirements: Upgraded Heavy Factory, IX Research Center

### **Harkonnen**



*Figure 30: Harkonnen Combat Tank*

The Harkonnen combat tank boasts increased power and armour over the Atredies combat tank, but its speed and rate of fire pale in comparison.

Requirements: Heavy Factory



*Figure 31: Devastator*

The Devastator is the perfect icon for house Harkonnen. Slow, heavily armed and armoured, it is able to kill any building or unit in just a few shots. Its dual plasma cannons can also mow down entire infantry squads, however its very slow speed prevent it from chasing down such targets at a distance. To make up for this weakness, the Devastator also wields a secondary attack, a self-destruct that deals extremely high damage to all surrounding units. The Devastator's heavy armour is weak only to heavy attacks such as missiles and rockets, but rumours are circulating that the Ordos commanders are utilizing Deviators to force them to detonate.



*Figure 32: Death Hand Missile*

With just 1 attack, the Harkonnen can eliminate any threat....possibly. The most powerful weapon on Dune, the Death Hand is as deadly as it is inaccurate. After targeting a strike zone, the missile will launch and hit an areas roughly around the target (accuracy may vary with each shot), causing instant death to any infantry, lightly armoured building or vehicle target caught in the immediate blast, as well as drop a secondary payload of explosive debris on the surrounding area. Not exactly the most subtle threat, the Nuclear Warhead will trigger warnings to all houses, but they will remain unaware of the area targeted. The Death Hand is not able to be targeted by any weapon, its only weakness is its own inaccuracy.

### **Harkonnen And Atredies**



*Figure 33: Missile Tank*

The Missile Tank is a lightly armoured (but heavily equipped) unit, capable of taking down both buildings and vehicles with its long range missiles. Although effective against infantry targets, it can only

hit 1 target at a time, and has a slow rate of fire, meaning it is ineffective fighting infantry squads. It is weak against all units.

Requirements: Upgraded Heavy Factory, IX Research Center

(The Ordos cannot build the Missile Tank, it must be ordered from the starport.)



Figure 34: Trike

The trike is a highly maneuverable unit. Fast and agile, it is best suited to taking out infantry targets. It is slightly slower and weaker than its Ordos counterpart, the Raider.

Requirements: Light Factory

(The Ordos cannot build the trike, it must be ordered from the starport.)

## Controls

Controls depend on what actions you are taking in the game. The majority of the time you think of controls, you will be thinking about what is happening in the gameplay area.

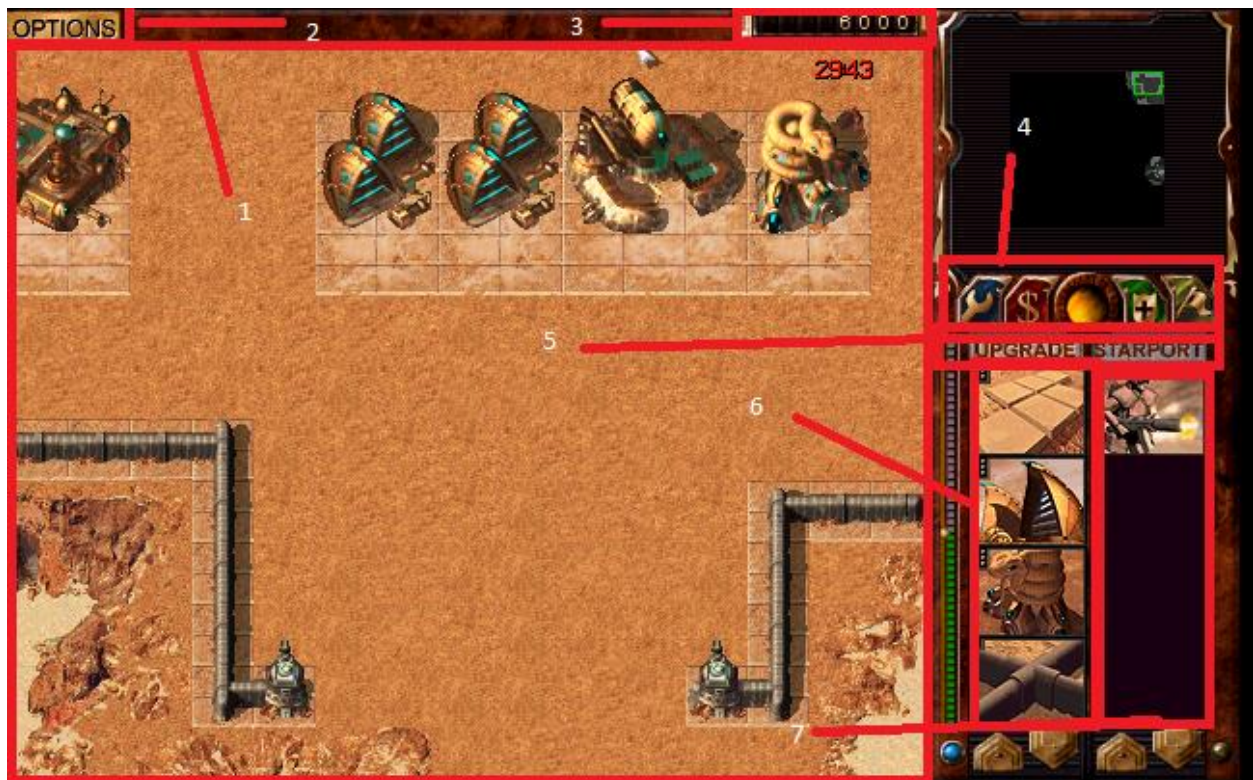


Figure 35:

1: Gameplay

2: Options Menu (Different then the "Options" available in the Main Menu)



3: Credits

4: Commands

5: Upgrade and Starport Tabs

6: Building Queue

7: Unit Queue

Gameplay:

This is the area you spend the majority of your play time. Here you see all events happening in the game, such as units, buildings, spice, messages etc. You can select a unit or building by clicking on it. You can select a group of units by highlighting them with your cursor.



Figure 36: Selecting a group of units

When selecting a unit or building, you can see its health bar. Green health indicates it is healthy, yellow means it is injured, red means it is in critical condition (units will often limp, vehicles will slow and smoke). If a unit has a secondary action, clicking on it a second time will deploy that action. If you have multiples of a building besides a wind trap, you can click on it a second time to make it your primary building. Your primary building is the one you build out of, if it is destroyed production will automatically switch to your next closest building. You can select enemy units to view their health, but you cannot issue orders to them.

If a squad of units is selected, you can hold *CTRL*+(*Number Key*) to assign it a group number. Any time you press that *Number Key*, that group will be selected. You can force selected units to fire at a specific location, by holding *CTRL* and clicking the area. You can force a heavy vehicle to crush infantry by holding *ALT* and clicking an area (the tank will move to occupy that space and crush opposing infantry). If you wish to scatter your selected units, you can hit the “X” key. If you wish to cancel an order, select the unit and hit the “S” key (units will still automatically attack enemy units in range). Hitting “E” will select all units you can see.

## Options



Figure 37A: Option Menu (In Game)

Gives you access to in game functions such as saving your game, loading a saved game, deleting a saved game, changing game speed, volume and playing music, aborting the mission (quits to main menu), viewing a summary of the mission briefing, and returning to gameplay. The game is paused while the options menu is open.

## Debug

The Debug Menu is a custom menu designed by Gruntmods Studios to allow mission designers an easy way to test missions.

Features:

- Change Difficulty during game
- Switch house your are playing as during game
- Exit the game from the pause menu
- Change numerous skirmish settings, such as color options normally not present as well as worm count (requires mission restart to apply)

You can access the debug menu from the “Game Settings” menu.





Figure 37B: Accessing the Debug Menu

### **Credits**

Shows how many credits the player has available to spend. Having 0 credits will cause current production to freeze, and prevent new units and buildings from being produced until more is acquired. Starting credits depends on the scenario, but more can be collected from refineries. Spice collected and stored in refineries and silos add to your credits, but if you lose the stored spice before it is spent your credits will diminish appropriately. If your storage is full you will lose additional spice, silos are needed to store excess spice once the refinery is full.

### **Commands**

The commands toolbar. Here you can give a variety of special commands to units and buildings.

The wrench will order a building to be repaired, Repairing a building will happen automatically when commanded and will cost a small fee until completed. Vehicles cannot be repaired without a Repair Pad. Air units and infantry cannot be repaired.

The dollar sign will allow you to sell a building for a fraction of its construction cost. Selling a building will cause its infantry inside to leave and add to your army. Units cannot be sold.

The shield will cause any units selected to enter guard mode. In guard mode, units will actively seek out approaching enemy units and attack them, then return to the initial position when the battle is complete. Turrets are always in guard mode, as they cannot move. Other than turrets, buildings cannot guard.

The flag will cause selected units to retreat to the construction yard, or if you own one, the palace. If you control multiple of the building, units will retreat to the primary building. Harvesters will retreat to their respective refinery. Buildings cannot retreat.

### **Upgrade And Starport**

Allows you to access the Starport and upgrade menus.



*Figure 38: Upgrade Menu*

The upgrade menu allows you to select upgrades for eligible buildings. If a building cannot be upgraded (either because you already have upgraded it or because you do not have the tech level in the scenario), it will be grayed out. You cannot access the upgrade tab unless there is at least 1 building that can be upgraded. Upgrades process like constructing a unit or structure.



Figure 39: Starport Menu

The Starport menu allows you to order units from the Starport. Unlike building a unit, you do not wait for it to be constructed. Instead, a static timer will count down until a frigate arrives with the ordered units (funds are withdrawn immediately). Although generally cheaper, Starport deliveries are notorious for fluctuations in price and availability. Units are grayed out when they are out of stock. You cannot place an order when you are awaiting a delivery. There is a limit of 6 units per delivery (5 of each type). You cannot view the Starport menu when you do not own a Starport. If all of your Starports are destroyed, you will lose any shipments in progress. If your Starport is captured while receiving a delivery, the enemy will seize its shipment. Note: Starports do not change based on tech level. If you have access to a Starport you have the ability to order all of its units (provided they are in stock).

### **Building and Unit Queues**

These allow you to construct the respective type of object. You can only build 1 object at a time from each building, this includes the construction yard. If you do not have a construction yard, you cannot access the building queue. You will only see units and buildings that you meet the prerequisites to build (Example: you will not see the refinery until you build a wind trap). When you select an object to build, it will show an animation to display its progress, right clicking on it will pause its progress. Left click a paused object will resume it, right clicking a second time will cancel it and refund its costs. Building power is displayed on the bar to the left of this area, and if it falls below the arrow, all construction will slow to a crawl, and rocket turrets will cease functioning.

## **Troubleshooting and FAQ**

Dune 2000 is a very complex game, but we are actively working on supporting it on all possible platforms. Due to the nature of the game however, issues may arise during gameplay or installation. The following section contains possible problems and solutions.

**Question:** I get a message saying integrity check has failed when I try to install the game. How do I fix it?

**Answer:** This is caused by a corrupted download. You will need to re-download the game. If you keep getting this error, it is possible there is an issue with your internet connection. If you get this error and you do not believe it is your internet connection, you can contact support to try and rectify the issue.

**Question:** I get a message saying that I do not have enough space to install the game, what gives?

**Answer:** The installation file occupies 514 MB of space on the hard disk. The installation of the base game occupies roughly 600 MB when installed. If you do not have enough space to extract and install the game, the installation will fail. Freeing up hard drive space so that you have 1.5 GB free will fix this issue. If you cannot, you can try downloading and installing it to another drive.

**Question:** How do I create shortcut to launch the game directly? I don't want to use the launcher.

**Answer:**

1. Open your Dune 2000: Gruntmods Edition Directory (By default, this is located at C:\Program Files\Gruntmods Studios\Dune 2000 Files). You choose the installation directory during the installation of the game.
2. Right click on the file DUNE2000.EXE, then select create shortcut.



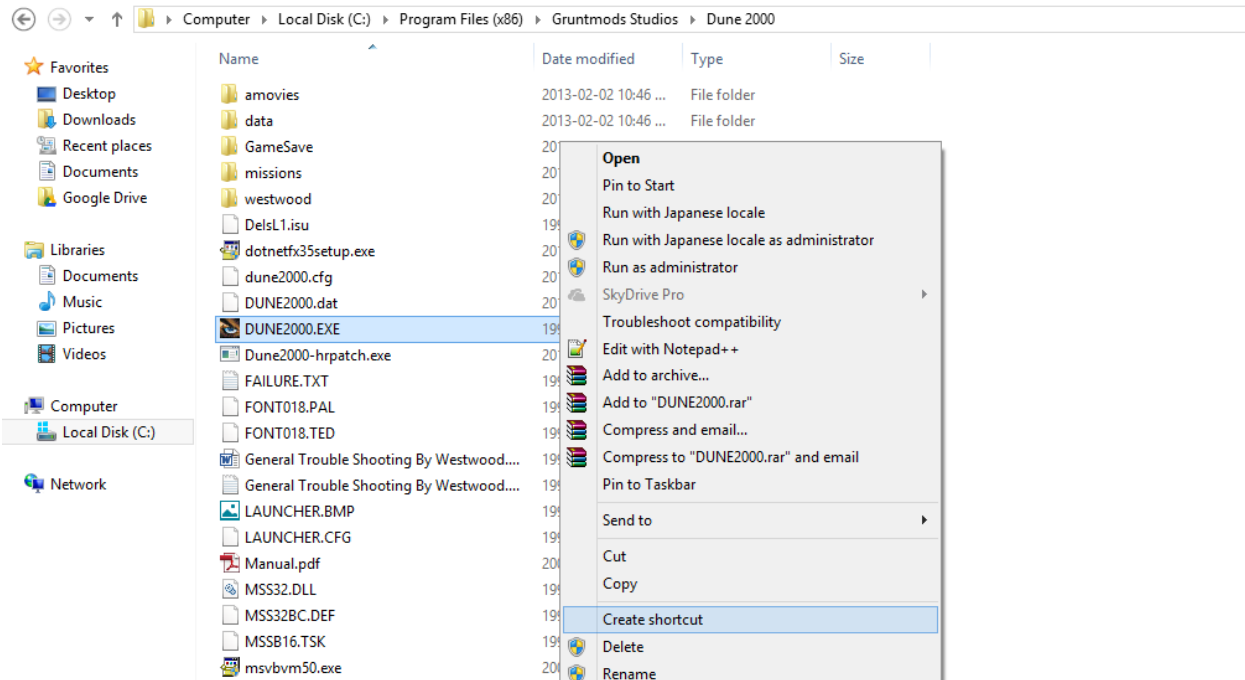


Figure 40

3. Depending on your version of windows, you might receive the following message:

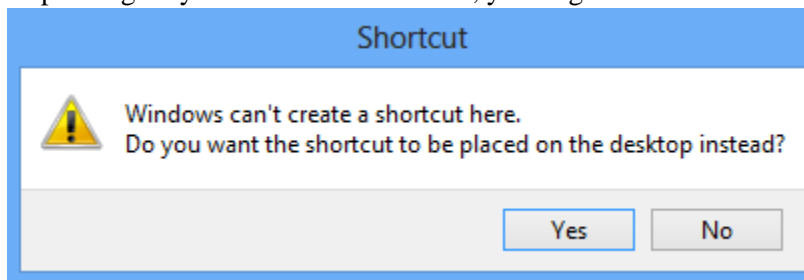


Figure 41

Select yes. If you do not receive this message, proceed to the next step. If you do, proceed to step 6.

4. A new file will be created called "DUNE2000.EXE – Shortcut". Right click on this file and select cut.

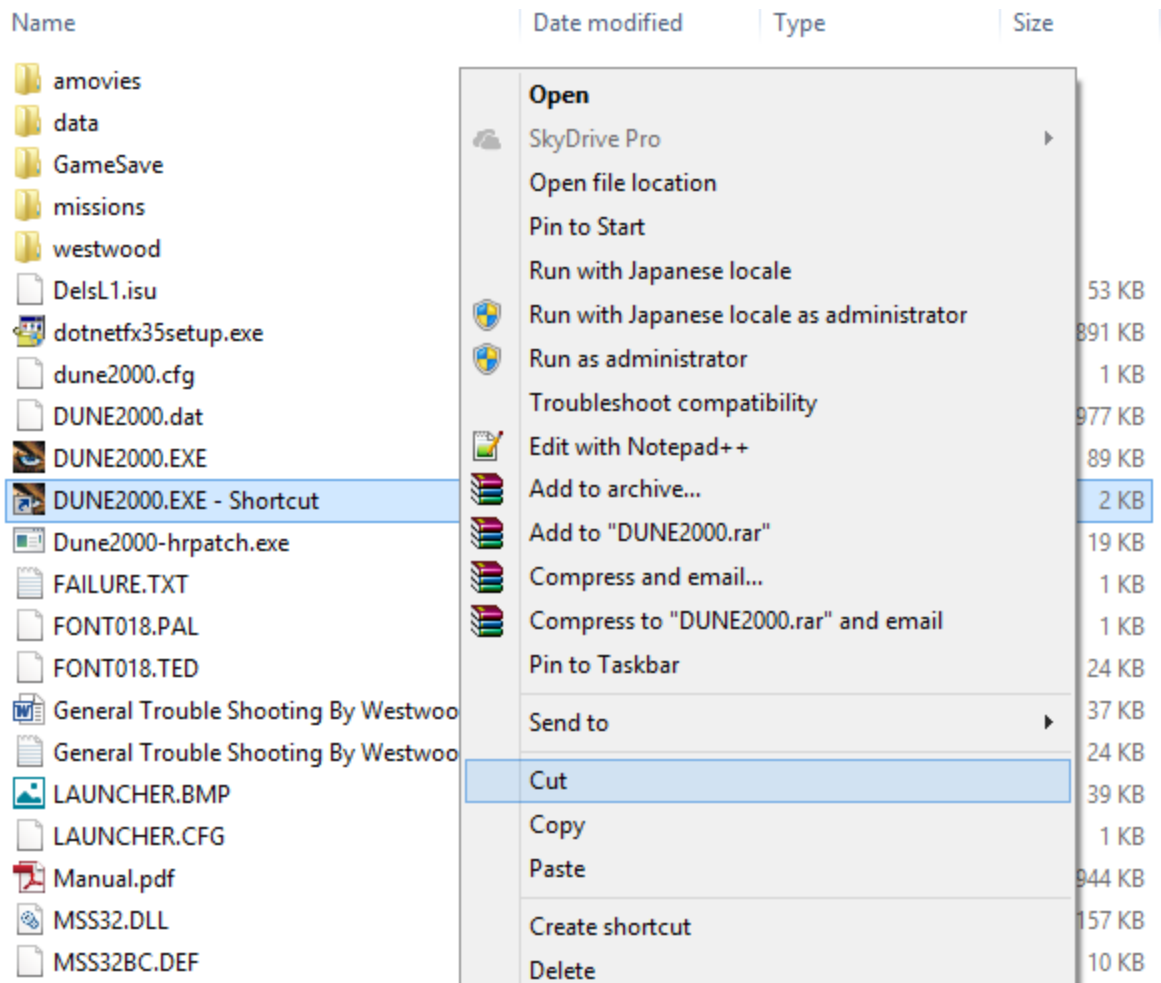


Figure 42

5. Go to your desktop and right click on an empty space, then select “paste”.

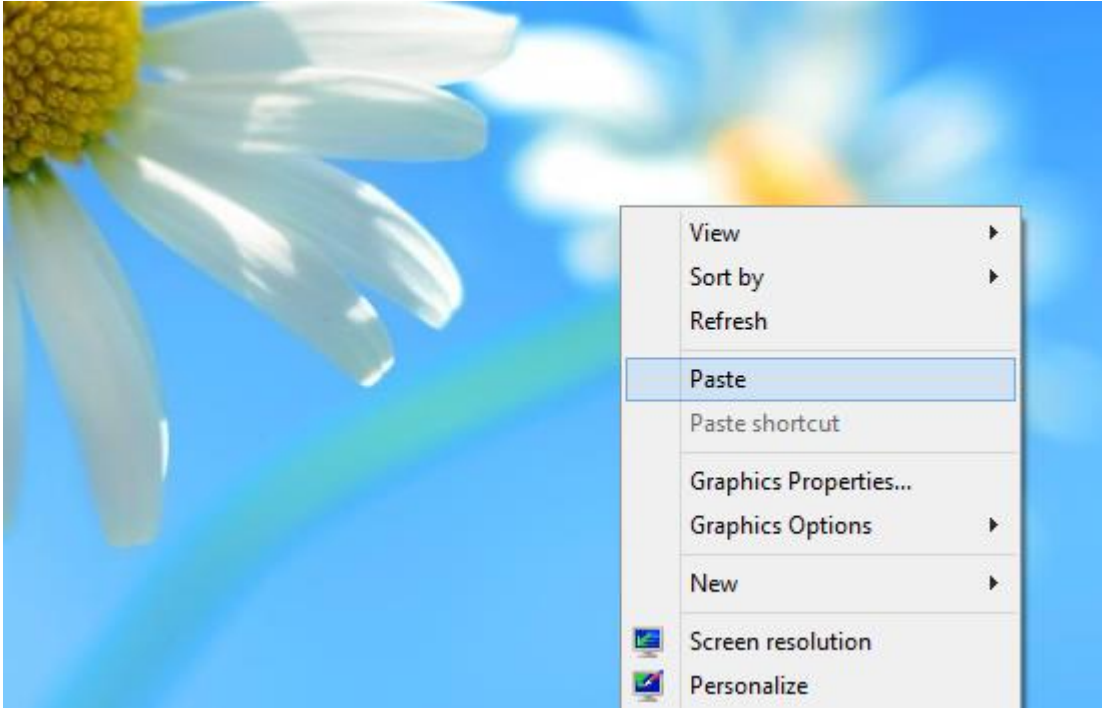


Figure 43

6. Right click on the shortcut, select rename. You can now call it anything you want.

**Question:** When I load the game my screen looks small and is in a little box. How do I make it larger?

**Answer:** Select the resolution you want from the configuration menu in the launcher. This will raise the default resolution to whatever you choose.

**Question:** My screen flickers during play, can I fix this?

**Answer:** There is a special command you can launch the game with to try and solve this issue. Launching the game with the “-f” argument should resolve this issue (see below for help with this command).

**Question:** My screen flickers during play even with the “-f” command, can I fix this?

**Answer:** Dune 2000 does not support multiple monitors. You will need to disable any additional monitors in order to stop the screen from flickering during gameplay.

**Question:** I encounter Error Message "Set Cooperative Level Returned - 2005532097" when I launch the game, what should I do?

**Answer:** Launching the game with the “-f” command should resolve this issue (see below for help with this command). Alternately, try installing a more up to date graphic driver. Your computer manufacturer should be able to assist you with this.

**Question:** Why can I only see 1/3 of my screen when playing the game?

**Answer:** This is a graphics issue. : Launching the game with the “-g” command should resolve this issue (see below for help with this command).

**Question:** How do I stop my game from looking scratchy or distorted?

**Answer:** Launch the game with the “-f” command. Alternately, try installing a more up to date graphic driver (see below for help with this command).

**Question:** How do I launch the game with a command like “-f” or “-g”?

**Answer:** To launch the game with a command parameter, follow these steps (you will need to follow the steps listed above for creating a direct shortcut before you continue):

1. On your desktop, right click on the Dune 2000: Gruntmods Edition shortcut. Select properties.

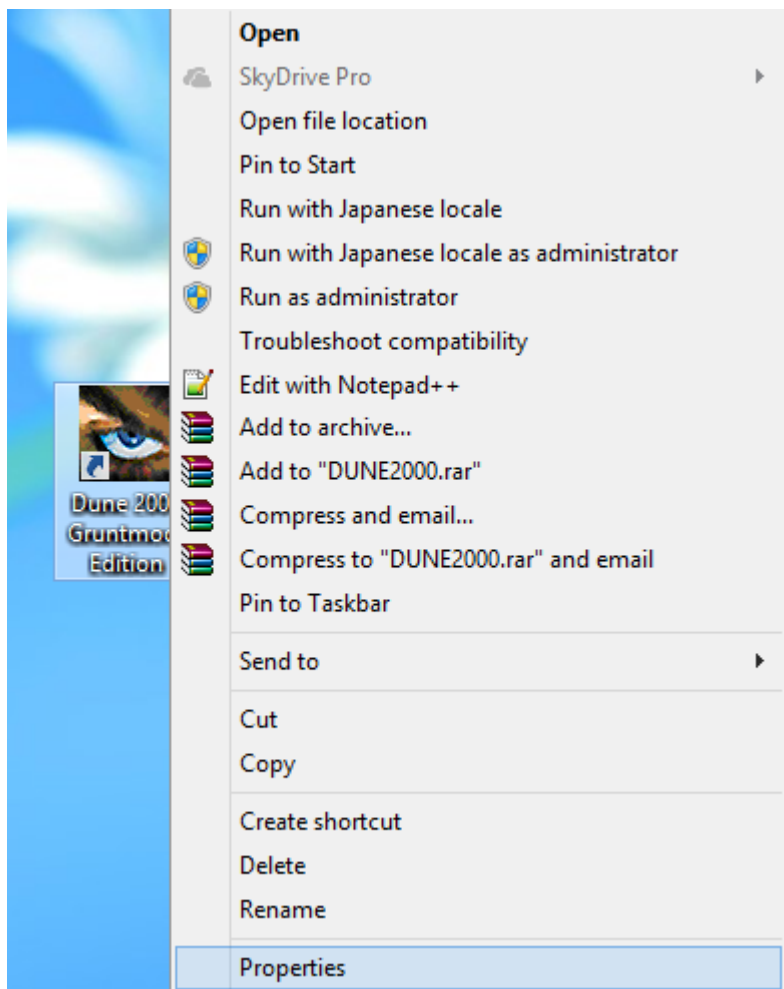


Figure 44

2. In the properties menu, go to the end of the targets field and add the command. For this example, we will use “-f”.



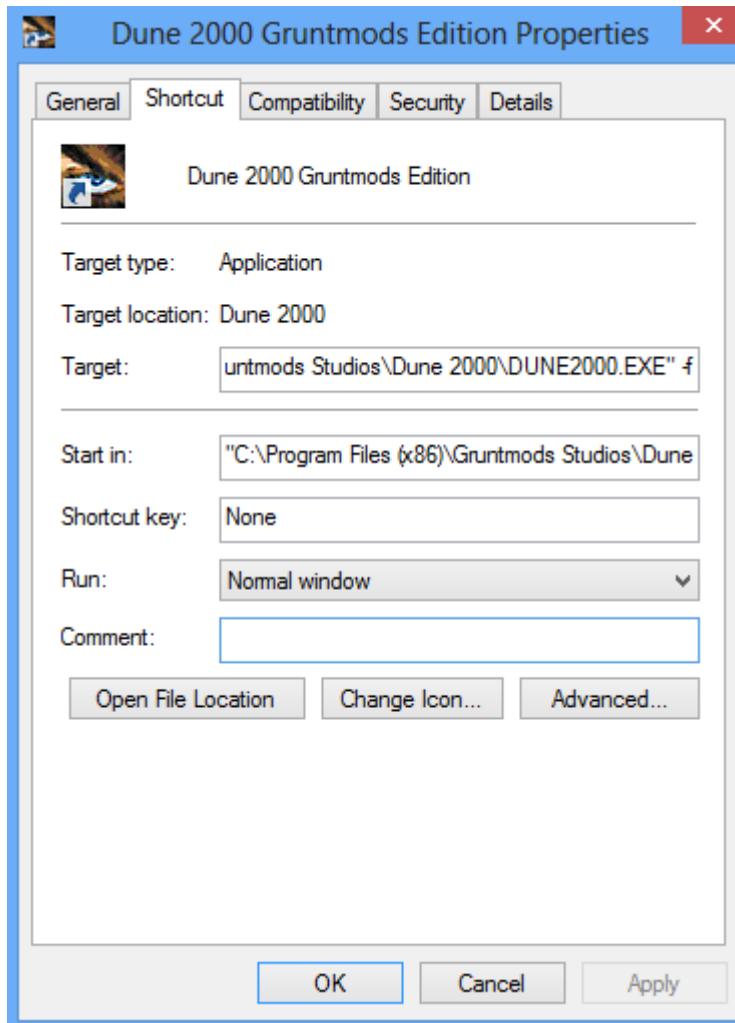


Figure 45

3. Click ok.
4. Launch the game from the shortcut.

**Question:** How do I uninstall the game?

**Answer:** There are two ways to uninstall the game, the first is to go to the installation directory, then run “Dune 2000 Gruntmods Edition Uninstaller”. The second way is to go to Control Panel>Programs>Uninstall a program, then click on Dune 2000: Gruntmods Edition and select uninstall. Uninstalling the game will erase all files in the installation directory, so be sure you make copies of your saved games.

**Question:** How can I fix the color of the game? Everything looks like it took a trip through the washer.

**Answer:** Your computer does not support the current graphics setting. Try changing the game to 8 bit if it is set to 16 bit, or 16 bit if it is set to 8 bit.

To change the graphics settings, in the Dune 2000 main menu, select “Game Options”, then choose which graphics setting you prefer.

**Question:** I changed the game settings, why do my colors still look funky?

**Answer:** The issue is related to your graphics driver or card. Try installing the newest version of the graphics driver. Your computer manufacturer should be able to assist you with this.

**Question:** Why do I get an error saying “specified key file (Dune 2000.exe) not found.”

**Answer:** Your installation is corrupted, run the installer again to repair it. This is usually an error encountered with the old version of the installer (Installsheild) which is no longer supported.

**Question:** I get an error saying bin/Colors.bin isn't found. What does it mean?

**Answer:** The game is missing a critical file. Uninstalling the game and running the installer again will allow you to repair it.

**Question:** If I run the installer again to repair my game, will I lose my save data?

**Answer:** Yes. You are required to remove the game in order to run the installer again.

**Question:** I tried to install the game but it says: “Error 1335. The cabinet file 'Data1.cab' required for this installation is corrupt and cannot be used. This could indicate a network error, an error reading from the CD-ROM, or a problem with the packages.” How can I fix it?

**Answer:** The installer is corrupted and outdated. Please download the newer version of the installer.

**Question:** Is it possible to run it in windowed mode?

**Answer:** No, but work is being done by the community on a patch to allow for the game to be played in windowed mode. As it currently stands, there is no way to run the game in a window.

**Question:** I downloaded a mod and it doesn't work properly, why?

**Answer:** There could be numerous reasons the mod is not functioning. Other mods could be conflicting with it, it could be designed for the original Dune 2000 and not the Gruntmods Edition, or it could have been uninstalled incorrectly. We are currently working on a mod framework to allow for easy installation and removal of mods. In the meantime, we recommend contacting the author for support installing their mod.

**Question:** Is it possible to play this game in (Insert Language)

**Answer:** Technically, there is nothing stopping a version of the game for your language from being created, but we do not have any staff that speaks a non-English language. Translating it would involve hiring a translator to go through every line of text in the game. Even if we used the files from a (Insert Language) copy of the game, there are several strings specific to the GruntMods Edition that would need to be translated for each language. There are no plans to add other language support at this time.

**Question:** How can I find out my system specifications?

**Answer:**



1. Open your start menu and type “dxdiag” in the search field.
2. Click the icon showed in figure 46.

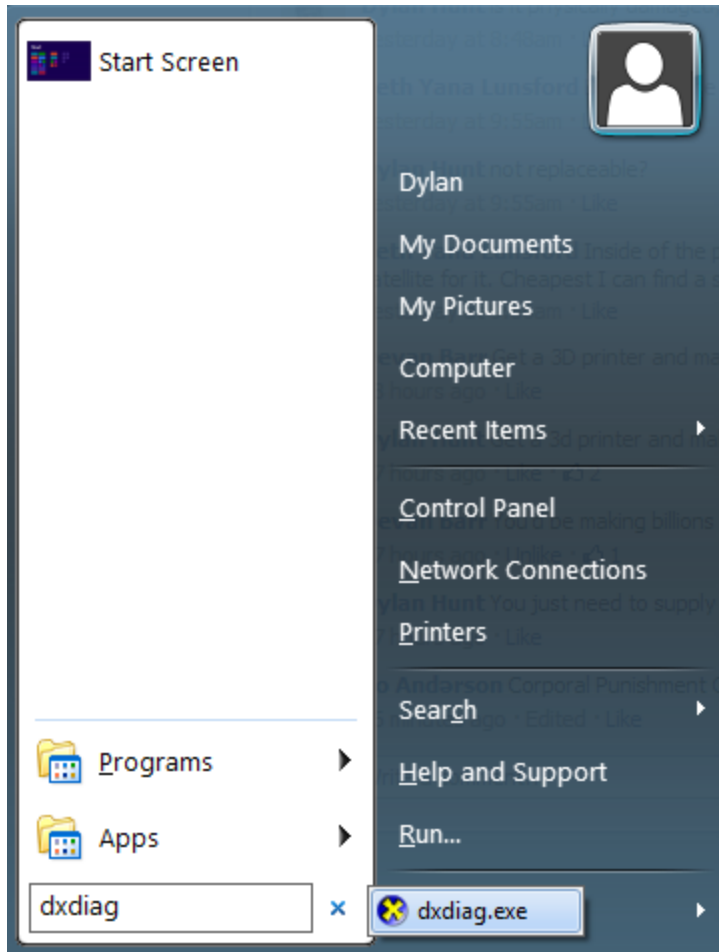


Figure 46

3. Select Save all information. This will save your system specifications to a text file.

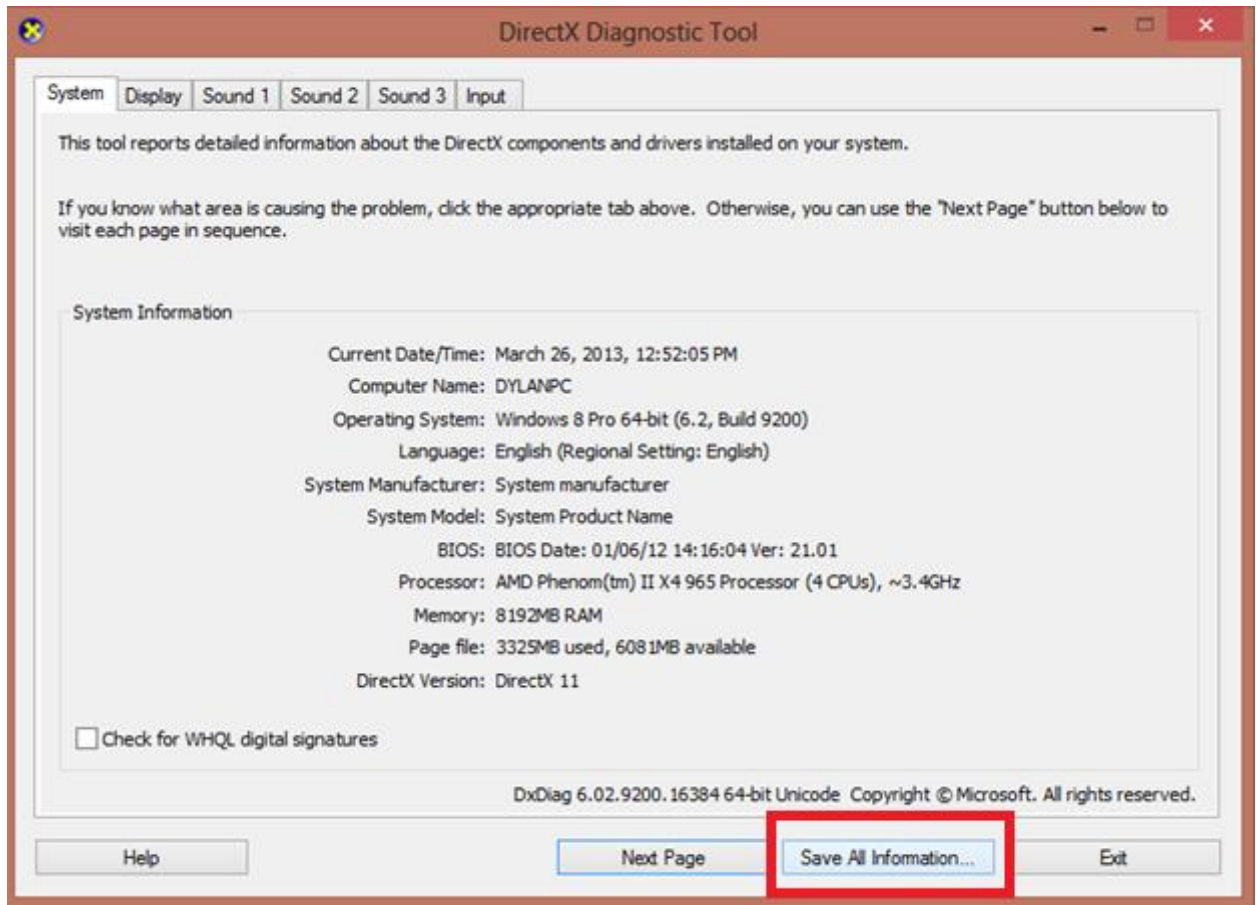


Figure 47

**Question:** I get a message saying the game is not installed when I try to launch the game. What do I do?

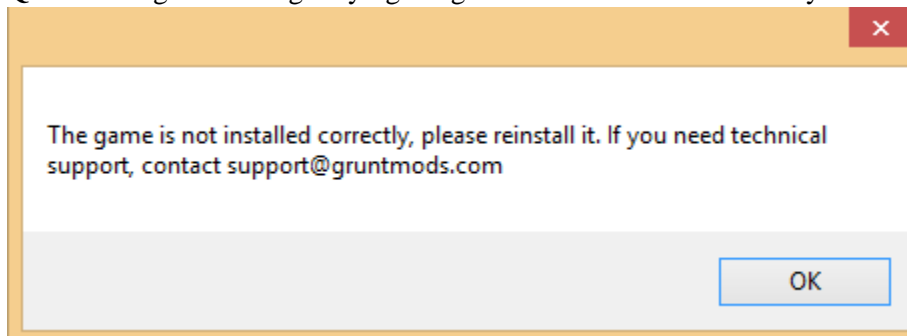


Figure 48

**Answer:** Your registry key is corrupted or missing. You should run the installer again to correct the issue.

**Question:** When I click launch dune 2000 I get the error saying "this video card does not support the required modes" is there anything I can do to get it working?

**Answer:** You are running the game in compatibility mode, which does not support resolutions higher than 1028x1024. To solve this issue, make sure Dune2000.exe is not being run in compatibility mode, as it is no longer required .

**Question:** Is it possible to play with 7 AI players in practice mode?

**Answer:** Yes. To do so:

1. Open the game launcher
2. Select "Launch Multiplayer"

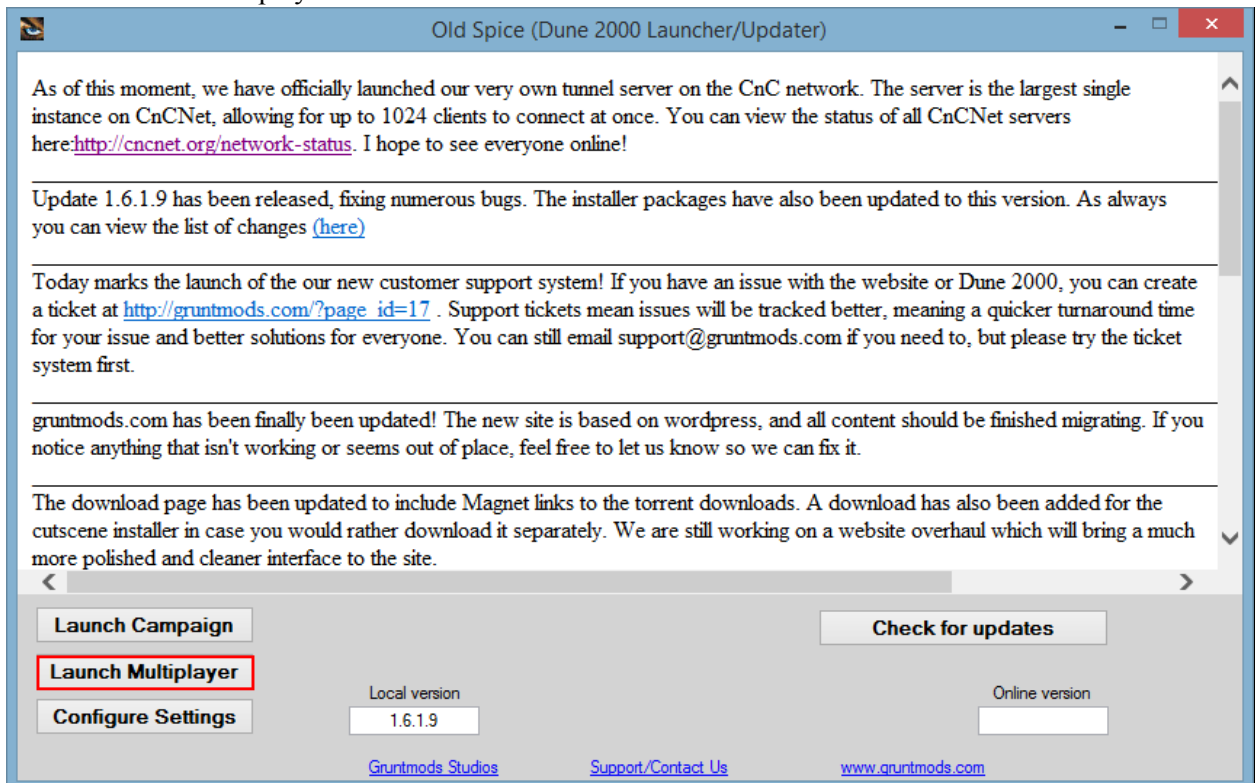


Figure 49: Launching Multiplayer

3. When a login screen appears, select "Skirmish" and click "Login".

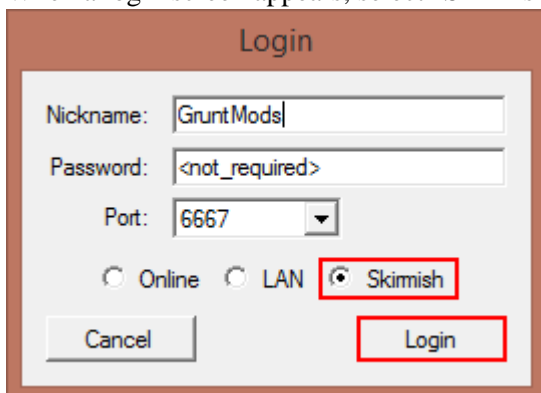


Figure 50: The login screen

4. The Skirmish menu will appear. Selecting The “AI Players” in the top right hand corner will allow you to add up to 7 AI players, while selecting “Launch Game” will start the Skirmish.

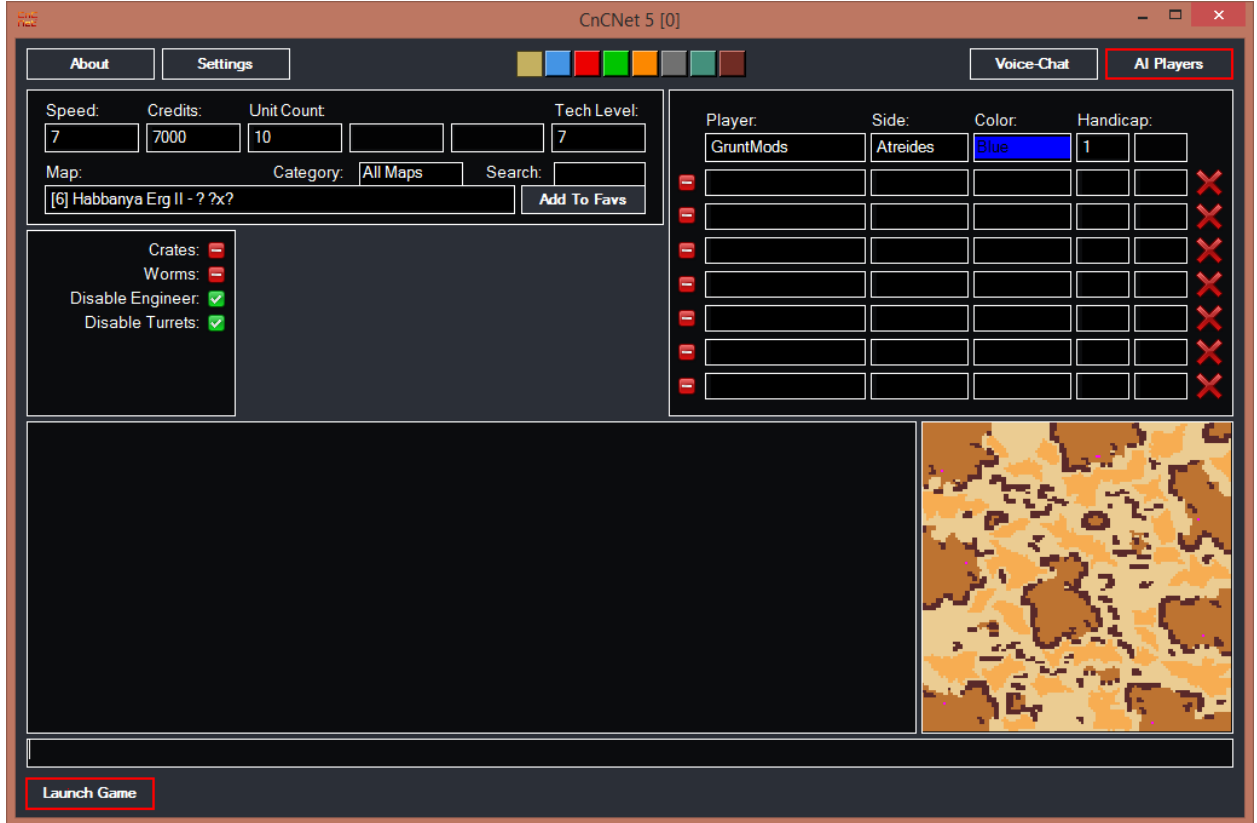


Figure 51: The Skirmish menu

**Question:** How do I create a multiplayer game?

**Answer:**

1. From the launcher, select “Launch Multiplayer” (as seen in figure 49 above).
2. When the login screen appears, select “Online” and then select “Login”.

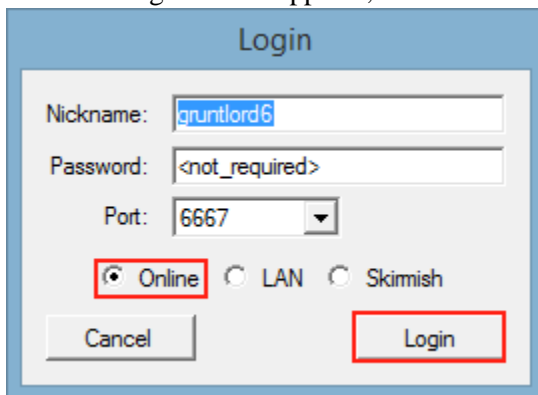


Figure 52: Online Login Screen

- You will be brought to the CnCNet multiplayer lobby. Here you can join a game by selecting on in the sidebar that does not have a strikethrough going through its name and selecting “Join Game”. You can also start your own game by selecting “New Game”

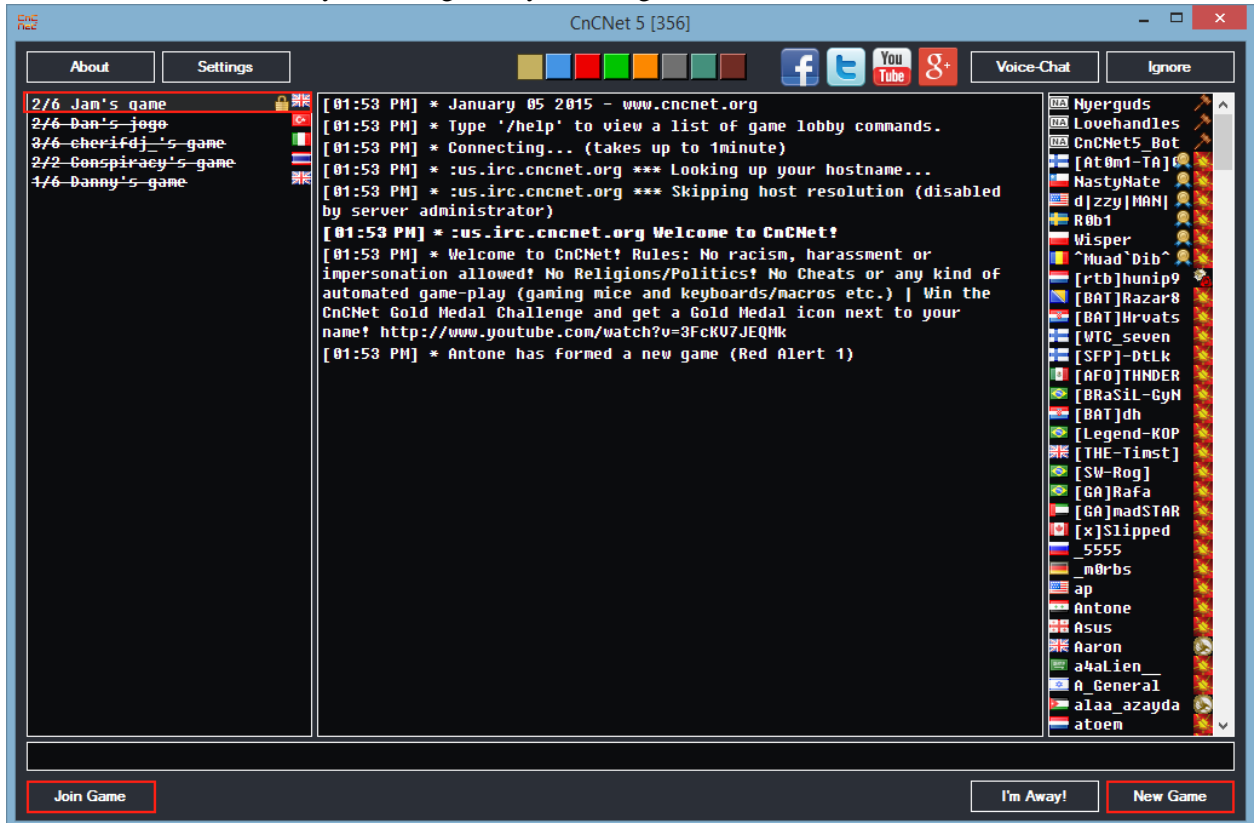


Figure 53: CnCNet Online Lobby

- If you select “New Game”, a new menu will appear. Here you can configure the settings for the game you are about to host. The in this example, we will pick the official Gruntmods.com server. When you are done configuring the settings, select “Create”.

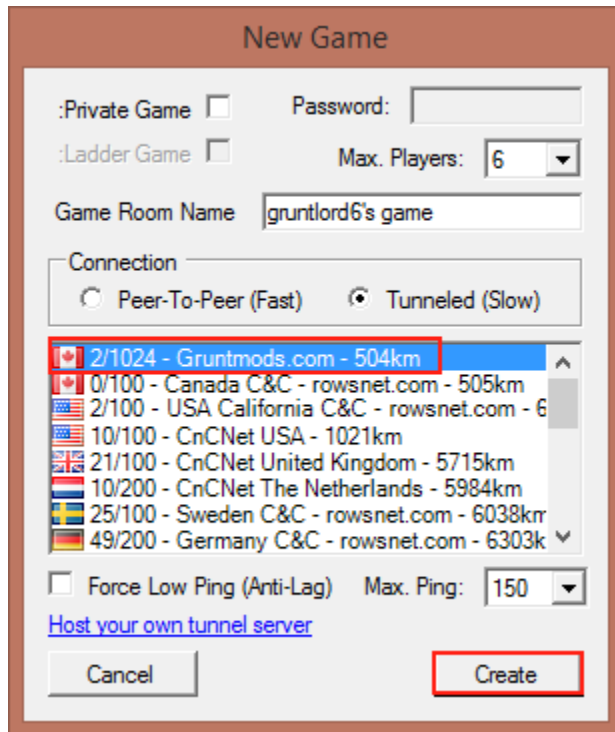


Figure 54: New Game Configuration Menu

5. Here you will finally be brought to the multiplayer host lobby, where you can fine tune additional gameplay settings before starting the game. When you and all players present are ready to start, select “I’m Ready” to lock the lobby. A new button will appear in its place labelled “Start Game”, select it to begin the game with the players and settings selected.



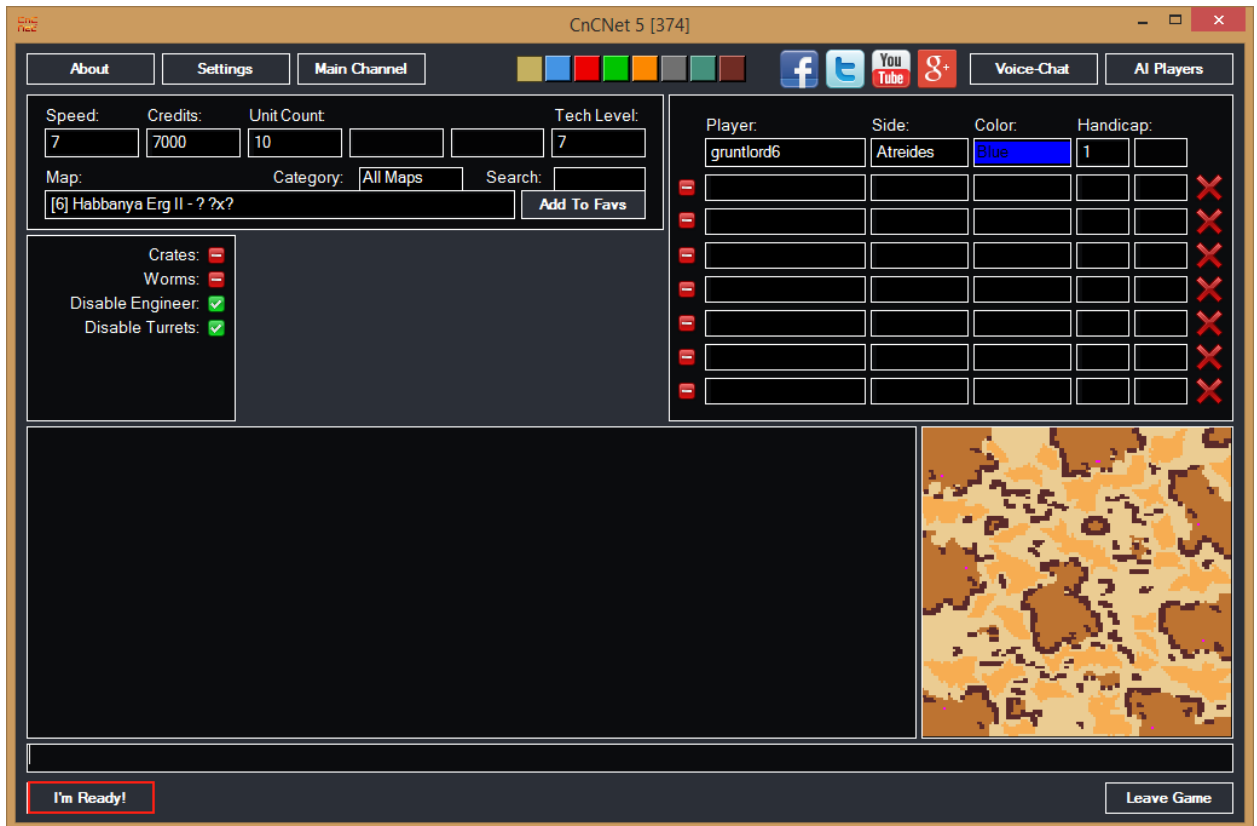


Figure 55: Multiplayer Host Menu

**Question:** My problem isn't listed here, can you help?

**Answer:** Of course! See the below section on how to contact support.

## Contacting Support

Before contacting support, please ensure the following:

- That you have read the troubleshooting section of this manual, and that you have performed the steps described if relevant
- That you are using the latest version of the game (1.6.1.7 at time of writing)
- That that you have the latest graphic card drivers
- That the game is properly installed, check by uninstalling and running the installer again

If you have done the above and your problem still persists, please make sure that you do the following:

- Record your system specifications. If you purchased your computer, these will be written on the unit label. If you do not have a label attached to your computer, follow the steps in the troubleshooting section to locate them

- Make a detailed description of your problem, including what steps you took to try and resolve the issue
- After sending the request, be patient. We are a small team volunteering our time to develop the game and help support you playing it. We will respond as soon as we can

Submit a support request ticket: [http://gruntmods.com/?page\\_id=17](http://gruntmods.com/?page_id=17)

Download updates and patches at: <http://gruntmods.com/?cat=12>

## **Final Note**

Dune 2000: Gruntmods Edition is the version of the game that fans deserve. To that end, we will continue working on new updates and patches to further enhance the game experience. Whether that be the availability of new tools, a better update function, or mod management, we are committed to reviving the community of this great game. Should you have any questions about future developments, or suggestions on how the game can be improved, you can email support, your feedback is important and appreciated!

## **Credits**

First off, we would like to thank Barnaby Smith of the D2K+ project for his contribution of the D2K+ toolkit and website. Were it not for his work, many of the changes implemented in the Gruntmods Edition would not be possible, and the community would not be what it is today. Whether it was helping test, research or make suggestions, we were honored to aid in the creation of the toolkit.

Next, we would like to thank the original development staff. Had it not been for their hard work, not only would the Gruntmods Edition not exist, neither would the original game. From the musical score, to the astonishing graphics, to the hours of scenario creation, we appreciate the work you did, and hope we can achieve the same level of quality.

Finally, a note of thanks to the community, on behalf of all of us at Gruntmods Studios, Long Live The Fighters!

### **D2K+ Toolkit**

- Barnaby Smith(MVI): Application programmer and designer
- Koflac: Designer and programmer of the campaign map editor
- Dylan Hunt (gruntlord6): map editor graphic assets, testing and quality assurance

Special Thanks: jbslash, DaxxXyrax, Devasta

### **Dune 2000: Gruntmods Edition**

- Dylan Hunt(gruntlord6): mission design, scenario programming, bug fixes, installer and patch program
- Barnaby Smith(MVI): main menu, mission select screen, secondary house patch
- Takeru: Game Launcher
- FunkyFr3sh: Modified game exe and CnCNet integration.



Special Thanks: Slasherking823,Sandworm

**Instruction Manual**

-Dylan Hunt(gruntlord6): manual author

-Jake Murray: editing, manual design

