

# FED2k Newsletter

## The Year of 2003

### December

December was the slowest month of the year. There was news of a Dune based Battlefield 1942 mod that was starting development but that was about it.

### November

In November our hosted site The Terminal which covers the Railroad Tycoon games was busy once again with the release of Railroad Tycoon 3. There was some discussion about finding a copy of Emperor since it is not sold in North America. There was also a live auction of memorabilia from David Lynch's Dune run by eBay. Some of the items included Atreides and Harkonnen rifles, concept art, and weirding modules but all of them were rather expensive.

### October

October was another slow month although we did see some evidence of a "Dune 0" which was a Dune game for the Atari being developed in 1984. It was never released and was only a prototype but there was a download to see what could have been.

### September

The Machine Crusade was released in September. It is the second book in the Legend of Dune series of novels written by Brian Herbert and Kevin J. Anderson. It received mixed reviews much like the other prequel novels but was still worth reading for fans of the Dune novels.

### August

August brought the launch of the FED2k Ladder which was developed by Gobalopper using a program written by Olaf van der Spek to send the game reports to our server instead of Westwood. It was one step in keeping Emperor alive.

### July

In July we finally moved to our new server which was long talked about and finally realized. Thanks to Nyarlathotep and his large donation, along with Skorpija and Davo, we were able to keep FED2k alive. We also continued testing the FED2k Ladder and were able to work out all the kinks and have it ready for an official launch in August.

### June

June continued with a slow period although it was the first month where we started testing out the new FED2k Ladder. It allowed us to replace the Westwood ladder that hadn't worked since last year.

### May

In May we saw the site experience some extended downtime but we managed to work through them out. It was also the start of a slow news period. With CoD aired there wasn't much to publish.

### April

We received some sad news in April in the passing of Dr. Willis E. McNelly. McNelly was the author of the Dune Encyclopaedia which was very popular among fans of the Duniverse. Canada finally got its chance to watch the miniseries as Space aired it in mid April. We also received the

final rating for the miniseries on Sci-Fi garnering an average of 2.4 million per episode and placing it third all-time against other Sci-Fi programs.

### **March**

In March we finally got to see the Children of Dune miniseries after months of waiting. The miniseries received mainly positive reviews and very good ratings. Rumours also continued about a possible TV series being developed and we also learned that scripts for the sequel were being worked on although nothing has been set in stone. Ryan Carter, part of the special effects team from CoD, was also kind enough to join us in some online chats and wrote an article for us about special effects in the miniseries.

### **February**

February was all about the Children of Dune miniseries. This month was the big build up for the airing on Sci-Fi on March 16-18. We saw video interviews with the cast and crew as well as online chats and many Q&A articles.

### **January**

January saw the first full length trailer for Children of Dune being released along with a couple of shorter trailers dealing with specific aspects of the miniseries. But perhaps the biggest news of the month came with the closing of Westwood Studios. EA made the decision to close the Las Vegas offices and move anyone not laid off to a "super-studio" in Los Angeles. Not everyone made the move though, some starting their own gaming companies which we will be watching closely in the future.