

FED2k Newsletter

September 2003

FED2k News: (<http://www.dune2k.com/>)

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Dunesday

Recently the debate over a second Dunesday Celebration has resurfaced, with many supporters and many critics. Ideas for possible events have been suggested by numerous FED2k forum members, such as the possibility of gaming tournaments. Hopefully support for a repeat celebration will grow and another Dunesday will come about in the near future.

Byron Merritt Interview

After some minor research and investigation Inoculator9 was able to contact Byron Merritt, nephew of Brian Herbert and grandson of Frank Herbert, and acquire his consent for an interview. Among the 15 questions were inquiries to his opinions of the Dune novels and his thoughts on upcoming projects. The interview has been posted at:

<http://www.dunenovels.com/news/merritt.html>
<http://www.dune2k.com/forum/?threadid=11879>

Dune Audio Commentary

Mahdi has recently made a proposal suggesting a recorded audio commentary on the Dune series and other related works such as Dune games and movies. Working in conjunction with him will be Vanguard3000 after the two struck up the idea as a result of Vanguard's recent move to a location closer to Mahdi. They hope for some free time out of their busy schedules to start planning the recording. The commentary will bring exposure to our resident Dune experts and FED2k in general so be sure to offer your support for the project in the Duniverse Board:

<http://www.dune2k.com/forum/?threadid=11743>

Dune Animated Series

Mahdi has, in addition to his plans for a Dune Audio Commentary, initiated a project that will hopefully end with sections of all six of Frank Herbert's Dune novels being put into animated form. Although the possibility of an authorized animated Dune series has always been considered it has never yet been given serious consideration. There has already been many people showing support but those with experience in animation are the most needed at this point. Check the thread for more on how you can help:

<http://www.dune2k.com/forum/?threadid=11790>

FED2k Emperor Ladder

For those of you that enjoy playing Emperor: Battle for Dune competitively but have been unable ever since Westwood closed their ladders a few months ago there is now an alternative. FED2k is hosting its own monthly tournament ladder with the help of a program written by Olaf van der Spek. It runs while you play and will send the games results to the ladders database updating the rankings immediately. For more details visit:

<http://www.dune2k.com/ladder/>

FED2k Staff Addition

Strategy Vault and Emperor board moderator ken124578 has been promoted and is now a member of the staff. He will be keeping all of his old moderating roles but also expanding to other sections of the forum as well.

Dune Editing News: (<http://editing.dune2k.com/>)

- Reign of Shadows
- Kwisatz Haderach 3
- Corrino's Revenge 2
- FED2k Heroes Mod
- Sardaukar2000 News Sub-Section:
 - Mission and Introduction Movies
 - House Starships
 - Campaign Development
 - Sardaukar2000 vs. Emperor/Dune2000
 - New Team Members

Reign of Shadows

As was reported at the main Dune Editing page, Apollyon, creator of such well known mods as the Guild Wars and In The Destroyer's Grip, has begun working once again on an older, discontinued project of his called the Reign of Shadows. Once existing only in the form of a beta version, Apollyon has decided after playing with the mod, to begin working on turning it into a more complete mod as he originally intended. Progress is generally unknown, but Apollyon's graphic abilities are well known, and at the very least we can all expect an exceptional mod.

Kwisatz Haderach 3

What has generally become accepted as the most successful mod project in the history of Dune modding, the Kwisatz Haderach Mod Series, is now having a third installment added. The Kwisatz Haderach Team has announced its intentions of making this third version with such mostly unused concepts as "tech" buildings that can only be found on maps custom made for the mod's use. So far the team has received a great many ideas, but work is slow for now.

Corrino's Revenge 2

The second Corrino Conversion Mod to be made, Corrino's Revenge by DukeLeto is having a sequel made. This sequel to the original more than triple's the new content, making it one of only a few total conversion mods, among which are In The Destroyer's Grip and to a less thorough extent the Shai-Hulud Mod. DukeLeto has finished work on a good many aspects of the mod, but work has temporarily been halted while a game problem is being sorted out. Current progress consists essentially of a private beta with most gameplay edits but no new graphics, and a set of infantry textures for the mod made by myself.

FED2k Heroes Mod

The long standing project that hoped to add units to Emperor gameplay, designed and named for prominent FED2k Forum Members, has recently changed hands and is now being prepared by DukeLeto as a second project to complete after Corrino's Revenge 2. The current version made by GoldEagle and myself adds five new units to

Emperor gameplay, named for both of us, IxianMace, Apollyon and Lc92. New work has not yet begun, and likely will not for some time, but DukeLeto has promised to continue the project after completing his current projects.

Mission and Introduction Movies

As the Sardaukar2000 project continues, several plans for in game videos have emerged, with the first set of drafts for House Introduction Movies having been completed. These videos display some of the ships and units of each house and present some background information. The planned in game movies will likely be mostly text, with some beautiful backgrounds designed by long time FED2k Forum TMA1, newly known as "Beyond the Infinite."

House Starships

Another great contribution of TMA, has been several House ship designs, several completed and more promised. Each house has specific ship specifications including space based battle cruisers and atmospheric fliers being prepared for use in game and during in game movies. Currently completed are the Richese and Corrino Battle Frigates.

Campaign Development

The campaigns for each faction present in Sardaukar2000 has been developing recently with the help of Duniverse Moderator Andrew along with the suggestions of DuneNewt, with all finished save for the Harkonnen campaigns. Though details will not be made available for some time, myself and the team can reveal that each house will have near a dozen campaign missions, complete with in game video, and a great many new features.

Sardaukar2000 vs. Emperor/Dune2000

Several questions have been asked of myself and the team regarding Sardaukar2000's gameplay. More specifically, which of the original Dune games will it be most like? The answer to this question is, that Sardaukar2000 will be present between the two games, with maps similar to Dune2000 and units not quite up to the same quality as Emperor but with similar design procedures. Along with these graphic questions, come campaign and gameplay questions. Most relating to how many missions or how the campaigns will progress compared to past Dune games. To answer this, the game will be played in a campaign system more similar to Dune2000's campaign system with some improvements. We hope to include exceptionally innovative features that had never even been considered for past games, with around 6 different gameplay styles.

New Team Members

From the Gaming Union at www.thegamingunion.com deathblane and Crook have come to the team to help us with concept art and modelling. Deathblane is a superb artist, who will hopefully be doing a lot of our concept art, while Crook is renowned for his exceptional modelling abilities, and will be helping Anders fill the game with new units.