

FED2k Newsletter

October 2003

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

- Dune Penny Arcade
- Dune 0
- Brian Herbert Interviews

Dune Penny Arcade

As a result of Mahdi's diligent devotion to Dune news, the community was introduced to a website with information regarding an arcade style Dune game, with simple graphics, and even simpler gameplay.

<http://www.dune2k.com/forum/?threadid=12121>

Dune 0

Again as a result of Mahdi's diligence, the community was introduced to an ancient, Atari style Dune game, with horrendous graphics and very simple gameplay. The big hitch with this game was that most characters were represented by boxes, which immensely detracts from the storyline. If Paul had secured the Imperium by marrying a box and keeping a box as concubine, I doubt the universe would have progressed very far.

<http://www.dune2k.com/forum/?threadid=12038>

Brian Herbert Interviews

Only a few days ago, UGO made available at DuneNovels.com and its own site that an interview with Brian Herbert was available to be read. Though an interesting article, as Mahdi so aptly pointed out, Brian Herbert is not a 20 year old girl, so questions like "if you had a super power, what would it be?" were less than satisfying.

<http://www.dune2k.com/forum/?threadid=12304>

Thanks to Mr. Byron Merritt's extremely good natured person, I've managed to secure an online interview with Brian Herbert. Mr. Merritt volunteered to relay any interview questions I had directly to his uncle. Thank you to Mr. Merritt for accommodating the interview and Mr. Herbert for answering my 22 questions.

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

- Imperial Civil War Mod
- Kwisatz Haderach 3
- Emperor's Hand Mod
- Sardaukar2000 News Sub-Section:
- New Team Members
- AI Development
- Map Editing

Imperial Civil War Mod

Earlier this month JulesG posted in the Dune Editing Forum about his upcoming mod the Imperial Civil War Mod. The Imperial Civil War Mod takes files from a hoard of other mods (with the author's consent) and combines them into one. Though originally planned for earlier release, some problems came up and JulesG estimated a month's more work.

Kwisatz Haderach 3

Unfortunately with the departure of Nema Fakei from active mod design, and even the Fed2k Staff, Kwisatz Haderach has been at best, put on the back burner, and at worst, cancelled.

Emperor's Hand Mod

Several months ago, TMA and I started work on a simple little mod that made some adjustments to the Sardaukar, changing them into the Emperor's Hand (logo made by Timenn) with a few new units, and the final changes being the large additions of new turrets and units to each great house. I originally uploaded this mod shortly after Dune Editing was brought back up, but somehow managed to put it in the "Other Mods" section where it resided until a few weeks ago, when I moved it.

New Team Members

As October passed, two new team members joined the Sardaukar2000 Team. Crook, an extremely talented modeller joined recently, and has already produced a beautiful tank model. Cbalaskas, an extremely talented artist and 3D modeller has also joined, with hopes of expanding his resume to include some game projects.

AI Development

Recently, at my request, Stefan, creator of Dune II – The Maker, posted some info regarding game AI development. We will hopefully be constructing this part of Sardaukar2000, when the time comes, with his help.

Map Editing

Only a short time ago, Anders, team co-leader, finished writing a valuable file involved in editing Sardaukar2000 maps. Anders has also made a point to make all of his files as straightforward and easy to edit as possible, making Emperor map editing look like building super-computer.