

The background is a dark, atmospheric space scene. On the left, a large, textured planet with brown and tan hues is visible. The rest of the background is filled with a dark blue and purple nebula, with numerous small, bright stars scattered throughout.

DUNE

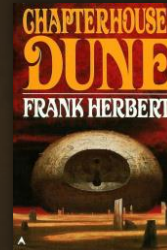
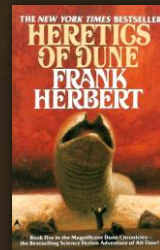
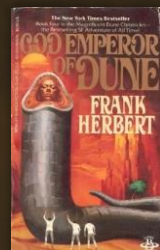
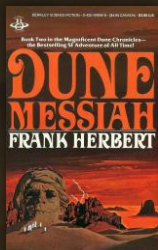
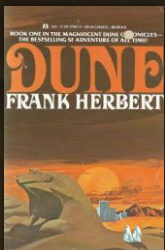
AAA GAME CONCEPT – DAMIEN RODRIGUEZ

OVERVIEW

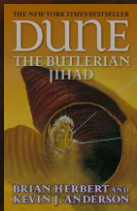
THE DUNE UNIVERSE



- Authored by **Frank Herbert**
- 6 Book saga (passed away before completion)
- 1st book published in 1965
- World's **best-selling** science fiction novel
- Adapted in a movie, mini-series & games



« I know nothing comparable except Lord of the Rings » - Arthur C. Clarke



- Prequels, sequels & other stories written by Brian Herbert (son) and Kevin J. Anderson.
- Inspired by discovered notes of Frank Herbert after his death.
- Considered as non-canon by many fans.



Emblematic of Dune:
The Sandworms of the desert
Art by Carl Critchlow



Emblematic of Dune:
The blue-on-blue eyes of spice addiction
Art by Veronica Anrathi

OVERVIEW

THEMES OF DUNE

“Once men turned their thinking over to machines in the hope that this would set them free. But that only permitted other men with machines to enslave them.”

The Butlerian Jihad

INFLUENCE OF RELIGION, POLITICS & ENVIRONMENT ON CULTURE

- Effects of environmental conditions on morality and belief systems.
- Study of political cycles and the roles of government.
- Relationship between politics and religion & their power when combined.

FEAR OF MESSIANISM, DOGMA & PRAISE OF HUMANISM

- Encourages people to think for themselves and be wary of everything that would simplify their thinking, be it AI, belief structures or charismatic leaders.
- Humanistic desire for evolution, surprise, and the seeking of Truth.
- Compares ideologies to mindless forces that you can ride but not control.



The Bene Gesserit Order: Social engineering using religion & politics
Art by Marc Simonetti



Muad'dib's Jihad, a prophet's uncontrolled legacy
Art by Nicolas Bouvier



The Fremen: Morality & strength born from their environment
Art by Mark Molnar

OVERVIEW

GAME ADAPTATION

Genre(s):	AAA Infiltration / Exploration / Combat RPG
Platform:	Sony Playstation
Est. Playtime:	25-30h (main story + some sidequests)

ATMOSPHERE

- Adapts the first book. Takes inspiration from but not exact to expanded universe.
- Transmit the vibrant and **exotic** life of the Dune universe in **urban settings**; Rich colors and middle-eastern inspired music.
- Contrast with the desolation and **overwhelming danger** of the **desert**.

INSPIRATIONS

- Targets a similar audience to **'God of War'** and **'Dragon Age Inquisition'**. Both very commercially and critically successful modern RPGs.

God of War



- Immersive storytelling
- Close-up camera
- Engaging combat system

Dragon Age: Inquisition



- Rich world and cultures to explore
- Deep companion relationships
- Accessible tactical systems

Actions & Cameras

EXPLORATION

- Head to thigh



DIALOGUE

- Head to waist



COVER

- Slightly de-zoomed



COMBAT

- Head to ankle



AIM

- Head to lower back



TACTICAL VIEW

- Birds-eye view



WORMRIDING

- Heavily de-zoomed



OVERVIEW

CHARACTER & STORY

HOUSE ATREIDES FAMILY TREE



LENA NERUS

- 'Nerus' is Mohiam's secret alias in the Bene Gesserit records.
- **18-20 years old.** A few years older than Paul.
- Is **Paul's cousin.**
- Margot Fenring made to be Jessica's secret sister from V.Harkonnen and Mohiam.
- First child of Margot before married to Hasimir Fenring.
- Was raised and trained in a secret Bene Gesserit school on Giedi Prime.
- Believed dead after the Atreides raid on GP.
- **Bene Gesserit acolyte.**



Art by Simon Goinard

PLOT

- Follows **parallel to the 1st book.**
- Happens **in the shadow of the Kwisatz Haderach plot.**
- Makes use of iconic but little developed characters such as Margot & Hasimir Fenring.



Narrative reference:
Star Wars: Force Unleashed

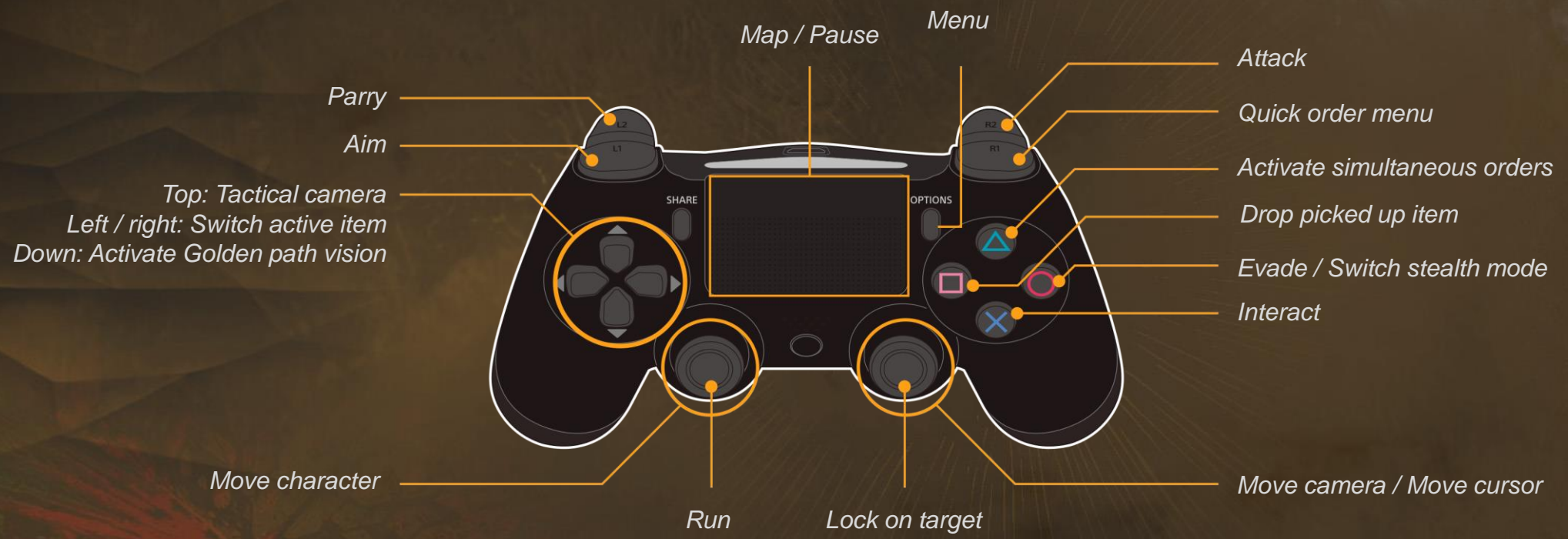
OVERVIEW

LAYERS & DEPTH

LAYERS/DEPTH	1. OBSERVATION & GOLDEN PATH		2. ACCESSIBLE TACTICAL INFILTRATION		3. OPEN WORLD	4. ADVANCED COMBAT	5. MAIN STORY	6. PERSONAL STORY		7. COMPANIONS	8. FANSERVICE
1. INFILTRATION/COMBAT	SOCIAL INFILTRATION: -Pattern learning -Costume system -Dialogue golden path -Power of voice	OBSERVATION IN COMBAT: -Parry & melee system -Aim & shoot system	COMBAT INFILTRATION: -Enemy types & behaviour -Detection system -Takedowns -Cover system -KO system	TACTICAL COMBAT 1: -Tactical view -Marking & quick orders	DESERT INFILTRATION: -Walk without rhythm	TOOLS & SKILLS:	UNIQUE GAMEPLAY SEQUENCES: -Intro -First-time wormriding	PREGNANCY GAMEPLAY: -On Salusa Secundus -On Giedi Prime	BOSSFIGHT 1: -Vs. Fenring	COMPANION ADVANCED TACTICS: -Companion skills propositions	UNIQUE FIGHT ENCOUNTERS: -Bossfight vs. Glossu Raban -Worm fight
2. EXPLORATION	OBSERVATION IN ENVIRONMENT: -Detection of hidden objects -Environment golden path	OPEN LEVEL DESGN: -NPC autonomous behaviour -Multiple paths mission design -Arrakeen palace map	COMMON INFILTRATION BRICKS: -Climbing surfaces -Loud surfaces -Interactive objects -Hidden mechanisms -Containers	DUNE DESERT EXPLORATION: -Worm riding -Rewards of exploration -Water resource mechanic -Results of death -Desert LD bricks	DAY/NIGHT CYCLE & WEATHER: -NPC day/night routines -Prana-Bindu meditation -Weather cycles	COMBAT ENVIRONMENT: -Level design approach	MAIN STORY MAPS & SPACE TRAVEL: -Arrakeen -Small desert map -Giedi Prime -Space travel	PERSONAL STORY LOCATIONS: -BG school -BG archives -Saluca Secundus -Imperial spaceship	COMPANION EXPLORATION: -Interactions with environment -Companion dependant LD bricks	SECONDARY MAPS & AREAS OF INTEREST: -Ice-cap polar map -Carthag -Spice factory	WORM ENDURANCE: -Worms have random sizes. -Endurance bar dictates how far a worm can travel.
3. RPG			COMPANIONS: -Companion behaviour in and out of combat	BANTER SYSTEM: -Passive dialogue triggers	EQUIPMENT SYSTEM: -Game economy -Inventory	ANCESTOR SKILLTREE: -Missionara protective -Game menu -Safe haven -Ancestor memory unlocks	PAUL VISIONS: -Test of humanity -Jamis duel -Jessica RV & Alia's birth -Death of Leto II the elder -Paul taking WOL -Rest mechanic	PERSONAL STORY CINEMATICS: -Atreides raid -Confrontation with mother -Birth of child -Atomic explosion -Jessica ending	COMPANION STORIES & DIALOGUES: -Companion dialogue -Relationship system -Relationship outcomes	MEET MORE DUNE CHARACTERS: -Jessica -Feyd-Rautha -Ice merchant -Stilgar -Liet Kynes -Guild navigator	
4. GAME EXPERIENCE								BABY MECHANICS: -Interactivity companions-baby -Interactivity player-baby	JOURNALS OF LETO: -Lore on death screen		

OVERVIEW

CONTROLS





1. OBSERVATION AND THE GOLDEN PATH

- **SOCIAL INFILTRATION & PATTERNS**
- **INVESTIGATION & THE GOLDEN PATH**
- **OBSERVATION IN COMBAT**

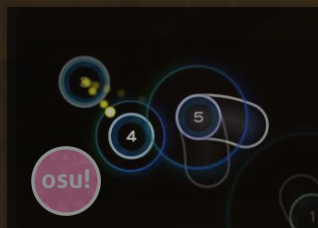
OBSERVATION

SOCIAL INFILTRATION & PATTERNS



PATTERNS

- Sometimes timed sequences of varying difficulty.
- Move cursor to the first node of the sequence to validate it and unlock the next one.
- Complete all nodes before end of time to validate the pattern.
- Sometimes requires additional inputs and good timing to unlock a node.



Gameplay reference:
Osu!



- **'The Golden Path'**: Hidden conversation paths open when you learn others' patterns.
- Use the **power of 'Voice'** to influence others.



Learning peoples' patterns through observation

PATTERN LEARNING

- Observe people at key points when idle or in dialogue to understand their patterns.
- Understanding people's patterns makes it easier for you to disguise as them or use Voice on them.
- Blend into crowds or your surroundings to listen-in inconspicuously to conversations.



Blending into the crowds using disguise
Art by Marc Simonetti

UNIFORMS AND BLENDING IN

- Steal the uniforms of others to evade suspicion.
- **'Truthsayers'** can detect a false identity if you lack learned patterns.
- People will become **suspicious** and follow you around if you are at the wrong place with the wrong uniform.

OBSERVATION

INVESTIGATION & THE GOLDEN PATH



1. THE GOLDEN PATH

A trail appears to guide the player to his objective. The path gets more precise as you gather intel.

2. DETECTION OF PATTERNS, HIDDEN OBJECTS & PATHWAYS

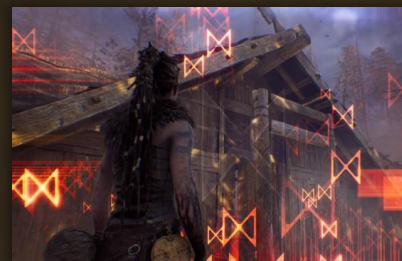
Patterns in the environment can lead to gathering intel, discovering hidden passages & objects.

3. HIGHLIGHTING INTERACTIVE OBJECTS

Interactive objects such as items and climbing surfaces are highlighted in a golden color.

GATHERING CLUES

- Sometimes, the way of the golden path is unclear. The player needs to gather clues to make it more precise.
- At first, the golden path will show a general direction, then a zone, and finally a precise point of interest.
- Gathering clues can be achieved through listening to ambient conversations, interrogating people, finding environmental patterns or specific items.



Gameplay & Narrative reference:
Senua's Sacrifice pattern recognition

- Environmental patterns can require to pinpoint a certain alignment or viewpoint to be unlocked.
- The player can dig into their **past lives** to recognize places they've never been to.
- This can be translated to information being unlocked on the map.

VISUAL LANGUAGE AND THE GOLDEN PATH



Level design reference:
God of War's visual language

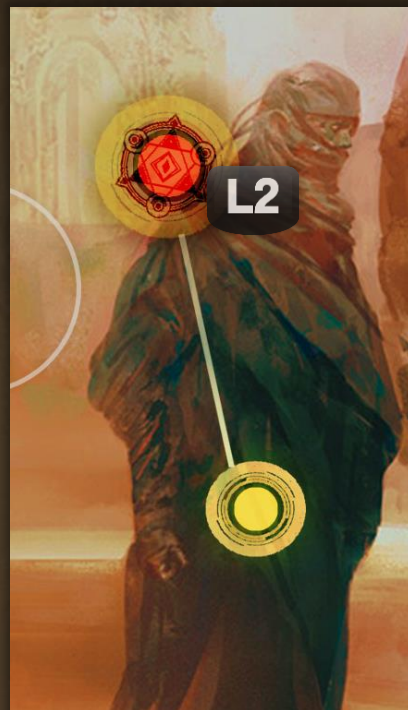
- Interactive platforms for climbing and jumping are decorated with gold.
- Helps to guide the player.

OBSERVATION

OBSERVATION IN COMBAT

COMBAT DESIGN PHILOSOPHY

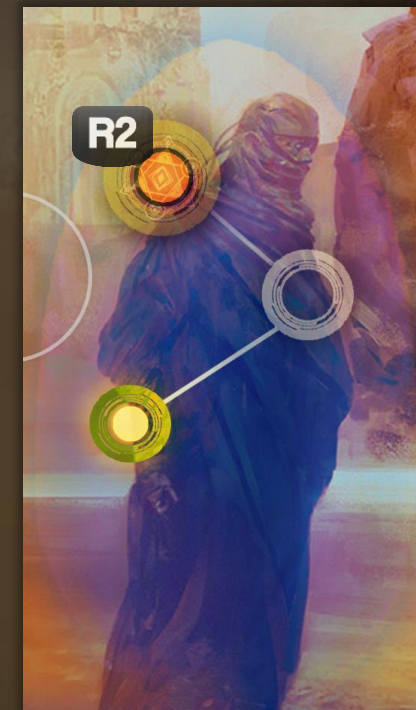
- Combat is **often a last-resort solution**
- Fighting in Dune is often focused on melee due to the presence of shields.
- Tied to the observation/pattern system.
- **Emulates a form of fencing** with notions of movement, timing and precision.
- Few enemies in general. Enemies and player die in few hits.
- 3 levels of success on execution of pattern.
- Breaking of rhythm with slow and fast moments (e.g: fighting against a shielded enemy vs. no shield)
- Fighting becomes more difficult in the deep desert of Arrakis where shields cannot be used.
- Only slow-moving projectiles can traverse a shield.
- Cannot block while aiming. Player & enemies must drop their shield to perform a ranged attack.



Melee block against attack



Ranged block against attack



Melee strike against shielded/parrying enemy

FIGHTING WITH SHIELD



FIGHTING VS. SHIELD





2. ACCESSIBLE TACTICAL INFILTRATION

- **COMPANIONS & TACTICS**
- **ENEMIES & EQUIPMENT**
- **URBAN LEVEL DESIGN**

INFILTRATION

COMPANIONS & TACTICS



TACTICAL CAMERA



- Bird's eye view.
- Issue precise orders to your characters.
- Activate registered commands at any moment using the 'Activate programmed actions' button.



*Gameplay reference:
Shadow Tactics' shadow mode*

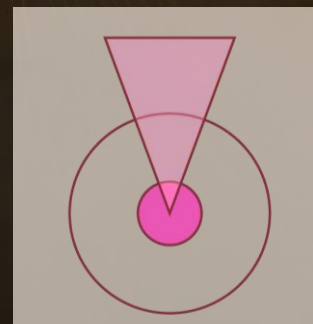
COVER, STEALTH AND QUICK ORDERS

- Use stealth to hide behind **high and low cover**.
- Use the **'quick order' context-specific menu** to issue commands to your allies on the fly.
- You never control your allies yourself.
- Allies can knock-out, distract or lead away NPCs. Each have their unique abilities.
- Bodies must be hidden to avoid suspicion.



*Gameplay inspiration:
Apex Legends ping system*

RULES OF STEALTH DETECTION



- Enemies have vision detection cone & sound detection circle
- Making noise will attract the attention of NPCs.
- Being seen by NPCs will trigger their alarmed behaviour (engage in combat or alert a guard).

INFILTRATION

ENEMIES & EQUIPMENT



IMPERIAL SOLDIERS
*

- Harkonnen and Atreides **peacekeeping & field troops**.
- Disciplined and organized.
- Mostly found in the urban regions of Arrakis.
- Not used to the desert.



Melee Weapon	Range Weapon	Body
Dagger / Bodkin	Slow-Pellet Stunner	Shieldbelt



SARDAUKAR
**

- The emperor's **elite heavy shock troops** disguised as Harkonnen.
- Arrogant and pretentious.
- Wage war against the Fremen.
- Quickly adapted to Dune's specific type of warfare.



Melee Weapon	Range Weapon	Body
Knife / Kindjal	Stunner / Lasgun	Shieldbelt / Stillsuit



FREMEN

- **Desert guerrilla fighters**. The strongest warrior society in the universe.
- Patient, stoic and efficient.
- Prepare to strike back at the enemy.
- Live underneath the deep desert.



Melee Weapon	Range Weapon	Body
Crysknife / Desert lance	Maula pistol / rifle	Stillsuit



Elite enemies: Bene Gesserit with truthsense and weirding way, imperial assassins, Ginaz swordmasters, Fremen Fedaykin, Sardaukar Bashar.

Art by Simon Goinard (x2), Jacob Atienza, Mark Molnar, Antti Hakosaari

SPECIAL WEAPONS

Hunter seeker	Gom Jabbar	Shigawire garrott
Poison blades	Rapier	Food poisons
Rocket launcher	Suspensors	Atomics

INFILTRATION

URBAN LEVEL DESIGN











LEVEL DESIGN PHILOSOPHY

- **Multiple ways** to approach and solve a mission.
- NPCs have their own behaviour cycles and react to what happens around them. **Strong environmental narration.**
- **Open** but somewhat small areas.
- Mix of stealth, exploration and combat.
- Different sizes of maps, hosting from 1 to 10 missions
- Missions last from 30 minutes to 2 hours.








Level design reference:
Hitman 2

LEVEL DESIGN COMMON ELEMENTS

-  Uniforms worn by NPCs can be taken for social infiltration
-  Climbing surfaces offer some **parkour** gameplay opportunities
-  High and low cover elements
-  **Hidden mechanisms**
-  Locks (such as palm locks)
-  Containers to hide bodies or yourself
-  Noise-making surfaces or interactive objects
-  Dangerous interactive mechanisms for **creative ways to kill a target.**

TYPES OF MISSION OBJECTIVES

-  Find a place
-  Steal or collect an object or document
-  Gather intel by listening in on conversations or exploring the world
-  Assassinate a specific target.
-  Destroy or sabotage something

3. OPEN WORLD EXPLORATION

- **THE DEEP DESERT**
- **WATER CONSERVATION & WORMRIDING**
- **SIGHTS AND LOCATIONS OF THE DESERT**

OPEN WORLD

THE DEEP DESERT



WEATHER AND DAY-NIGHT CYCLE



Art by CarlosNct

- Random weather phenomenons
- Coriolis storms (700km/h winds)
- Spice explosions



Art by Serg Souleiman

- Day / Night cycle
- NPCs adapt their routine depending on time of day
- Time-of-day specific events

DEEP DESERT SPECIFICS



Fremen wearing stillsuit for water preservation
Art by Tom Edwards

- Cannot use shields in the desert as they enrage worms. **Shields are replaced by stillsuits.**
- **More difficult & frequent combat** vs. Fremen & Sardaukar and use of fast projectile weapons such as rifles and lasguns.
- Little place for cover.
- Cannot use uniforms to disguise yourself in the desert

PRANA-BINDU MEDITATION



Gameplay inspiration:
Witcher 3 meditation

- Secret technique of the Bene Gesserit
- Slow down your metabolism to wait in the desert while conserving water.

OPEN WORLD

WATER CONSERVATION & WORMRIDING



NAVIGATING THE DESERT



Art by AJ. Trahan

- **Walk without rhythm** to elude the attention of worms in the open desert by maintaining the stealth button.
- Occasionally observe fremen riding worms in the open.
- **Learn to ride a worm** yourself and summon it at will using a thumper.
- Areas covered by bedrock are safe from the worms.
- **Banter system**: characters occasionally talk with one another during exploration
- Wormriding triggers **story-time** where companions start conversations.

MULTI-STAGE OPEN WORLD

- Novices cannot travel far in the deep desert of Arrakis.
- Fall unconscious when travelling too far. Return to base.
- **World changes and opens** to you as you unlock new ways of navigating the world or saving water.
- Upgrade from an imperial stillsuit to a fremen stillsuit.
- Learn to ride a worm.
- Unlock access to smuggler base.



Level design reference:
God of war's Lake of Nine

REWARDS OF EXPLORATION



- Uncover secret quests, stories, characters and objectives.
- Earn knowledge and insight into the world.
- Stumble upon beautiful vistas and book-related landmarks.
- Earn skill points.

OPEN WORLD

SIGHTS AND LOCATIONS OF THE DESERT



THE GREAT FLAT

- Remnants of stilltent encampments
- Coriolis & static storms
- Spice caches



SPICE MINING & SPICE BLOWS

- Apparition of worms
- Pre-spice masses coming to the surface
- Mining crawlers & carryalls



SMUGGLER CAMP & FREMMEN SIETCH

- Sardaukar encampments
- Desert outposts
- Stillsuit factories



OASES, QANATS & PALMARIES

- Small Fremmen communities & villages



BIOLOGICAL TESTING STATION

- Hidden & derelict imperial constructs
- Hold many planetary secrets unknown to outsiders



CANYONS, CAVES & GROTTOS

- Hidden ruins of former sietches & Fremmen villages
- Great water reserves
- Volcanic activity
- Great mountainsides

DESERT MISSION OBJECTIVES

- Protect settlements from enemy attack
- Lead worm into enemy camp
- Ambush enemy patrols
- Uncover position of a hidden place
- Infiltrate Fremmen sietch
- Steal from spice caches
- Hijack a mining crawler

EXPLORATION OBJECTIVES

- Find traces of missionaria protectiva presence.
- Complete environmental patterns.
- Complete side stories.



4. ADVANCED COMBAT

- **THE WEIRDING WAY**
- **ANCESTOR SKILLTREE & OTHER MEMORY**

COMBAT

THE WEIRDING WAY

SKILLS

- The player can learn skills beyond the basic melee attack, aim and evade.
- Gain more health and attack power.
- Have more time to complete patterns in combat.
- Poison your weapons.
- Disarm or knock down enemies.
- Reflect projectiles with a perfect parry.
- Improve the efficiency of your one-shot pistol by imbuing it with confusing, poisoning or static effects.
- Damage multiple enemies in a flurry of blows
- Some abilities trigger at the end of completing a pattern in the form of a **bonus node**. Others are triggered from the fast order menu.



Simultaneous parry versus multiple opponents with choice of bonus effect.



*Visual reference:
Sherlock Holmes movie*



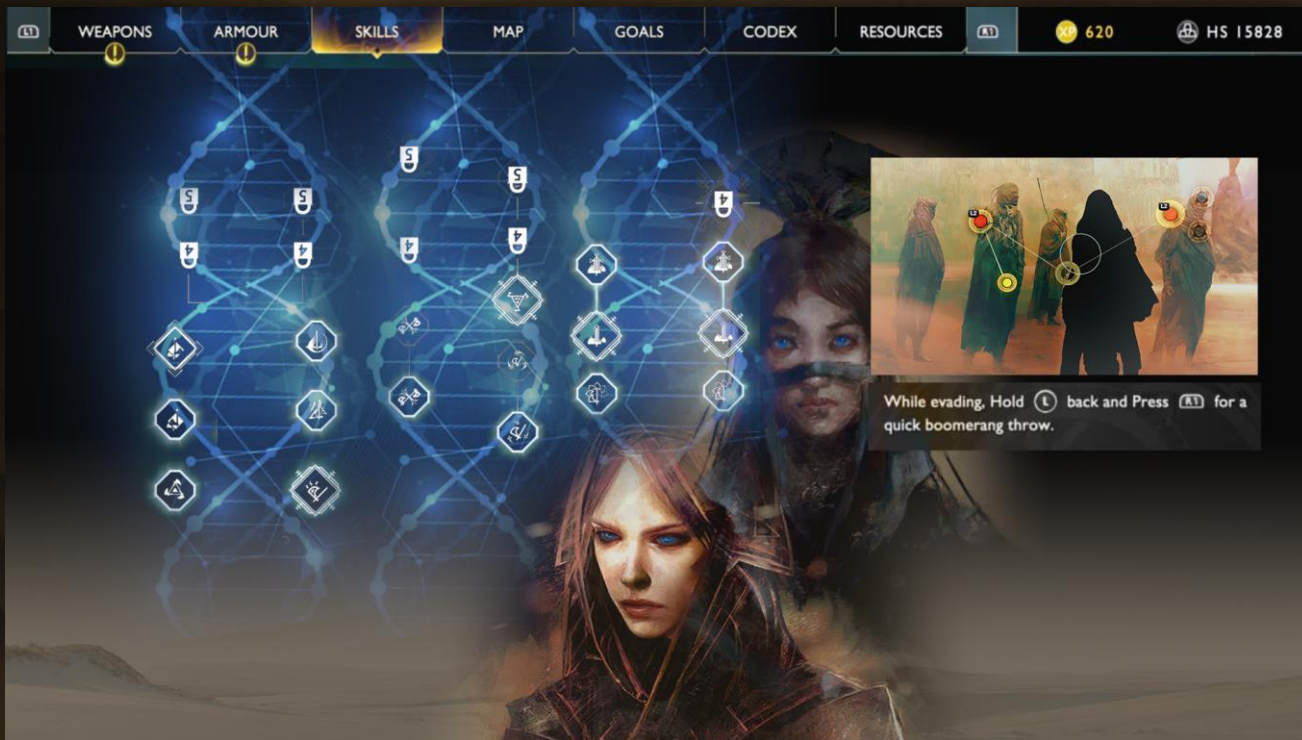
*Visual reference:
300 movie*

VISUAL REPRESENTATION OF THE WEIRDING WAY

- Mixed martial arts of the Bene Gesserit derived from their prana-bindu training. Allows them to observe minute movements and strike at opponents with lightning speed.
- In the game, visually inspired by jiu-jitsu and kung-fu techniques.
- Heavy use of slow-motion and detailed combat animations to make best use of the pattern system.

COMBAT

ANCESTOR SKILLTREE & OTHER MEMORY



NON-COMBAT ABILITIES

- Infiltration, social and investigative skills.
- Smaller detection cones for enemies
- Hide in shadows
- Advanced skills for hunter-seeker operation
- More time for observation patterns in dialogue



Hunter-seeker device for assassination
Art by Mark Molnar

OTHER MEMORY AND POSSESSION



- Bene Gesserit reverend mothers and some other spice-awakened individuals are able to dig into their ancestral consciousness through a form of genetic memory.
- Memories that surface when needed: At certain points in the game, ancestors awaken within the player character's mind.
- During awakening, the player character takes the physical appearance of their ancestor during a brief period of possession and unlocks a new ability.
- Each skill in the game is linked to the memory of an ancestor.
- Half the skilltree is locked until the player undergoes spice agony.

TRACES OF MISSIONARIA PROTECTIVA



Art by Simon Goinard

- Discover traces of Missionaria protectiva presence by exploring the environment.
- Unlock skill points and secret bene gesserit knowledge through ancestral memory upon discovering such places



5. MAIN STORY

- **EVENTS OF THE BOOK & VISIONS**
- **MAIN LOCATIONS & SPACE TRAVEL**

MAIN STORY

EVENTS OF THE BOOK & VISIONS

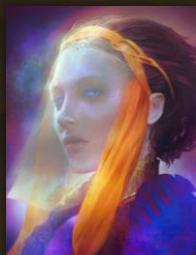
PLOT OF THE KWISATZ HADERACH

- The game adapts events from the first book. The story happens in the shadows of the 'Kwisatz Haderach' plotline.
- The player plays as a Bene Gesserit acolyte who gains progressive insight into the breeding program scheme to produce the Kwisatz Haderach.
- The main character's actions have an influence mainly on the secondary characters and storylines that led to Paul becoming Emperor.

MAIN CHARACTERS OF THE BOOK AND THEIR PLACE IN THE GAME



Paul Atreides
Art by David
Hector Arzate



Lady Jessica
Art by Simon
Goinard



Alia Atreides
Art by David
Hector Arzate



Leto Atreides I
Art by Sam Carr



*Vladimir
Harkonnen*
Art by Craig Mullins



Liet Kynes
Art by Mark Molnar

- Main Book characters are often met from a distance or in vision to prevent the conflict between book fidelity and player agency.
- These characters cannot be killed.
- Events from the book are left **purely unchanged.**
- The main character of the game acts to the benefit of Paul for prophetic and personal reasons.
- The plot of the book remains central to the motivations and actions of the game's main character.

STORY OF PAUL AND VISIONS



*Narrative reference:
Witcher 3, play as Ciri*

- Main character is a secret cousin to Paul Atreides.
- **Play as Paul** for brief periods of time during episodes of visions that the main character has of him.
- The visions cover the most important events of the book that the player character does not witness directly.

KEY VISIONS



TEST OF HUMANITY

- *Early signs of Paul's destiny*



PAUL'S AWAKENING & DUEL WITH JAMIS

- *Paul loses his humanity after the death of his father and accepts his fate as messiah to the Fremen*



ALIA'S AWAKENING & BIRTH AS JESSICA TAKES THE WATER OF LIFE

- *Jessica becomes Sayyadina to the Fremen.*



PAUL TAKES THE WATER OF LIFE

- *Paul becomes the Kwisatz Haderach*

MAIN STORY

MAIN LOCATIONS & SPACE TRAVEL



ARRAKEEN

- Wander the streets of Arrakis' capital under the Atreides.
- Infiltrate Arrakeen palace



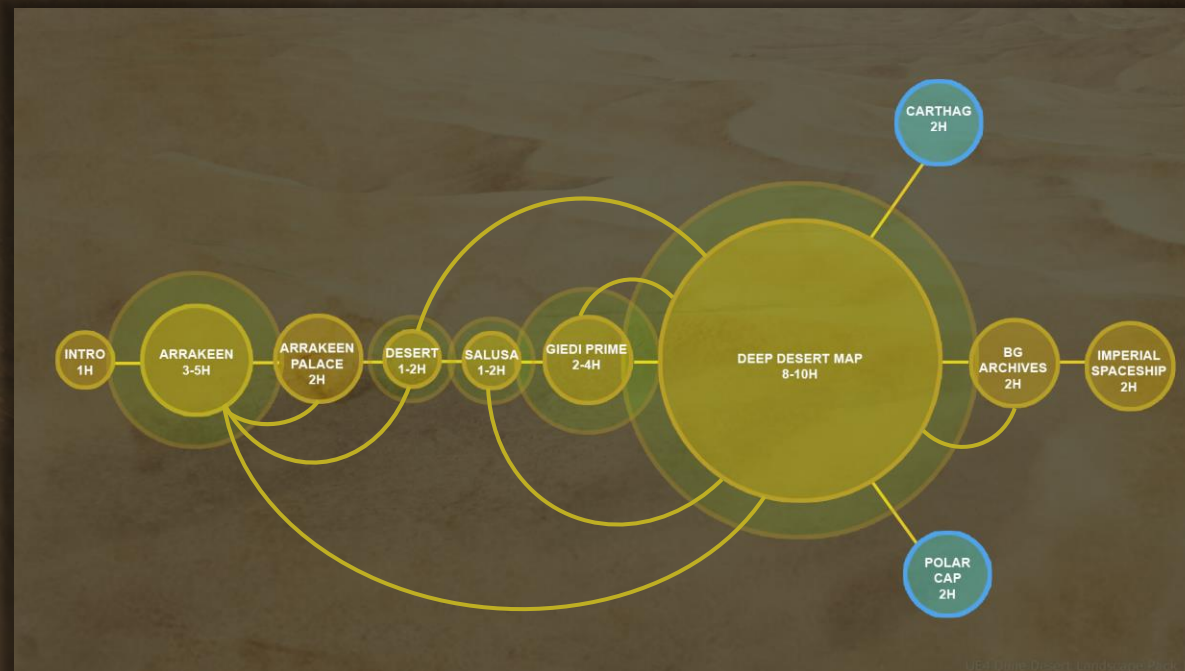
THE DESERT OF ARRAKIS

- Largest map in the game.
- Serves as a hub from the midpoint of the game's story forward.



GIEDI PRIME

- Spy on the Baron Harkonnen and Count Fenring on the Baron's home planet.
- Explore the underbelly of the arena during Feyd Rautha's fight.



Story progression map featuring space travel

SPACE TRAVEL



Art by Ville Ericsson

- The player gains access to space travel from the midway point of the game.
- Space travel allows the player to go back to previously visited planets for story or completion purposes.
- Space travel is unlocked through smuggler connections.



6. PERSONAL STORY

- **LENA'S STORY**
- **RELATION TO THE BOOK**
- **NARRATIVE STRUCTURE**

PERSONAL STORY

LENA'S STORY

LENA'S PREGNANCY



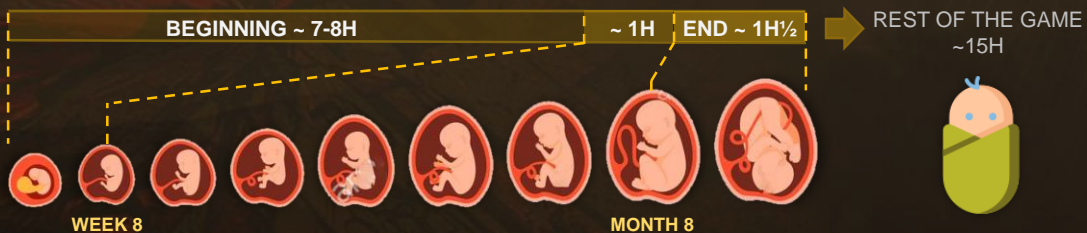
Art by Marc Simonetti

- The game **starts right after the moment of conception** and tells the story of Lena going through pregnancy, giving birth, and being a mother in the first year and a half of her son's life.
- Lena's first signs of pregnancy are hidden to her despite her Bene Gesserit training, confused for symptoms of spice awakening.
- Lena starts having visions of Paul. Her son's fate, candidate to Kwisatz Haderach, is **tied to Paul**.
- Most of the pregnancy is seen through **short segments** of gameplay when Lena becomes a Sardaukar prisoner.
- Lena **returns to the desert after giving birth** to pursue her quest. Her goal is now to save her son from Bene Gesserit servitude by helping to put Paul on the throne.
- The pregnancy has a **marked but short impact on gameplay**, while becoming a mother gives a **powerful and lasting motivation** for the rest of the game.

●
START OF PREGNANCY
No effect on gameplay

●
MIDDLE OF PREGNANCY
Exotic gameplay while in captivity

●
END OF PREGNANCY & BIRTH
Standard mission - movement handicap



MAIN STORY BEATS



ATREIDES RAID ON GIEDI PRIME

- Lena leaves Giedi Prime and her dead lover behind for Arrakis, moments after her impregnation.



DEATH OF DUNCAN IDAHO & CAPTURE

- Witness a nuclear explosion. Paul and Jessica leave for the desert and Lena gets captured by Sardaukar.



PREGNANCY & SARDAUKAR CAPTIVITY

- Lena spends most of her pregnancy as a captive on Saluca Secundus before escaping.



BIRTH & BECOMING A REVEREND MOTHER

- Lena takes the water of life to save herself and her fetus from the cancer that developed in her.



CONFRONTATION WITH THE MOTHER

- Lena is revealed to be Margot Fenring's daughter and Helen Mohiam's granddaughter.



CONDITIONING OF HASIMIR FENRING

- Lena conditions Fenring to not kill Paul so as to save her son from the Bene Gesserit.

PERSONAL STORY

RELATION TO THE BOOK

HOW LENA'S STORY FITS WITH THE MAIN STORY NARRATIVE

- The story of Lena **mirrors major themes and events of the Dune book** that the player cannot themselves otherwise experience or have the time to comprehend.
- Such themes and events include Jessica's pregnancy, her becoming a reverend mother and giving birth to a pre-born child, Paul having visions of Chani before having met her and going through spice awakening in a moment of stress, or the nature of the Kwisatz Haderach.
- The pregnancy as a narrative device helps to bridge the 2-year temporal eclipse in the book.
- The story focuses on important but little developed characters in the book, such as the Fenrings, to explain their motivations, including why Margot helped Jessica or why Hasimir did not kill Paul.

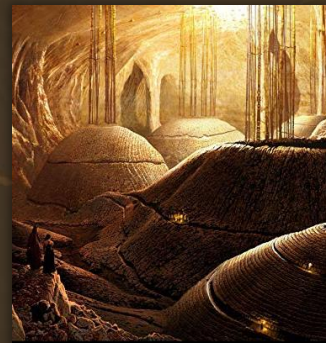
SECONDARY CHARACTERS OF THE BOOK WITH IMPORTANCE IN THE GAME

DUNCAN IDAHO	Helps the player escape the Harkonnen attack on the Arrakeen palace. Witness his death as he permits Paul & Jessica to flee into the desert.
GURNEY HALLECK	Important supporting character. Gives access to a smuggler base which serves as a hub to the player, gives access to space travel , and is a mission giver.
THUFIR HAWAT	Helps Lena give birth on Giedi Prime.
GAIUS HELEN MOHIAM	Is revealed to be Lena's grandmother. Important story character.
MARGOT FENRING	Is revealed to be Lena's mother and Jessica's sister. Important story character.
HASIMIR FENRING	Final boss of the game. The player must condition him not to kill Paul.



SALUSA SECUNDUS

- Witness the home world of the Sardaukar as a captive.
- Get fed bits of information on Tleilax and the Duncan Idaho ghola plotline.
- Experience the theme of Dune that environment shapes culture.



BENE GESSERIT ARCHIVES

- Get insight into the Bene Gesserit organization, their plots, and the breeding program scheme.



IMPERIAL SPACESHIP

- Witness the climax and final chapters of the book from up close. The explosion of the Shield Wall, the death of the Baron Harkonnen by Alia, and the overthrow of emperor Shaddam IV.

PERSONAL STORY

NARRATIVE STRUCTURE

1

ATREIDES RAID ON GIEDI PRIME

- Impregnation of Lena who starts having visions of Paul
- Death of lover & awakening of past lives

2

INFILTRATE ARRAKEEN PALACE

- First big mission
- Ends with witnessing the death of Leto I

3

SARDAUKAR CAPTURE

- Many important deaths and reveals
- First time seeing Paul in person, but from afar

4

ESCAPE FROM CAPTIVITY

- Learn about the pregnancy. Exotic gameplay.

5

BIRTH & BECOMING REVEREND MOTHER

- Go back to own Bene Gesserit school to take the water of life.
- Thufir Hawat helps to give birth and treat the cancer.

6

COME BACK TO ARRAKIS

- Become able to ride worms
- Meet Gurney Halleck and unlock space travel.

7

CONFRONTATION WITH THE MOTHER

- Reveal of ancestry and Kwisatz Haderach plot in relation to Lena's son.

8

CONDITIONING OF HASIMIR FENRING

- Final boss

9

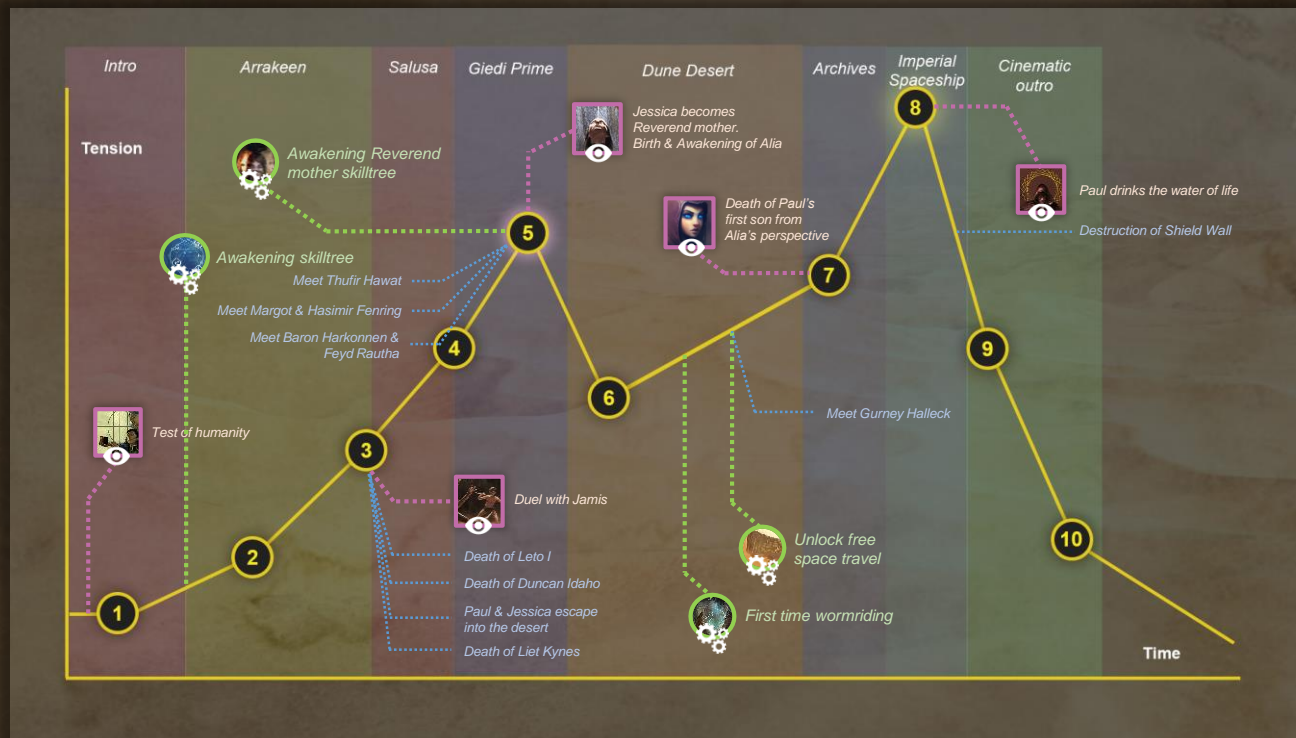
PAUL BECOMES EMPEROR.

- Ending cinematic

10

MEET WITH JESSICA ON CALADAN

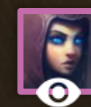
- Post-credit scene to lead into the second game



LEGEND AND HIGH POINTS OF THE GAME



Gameplay Feature Unlock




Vision



Main book element that the player character witnesses in person

- The two high points of the game are the birth of Lena's son and the battle against Hasimir Fenring.
- Both these events are led up and supported by key moments and characters of the book.



7. ADVANCED COMPANIONS

- **ROLES OF COMPANIONS**

COMPANIONS

ROLES OF COMPANIONS



Art by Mark Molnar (x3), Mark Zug, Simon Goinard

COMPANIONS IN DIALOGUE AND STORY



« It is reassuring to see Fremen among you »

Art by Bruno Gauthier Leblanc

- The presence of certain companions in your party will have an **effect on dialogue options**.
- Companions each have their own personal storyline with multiple outcomes.
- Companions are recruited throughout the main story passages.
- **Relationships & romance:** possibility to alienate or start a romance with companions.

COMPANIONS IN COMBAT AND EXPLORATION



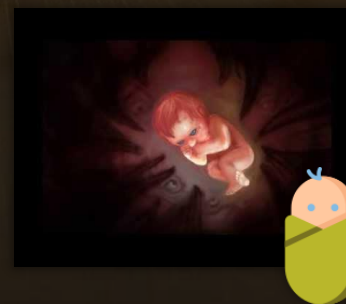
Companion ready to interact with object in environment



Companion proposing an action in combat

- 2 companions accompany you on your missions and during exploration.
- Each companion has ways to help you in exploring the world, with abilities to detect or interact with things.
- Sometimes, teamwork is necessary to solve simple environmental puzzles.
- Each companion has specialized infiltration and combat abilities.
- Companions will sometimes propose actions for the player to validate during combat.

BABY MECHANICS



- Companions take turns caring for the baby in base camp.
- The player can observe these interactions playing out.
- The player can sit down and take time to take care of the baby themselves.



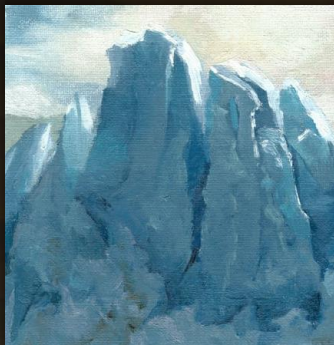
8. DUNE FANSERVICE

- MORE PLACES AND CHARACTERS

DUNE FAN SERVICE

MORE PLACES AND CHARACTERS

OPTIONAL MAPS & MISSIONS



NORTH POLAR ICE CAP

- Optional mission
- Main source of clear water on Arrakis.
- Mentioned but never explored in the books.



CARTHAG

- Most populous city on Arrakis
- Fief of the Harkonnen
- Mentioned but never explored in the books.

ADDITIONAL SECONDARY AND MINOR CHARACTERS OF THE BOOK

STILGAR	Fremen leader & faithful ally to Paul.
IRULAN	The emperor's daughter and future wife to Paul.
CHANI	Paul's concubine and mother of his children.
HARAH	Wife of Jamis whom Paul killed in single combat.
NEFUD	Harkonnen guard captain Semuta addict
LINGAR BEWT	Water seller on Arrakis

OPTIONAL BOSSFIGHTS



Glossu 'Beast' Rabban
Art by Brad Wright

- Fight and kill Glossu 'Beast' Rabban in Carthag.
- Nephew of Baron Harkonnen.
- Only mentioned to have died to a mob in the books.



Art by Mark Molnar

- Fight and help capture a small worm to extract the water of life.

LETO'S JOURNALS



Art by Devon Cady Lee

- Leto's journals and Irulan's histories are cited on **death screens**.
- Helps the player explore concepts and remember events of the book by repetition.
- Conveys the original atmosphere of the books.



EXAMPLE WALKTHROUGH

WALKTHROUGH

GETTING BACK WHAT'S OURS – MISSION EXAMPLE

- The following is an extract of an example story mission happening toward the middle of the game.
- The mission takes place in the deep desert of Arrakis, starting from and going back to the smuggler base which serves as your home.
- The player is asked to run a worm into a Sardaukar camp where mining equipment of your smuggler allies has been captured.
- Do this, and the smugglers will reward you with access to space travel privileges through their special routes.
- The mission is expected to last around 1 hour and features elements of investigation, parkour, dialogue, infiltration and combat.
- The player learns the new ability of wormriding midway through this quest and finally gets access to space travel at the end.



1

GET MISSION

- Meet Gurney Halleck in smuggler base and receive mission.
- You need to destroy a Sardaukar camp in open desert. The objective is to get back mining equipment that was taken by them.
- On completion, you'll be rewarded with access to space travel.



2

GET TIPS AND INTEL

- Talk with your Fremen guide.
- He says it is time for you to learn to ride a worm.
- First you need to get your hand on maker hooks.
- Your guide marks the emplacement of a Fremen bandit camp where you can acquire them.

WALKTHROUGH

DEEP DESERT

MISSION OBJECTIVES

- Find a guard's uniform
- Infiltrate the Palace
- Find clues on the traitor

Points of Interest

- Uniform



PALACE NUMBERS

- A man named Samir has come to the palace. He has been searching.

> FOLLOW

BENE GESSERIT KNOWLEDGE

- The Lady Abbess should be looking for clues as well. Maybe we can learn what she knows already.
- The Lady Abbess is known to spend time in the palace garden. We should start our search there.

> FOLLOW

3

CHECK MAP

- You receive intel about a caravan on its way to said bandit camp.
- You think it might be a good idea to ambush them and steal a uniform from them.
- This might let you infiltrate the bandit camp more easily.



4

PARKOUR TO THE CANYON

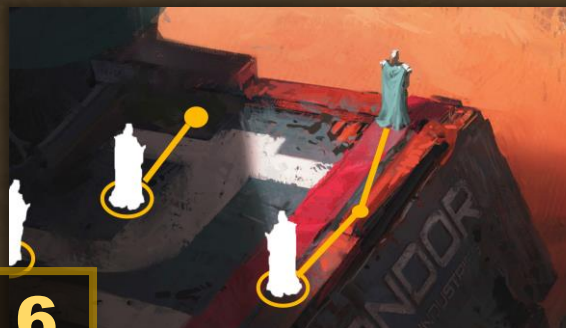
- With guidance from the golden path, traverse the canyon to the rough position of the caravan.



5

TRACK POSITION OF CARAVAN

- The golden path gets dissipated as you near the canyon where you know the caravan to be.
- You spot a pattern in the environment to track the path of the caravan, follow it, and your prey shall await you at its end.



6

TEND AN AMBUSH

- You spot the caravan, they have stopped to bivouac.
- You have the high ground, it should be easy to get the jump on them.
- With the tactical camera, you plan the perfect plan of approach.



7

FIGHT

- With your superior Bene Gesserit training and tactical advantage, you easily dispatch the enemies before you.
- You obtain the uniform you coveted. It seems you are ready to take on the bandit camp and get your hands on those prized maker hooks.



8

SPOT SECRET ENTRANCE

- You make your way to the bandit camp.
- You spot a secret entrance. Your companions could enter from here and rejoin you inside.
- You decide to follow this plan.

WALKTHROUGH



9

INFILTRATE THE CAMP

- With your uniform, you easily get past the guards.
- You seek audience with the camp leader and are led inside.



10

DETECT SOCIAL PATTERNS

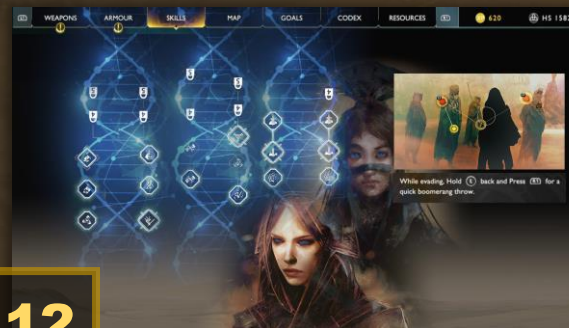
- While talking with the camp leader, you notice something.
- It appears he's lying to you. He's stressed about something.



11

USE VOICE

- You have him. You could order him and he would obey, you know this as fact.
- Your allies are in position, they could easily assassinate him, but you decide instead to resolve this with a little of humiliation instead of blood.
- The maker hooks are yours.



12

USE SKILLPOINT

- You spot traces of the missionaria protectiva in the bandit camp.
- You open your skilltree and use your newly obtained skillpoint.



13

REJOIN THE FREMEN GUIDE

- The maker hooks are yours, you rejoin your ally in front of the Sardaukar camp.
- You prepare yourself, you are about to ride a worm into that fortress.
- The smugglers are in position to follow-up on your opening, all breaths are held in anticipation.



14

AWAKEN ANCESTRY

- The thumper sends its shockwaves in the sand.
- The desert trumbles under you. A Sandworm surfaces in front of you, without the proper reaction, you risk death.
- Your ancestor bloodline takes you over, you identify a path forward.

WALKTHROUGH



15

RIDE THE WORM INTO THE CAMP

- The might of the worm stirs under your command.
- You charge at the enemy camp.
- The worm destroys the enemy defenses before burrowing back into the sand.



16

VALIDATING QUEST

- Gurney Halleck storms the place with his smugglers. Together, they quickly dispatch any remaining resistance.
- The mining equipment is theirs, and the space travel benefits yours.
- You should go back to the smuggler base.



17

RIDE BACK TO CAMP

- You place a thumper into the sand and summon a new worm.
- You make your way back to the smuggler camp to claim your space travel rights.



18

OBSERVE COMPANIONS PLAYING WITH THE BABY

- You observe that everyone has amassed around a peculiar scene.
- Your companions and 1-year-old son appear to be engaged in deep philosophical questioning.
- Your pre-born son is invoking memories of ancient terran thinkers.



19

SPICE TRANCE AND REST WITH YOUR SON

- You take a heavy dose of spice and lie down next to your son to rest.
- Visions come to you of the worrying future.
- You understand where you need to go next.



20

TAKE OFF TO SPACE

- With knowledge come to you in vision, you decide to depart to your next objective.
- You board a guild heighliner and leave Arrakis.
- Eventually, you will be back.



LEXICON

Acolyte (Bene Gesserit)	Term used by the Bene Gesserit Sisterhood when referring to trainees.
Anderson (Kevin J)	American science-fiction author, who has collaborated with Brian Herbert as co-author on several Dune novels.
Arrakeen	One of the largest cities on the desert planet Arrakis, and its seat of power.
Arrakis	Also known as "Dune", was a harsh desert planet located on the far edge of the Old Imperium in the Canopus star system. It was the original and for a long time sole source of the Spice Melange, which was vital for space travel.
Atreides (House)	One of the Houses Major within the galactic infrastructure of the Padishah Empire. They were ruled by the patriarch of the Atreides family, who took the title of Duke.
Awakening (spice)	Spice could awaken dormant parts of the human mind and encourage expanded sensory perceptions. In some humans (notably the Bene Gesserit, Guild Navigators, and some members of the Atreides bloodline), heavy doses led to powerful abilities that include prescience
Bashar (Sardaukar)	Military rank of the Sardaukar comparable to the Old Earth rank of Colonel, a fractional point above the standardized military classification of Colonel, several ranks below Supreme Bashar and Burseg.
Bene Gesserit	Powerful and ancient order of women whose objectives and actions formed a critical element in the evolution of humanity and many of the major plot developments.
Breeding program (Bene Gesserit)	Project developed by the Bene Gesserit Sisterhood whereby certain genetic stock was purposefully bred.
Butlerian Jihad	a.k.a. The Great Revolt -- two generations of chaos (200 BG - 108 BG). The god of machine-logic was overthrown by the masses and a new concept was raised: "Man may not be replaced"

Caladan	Lush oceanic world, and the ancestral home of House Atreides for twenty-six generations, prior to their relocation to the planet Arrakis in 10191 AG
Carryall	Large winged, planet-bound ship that handled spice mining teams on Arrakis. They are usually piloted by a crew of six spice miners or "dunemen", and could carry spice harvesters from one area to another.
Carthag	The capital of the planet Arrakis under the rule of House Harkonnen.
Conditioning (Bene gesserit)	Ability of the Bene Gesserit to imprint a behaviour into a subject
Coriolis storm	Any major sandstorm on Arrakis where the winds across the open deserts were amplified by the planet's own revolutionary motion. This caused them to reach speeds of up to 700 kilometers per hour.
Crysknife	Knife whose blade was made from the tooth of a dead sandworm of Arrakis.
Deep desert	Name used by many, including the Fremen, to describe the vast and most inhospitable deserts on Arrakis.
Dune	Coloquial name given to the planet Arrakis.
Fedaykin (Fremen)	Word used to describe the Fremen's guerrilla fighters, and was later used in reference to Muad'Dib's personal guard—his death commandos.
Fenring (House)	House Major during the days of the Faufreluches. Its head was usually a Count, and it was close to the Imperial House.
Fremen	The Fremen were humans, who consider the planet Arrakis their home. They formed an integral part in the establishment of the Atreides Empire and Muad'Dib's Jihad launched by Paul Atreides, their adopted leader.

Ghola	Artificially created human, who was replicated from a dead individual. Gholas were created in Axlotl tanks and could be reconstructed from as little as one cell from the original being.
Giedi Prime	Third planet orbiting the star Ophiuchi B. It was the historical homeworld of House Harkonnen.
Ginaz swordmaster	Swordmaster is a title awarded to warriors attaining a certain level of skill in the Ginaz School, during the time of the Faufreluches. Conceivably, many Great Houses maintained their own Swordmasters as commanders, teachers, and personal guards for their family members.
Golden Path (the)	Expansive prescient interpretation that was only visible to the Kwisatz Haderach. It foretold the fluid events of the future, both great and small. More profoundly, however, it revealed an optimum path through the countless threads of cause and effect that were encountered by the human race.
Gom Jabbar	Also known as "the high handed enemy", was a meta-cyanide poisoned needle that sat upon a thimble, and could thus be attached to a person's fingertip.
Harkonnen (House)	Great House during the time of the Padishah Emperors. Their capital was Giedi Prime, a heavily industrialised planet with a low photosynthetic potential.
Herbert (Brian)	American author and the son of Frank Herbert, who was the creator of the Dune series and much of its supporting 'universe'.
Herbert (Frank)	American author, and the creator of the Dune novels and its vast fictional universe.
Hunter seeker	Deadly tool used by assassins. The tiny floating tadpole-like machine was remotely controlled by an operator situated close by.

Irulan's histories	Diary entries, historical commentary, biography, quotations and philosophy, these writings set tone and provide exposition, context and other details intended to enhance understanding of Frank Herbert's complex fictional universe and themes.
Kwisatz Haderach	Result of the Bene Gesserit Breeding program to produce a male capable of seeing both the male and female ancestor lines and with great prescient abilities.
Lasgun	Continuous-wave laser projector weapon that was perhaps the most widely used hand weapon in the Imperium. It commonly took the form of a pistol or rifle.
Leto's Journals	The journals included numerous ancient historical morsels, gathered from Other Memory by Leto. They also included a number of enigmatic references to his actions and his pursuit of the Golden Path.
Maula pistol	Hand-held pistol that was used to fire poison darts. It had a range of approximately 40 metres. Maula pistols usually maintained a spring-loaded mechanism.
Mining crawler	A large spice mining machine often 120 meters by 40 meters in size, commonly employed on rich, uncontaminated melange blows.
Missionaria protectiva	The Bene Gesserit Sisterhood's "black arm of superstition", responsible for sowing the seeds of superstition in primitive cultures, so that the Sisterhood could take advantage of them when those seeds grew to full-fledged legends.
Muad'dib	Name adopted by Paul Atreides after he was accepted by the Fremen as one of their own
Other memory	Term used by the Bene Gesserit Sisterhood to describe the well of genetic memory their Reverend Mothers possessed.

Petit perception	Ability to monitor minutiae in others to detect concealed emotions, motivations, agendas, or even physical things such as concealed weapons, a false accent, surgery, or deception in general.
Possession	Term used most commonly by the Bene Gesserit to describe individuals who could not control the ego-memories that had surfaced within them. These ego-memories usually surfaced after consumption of the Water of Life, or through direct genetic inheritance in pre-born children.
Prana-Bindu	Prana-bindu training denotes supreme control of nerve and muscles.
Pre-born	Used to refer to someone who was fully aware as a personality long before actual birth, able to peruse their ancestral memories in the same way as a Reverend Mother.
Pre-spice mass	A wild organic growth which arose deep under the surface of the desert on Arrakis. The culture was fungusoid in nature, and occurred when water mixed with the excretions of a little maker, a young sandworm.
Reverend mother (Bene Gesserit)	Title held by female members of the Bene Gesserit who had completed training to an advanced level.
Salusa Secundus	Thrid planet in the Gamma Waiping star system, and the designated homeworld of House Corrino, though it later became a prison planet after the migration of the Royal Corrino court to the planet Kaitain.
Sandworm	Native life-form of the planet Arrakis. It lived in the vast deserts and sand dunes that stretched across the surface of the planet. Simply put, the sandworm was an essential factor in the creation of the Spice Melange.

Sardaukar	Elite military force of the Padishah Emperor during the Corrino Empire. They were renowned and feared throughout the Known Universe for their fanatical fighting abilities, and used ruthlessness, cruelty and deceit to accomplish their goals.
Semuta (drug)	The effect of semuta was described as timeless, sustained ecstasy. It was elicited by certain atonal vibrations, referred to as Semuta Music.
Shield (technology)	Protective energy field that could surround the person who wore it.
Shield Wall	A mountainous, rocky geographic feature in the northern reaches of Arrakis. It protected a small area from the full force of the planet's coriolis storms. Its height was said to be great.
Shigawire (garrot)	Metallic extrusion of a ground vine (Narvi narvium) that was made into reels to transmit messages. Shigawire, due to its strength, could also be used as a garrote, as in the case of the Sardaukar .
Sietch (fremen)	The Fremen term for a community or village.
Smuggler (spice)	Smugglers were common on the planet Arrakis. They usually dealt in the spice melange, as well as other foodstuffs, weapons, and narcotics.
Space travel	The folding of space and plotting of a safe course through folded space by a Guild Navigator, who used prescient planning induced by vast amounts of the Spice Melange.
Spice agony	The process of taking the water of life for a bene gesserit sister to awaken her other memory.
Spice blow	An event on Arrakis that resulted in the Spice Melange being pushed up to the surface of the desert. They were caused by immense pressure building up within the pre-spice mass, deep below the planet's surface.

Spice melange	A naturally produced awareness spectrum narcotic that formed a fundamental block of commerce and technological development in the known universe for millennia. It also played an important role in travel and cultural development.
Stillsuit	Full body suit worn in the open desert of the planet Arrakis that was designed to preserve the body's moisture. It consisted of various layers that would absorb the body's moisture through sweating and urination, and then filter the impurities so that drinkable water would be circulated to catchpockets.
Stilltent	Used to sleep in the deep desert of Arrakis. It was usually placed under a layer of sand.
Stunner	Slow-pellet projectile weapon that was favored by armies for the fact that it could be used in battle when shields were involved. The weapon threw a poison-tipped or drug-tipped dart.
Suspensors	Hovering devices which utilize the secondary (low-drain) phase of a Holtzman field generator to nullify gravity within certain limits prescribed by relative mass and energy consumption.
Thumper	Short stake with a spring-loaded clapper on one end. With the catch released, the thumper would pound repeatedly. It was used to summon a sandworm on the planet Arrakis.
Tleilax	Sole planet in the Thalim star system, and was home to the Bene Tleilax - a society of genetically altered highly religious and xenophobic humans.
Truthsayer	Anyone who can detect truth when it is being told, with the ability itself being referred to as truthsense.

Voice (power of)	Audio-neuro control mechanism that enables the manipulation of speech to achieve complete control over a receiver. It is perfected by the Bene Gesserit through the combined training of several advanced techniques.
Walking without rhythm	Technique developed by the Fremen to walk the open desert without attracting a sandworm.
Water of life	A poisonous blue liquid used by the Bene Gesserit to turn their Sisters into Reverend Mothers. To the untrained in prana/bindu body control, the substance was lethal; even the smallest amount will kill someone in incredible agony.
Weirding way	During close-quarters combat, an individual adept at the Weirding Way was able to maneuver around and strike an opponent at unimaginable speeds. To the opponent (and any bystanders) the movement seemed almost like close-quarter teleportation.
Wormriding	The art of riding a sandworm. Generally done by the Fremen, wormriding is usually done by prying open a scale from a sandworm and putting sand into it, usually with a maker hook. Irritated, the worm will turn to put the exposed scale upwards, not submerging its body until the scales were back in place.