

Dune II Game Genie Codes

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DUNE: THE BATTLE FOR ARRAKIS, US/NTSC VERSION

16-BIT GAME CARTRIDGE FOR
THE SEGA GENESIS SYSTEM

GAME GENIE DATA

REVISION 09/27/2003

INTRODUCTION

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- o This document is intended as an addendum to the DUNEXREF (Dune Extended Reference notes) document, and provides information on cheat codes that are available for use with the separately-sold Game Genie device by Galoob.
- o A Sega Genesis System Console, model 1601, equipped with a Galoob Game Genie, model 7357, and one standard Genesis "3-button" controller (model 1650) was used as the test system for the codes described in this document.
- o This document is 79 characters wide, and is best viewed in a monospaced font. The master HTML version is located here: <http://Ledmeister.com/dunecode.htm>
The master text version is located here: <http://Ledmeister.com/dunecode.txt>

PASSWORDS

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- o Codes for selecting starting mission:

Mission	Game code
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...1....	
...2.... .AK0T-DA2C	
...3.... .AP0T-DA2C	
...4.... .AV0T-DA2C	
...5.... .AZ0T-DA2C	
...6.... .A30T-DA2C	
...7.... .A70T-DA2C	
...8.... .BB0T-DA2C	
...9.... .BF0T-DA2C	

Notes: A code takes effect after the player chooses a House. If PICK ANOTHER HOUSE is then selected on the Options Screen, the game restarts on mission 1.

- o Skip past all missions to the ending sequence and game credits: BK0T-DA2C.

STRUCTURES: GENERAL

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- o All construction, universally, is faster and cheaper than normal: A5BA-AA6G. Specifically, all structure and unit manufacturing is faster and cheaper for both player-controlled and Computer-controlled forces. All manufacturing can be completed within 1 second of game time (even at badly damaged facilities),

for 50 credits or less. Note that this code does not affect the availability of palace units.

- o No buildings are damaged when placed on rock instead of concrete: AMZT-AA6R. This code affects both player-controlled buildings and Computer-controlled buildings.
- o Player-controlled buildings are fixed faster/cheaper than normal: ADAA-ACGR. Specifically, all player buildings can be fixed within 4 seconds of game time, for 25 credits or less. This code does not affect Computer-controlled buildings.
- o Cannot fix player-controlled buildings: ADAA-AAGR. A FIX command will still consume credits, continuously, unless cancelled with a STOP command. This code does not affect Computer-controlled buildings.

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