

KLASSIKER DER SPIELEGESCHICHTE 4

05 DUNE II

17. NOVEMBER 2011



GameEx - Spieleterminal im iLab



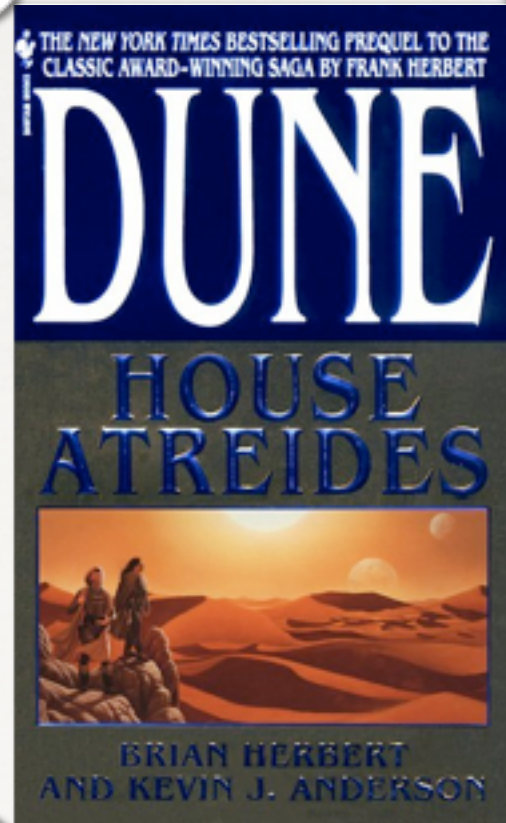
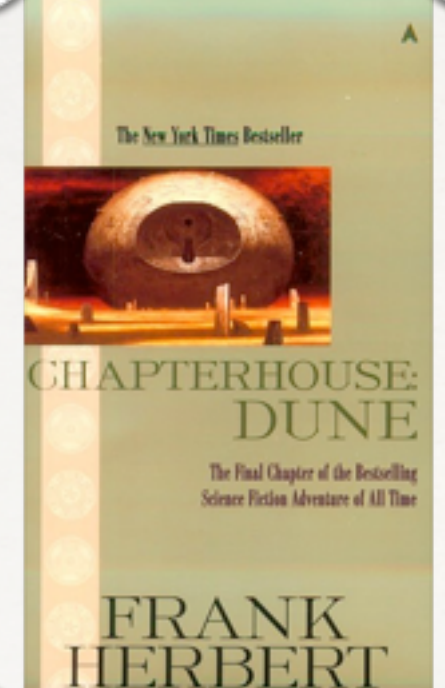
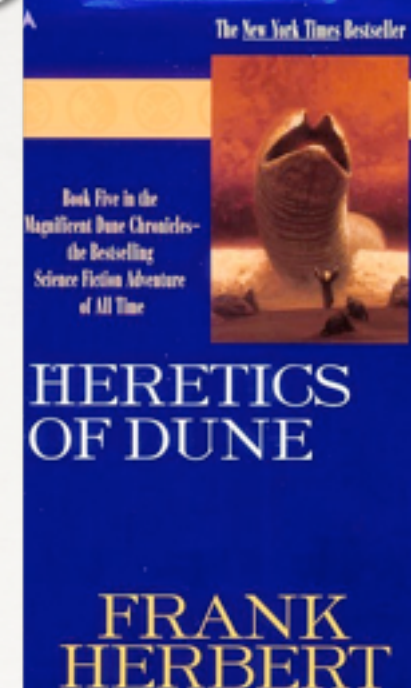
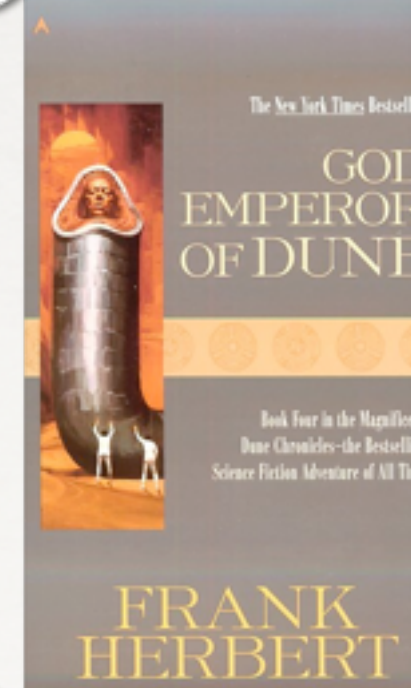
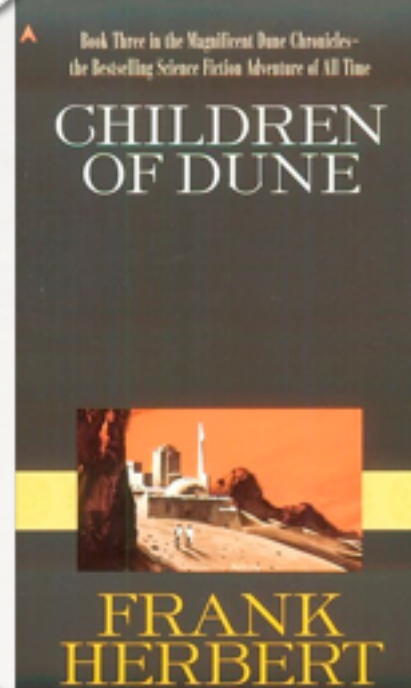
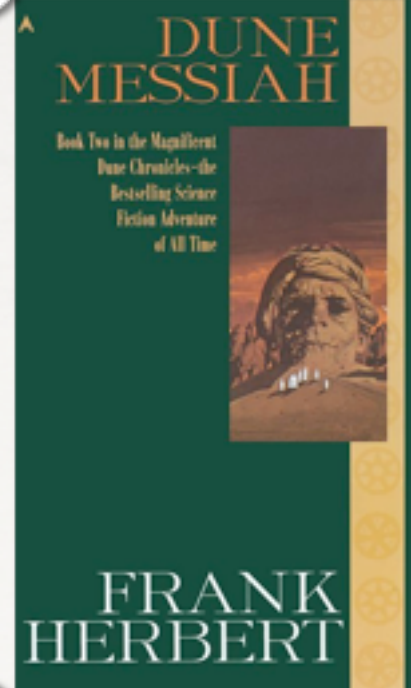
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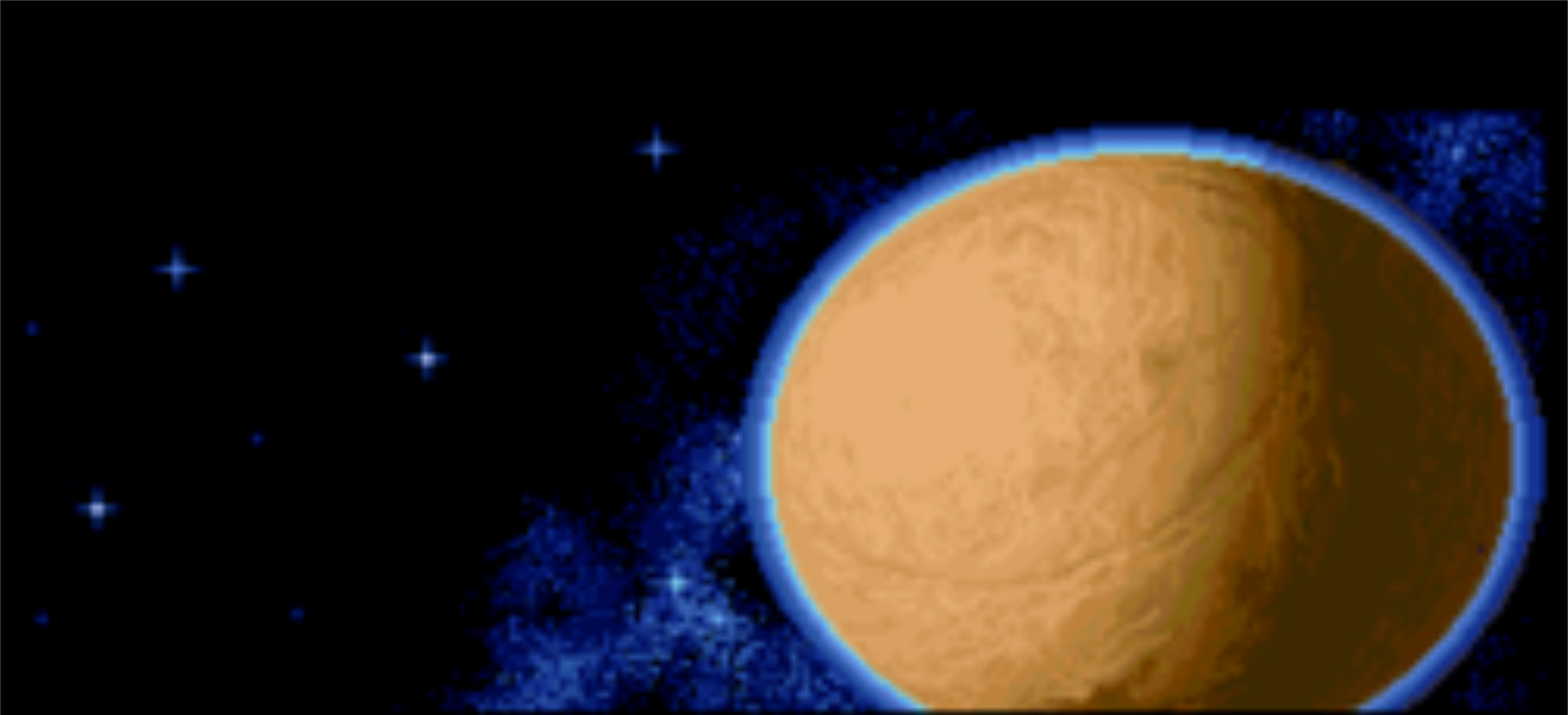
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Die Dune-Romane

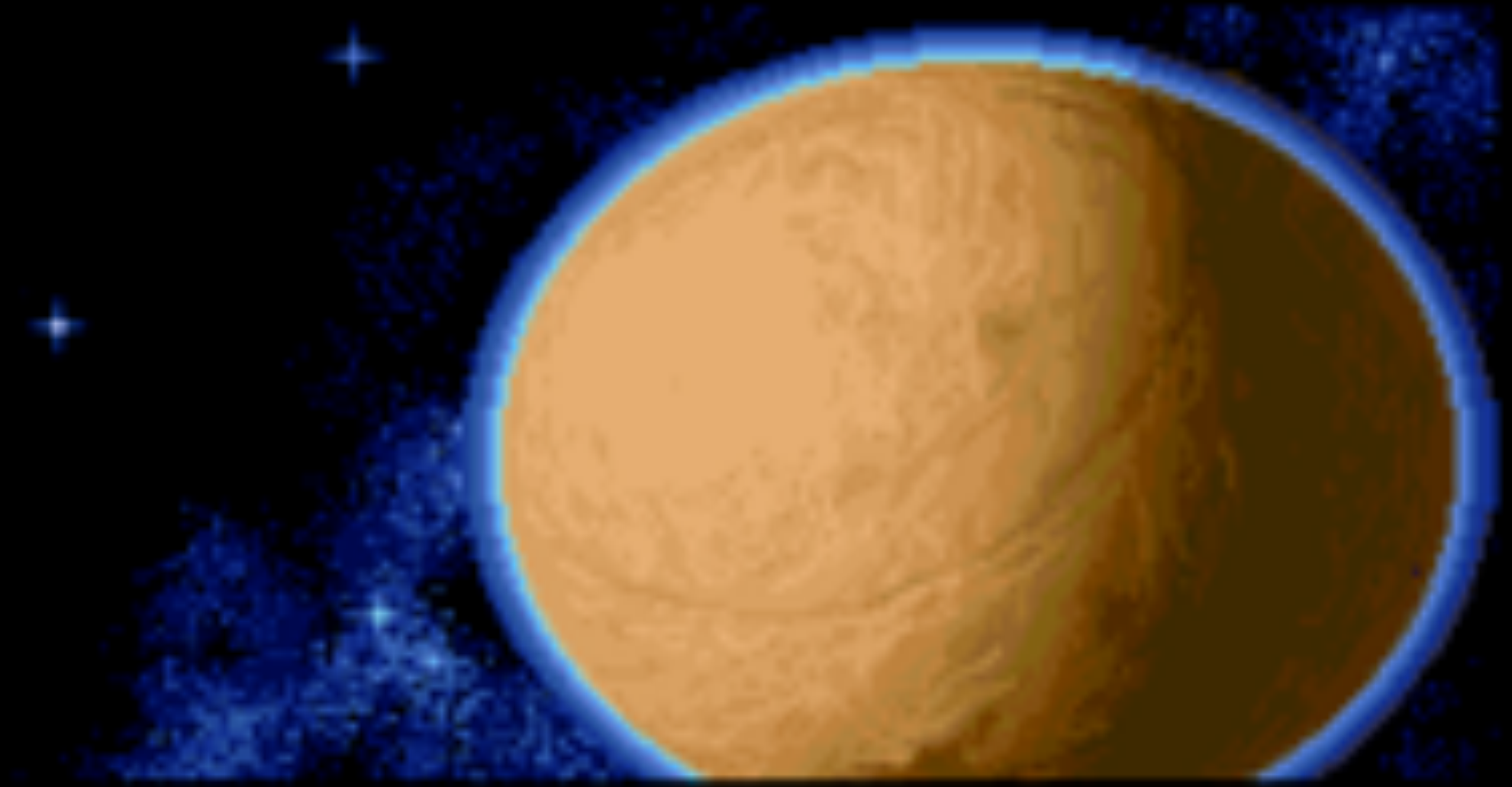
oben: die ursprüngliche Hexalogie

unten: die posthum geschriebene Prequel-Trilogie



Elemente der Dune-Romane

in der Darstellung des David Lynch-Films von 1984



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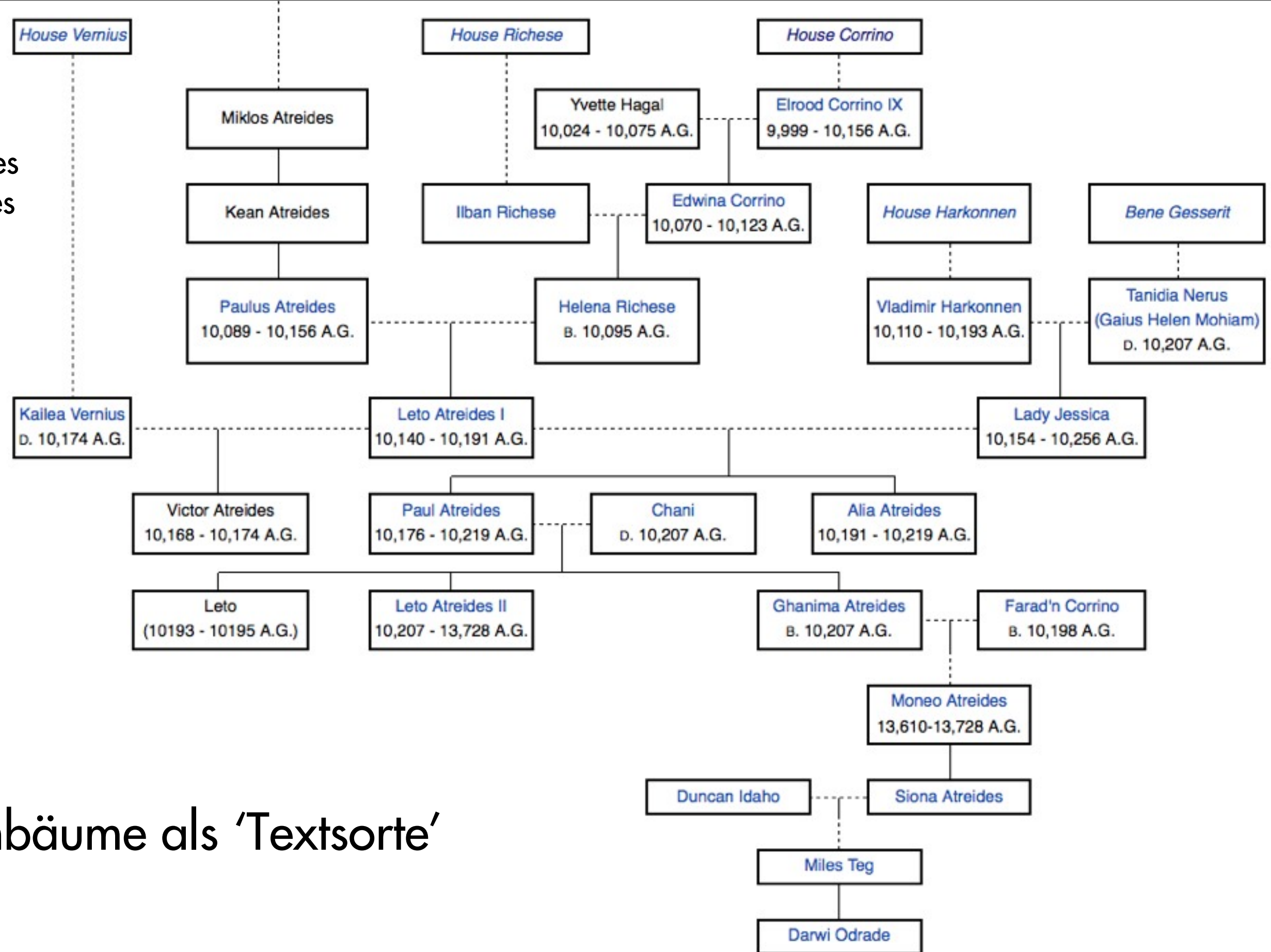
in der Darstellung des David Lynch-Films von 1984



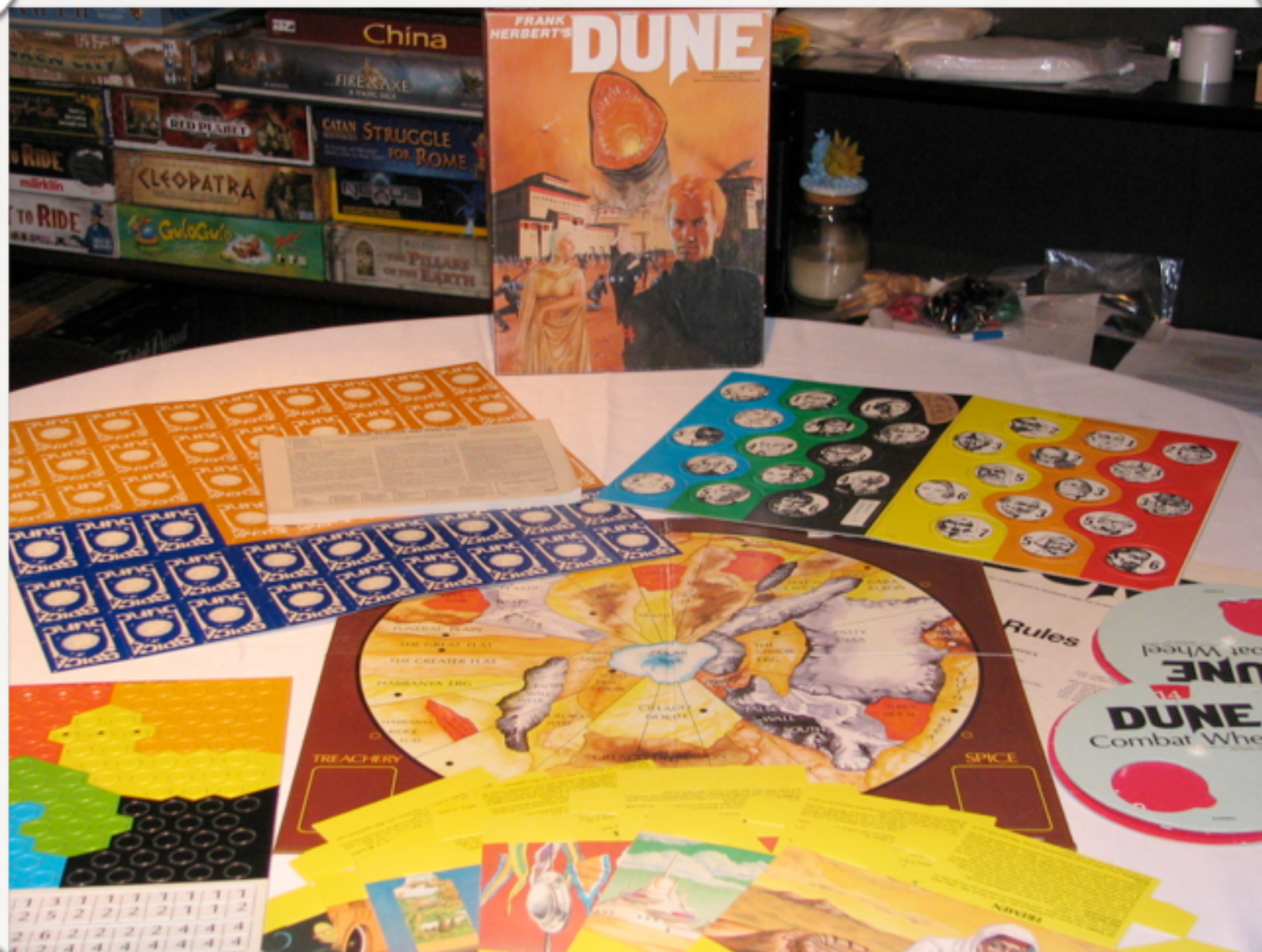
Elemente der Dune-Romane

in der Darstellung des David Lynch-Films von 1984

Stammbaum des Houses Atreides (rekonstruiert)



Dune - Stammbäume als 'Textsorte'



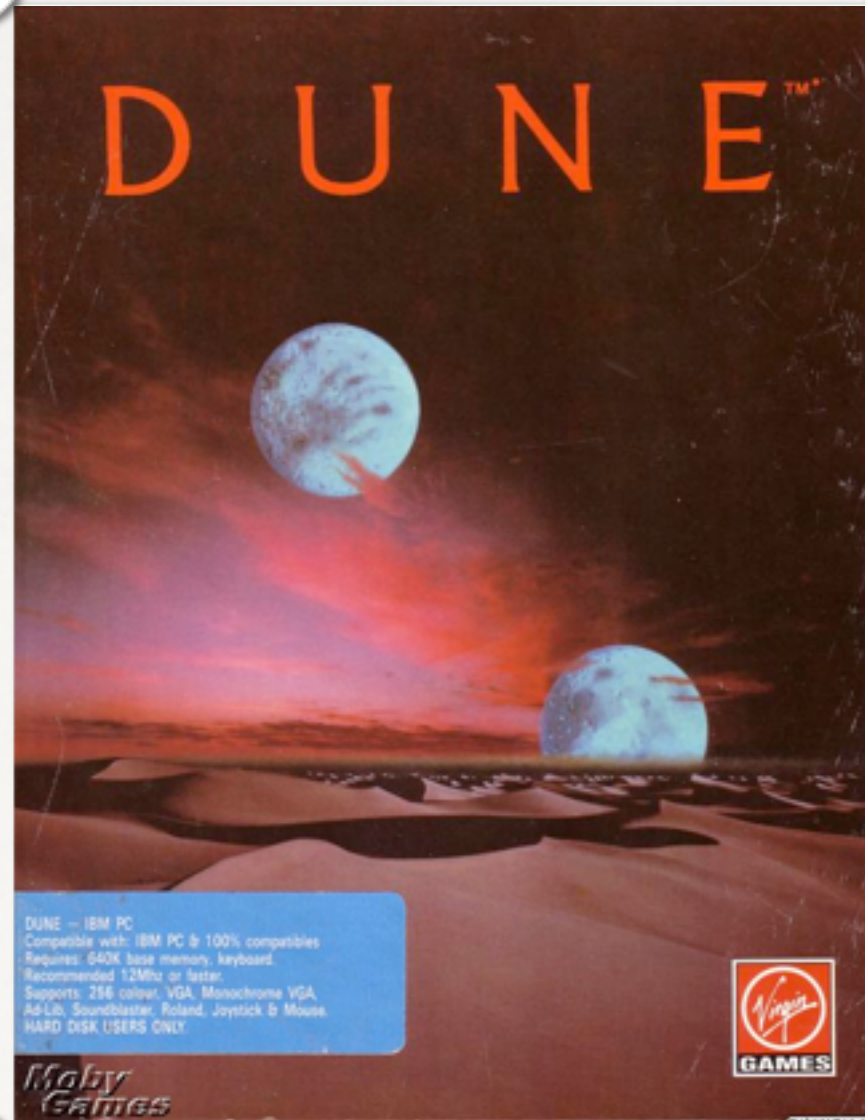
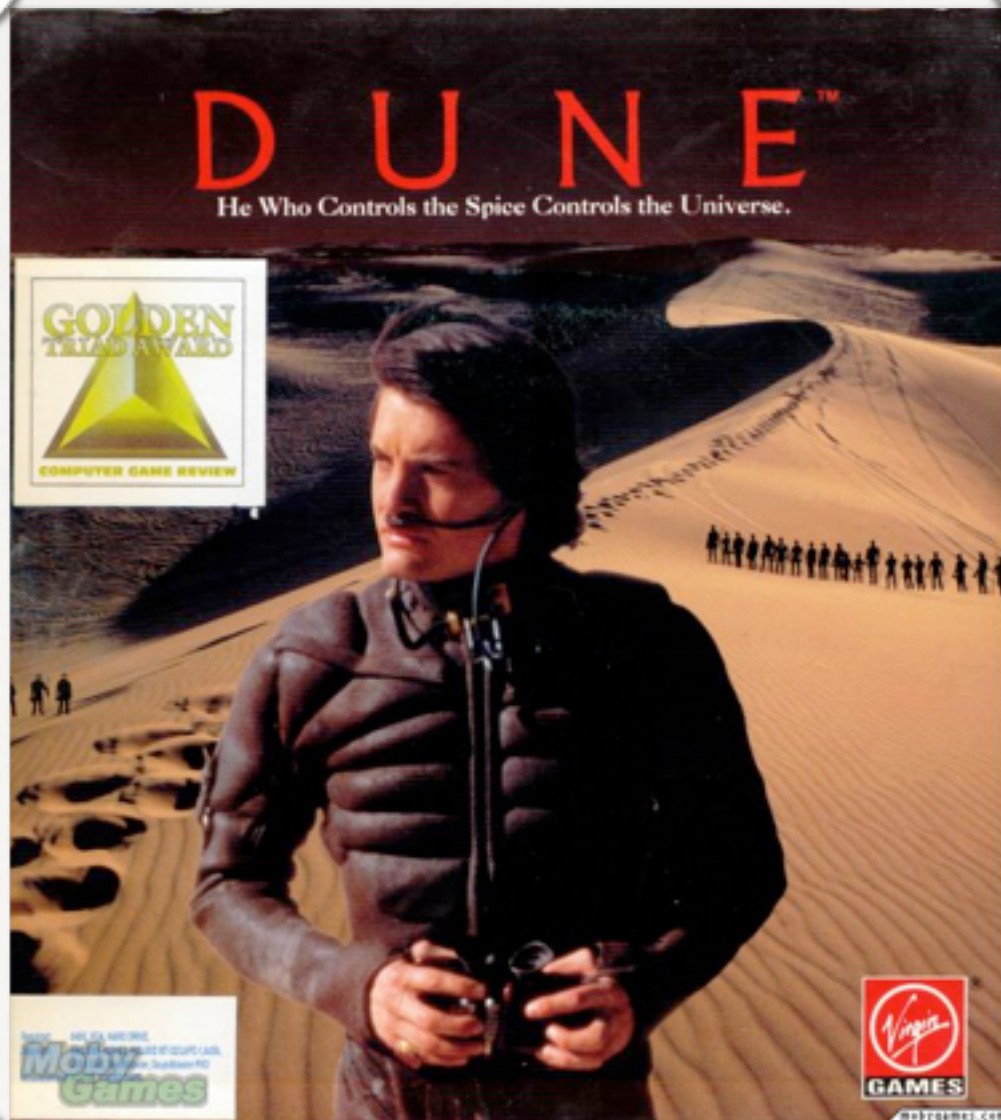
Dune
(Avalon Hill, 1979)



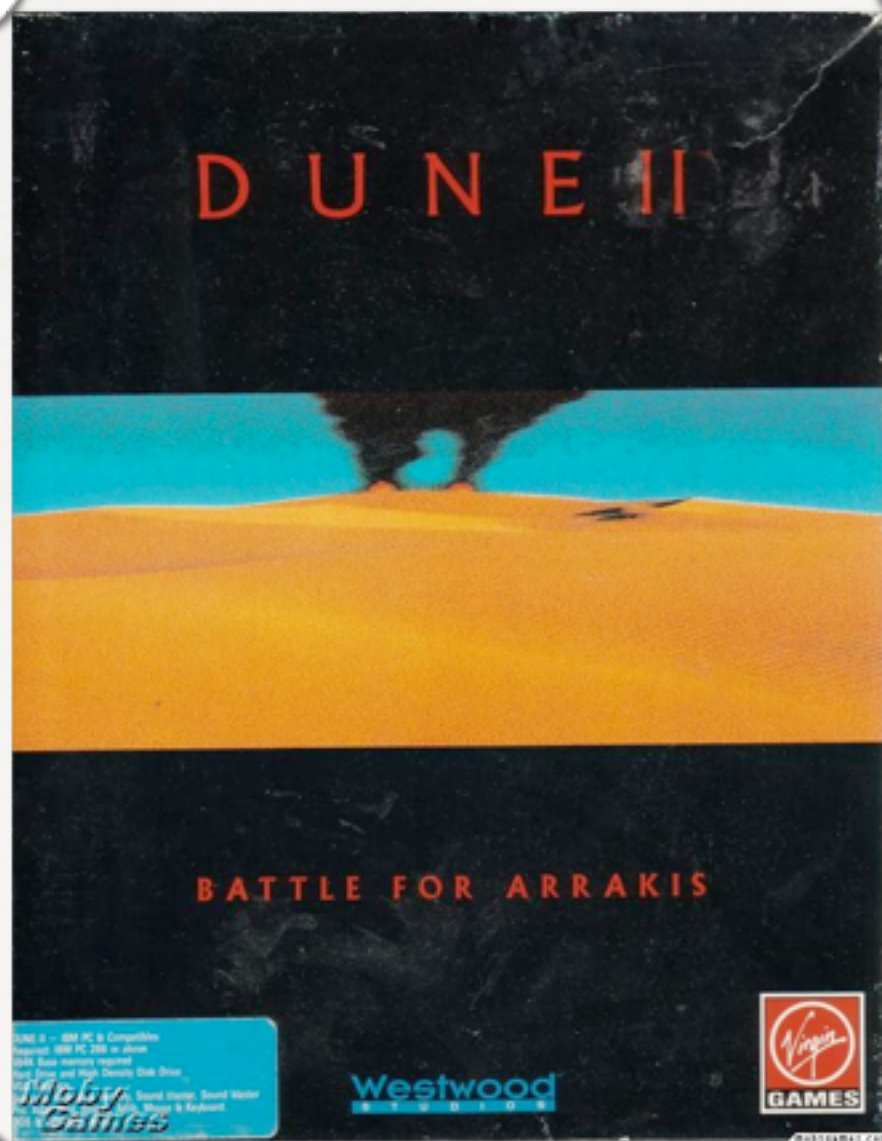


Dune
(Parker Brothers, 1984)

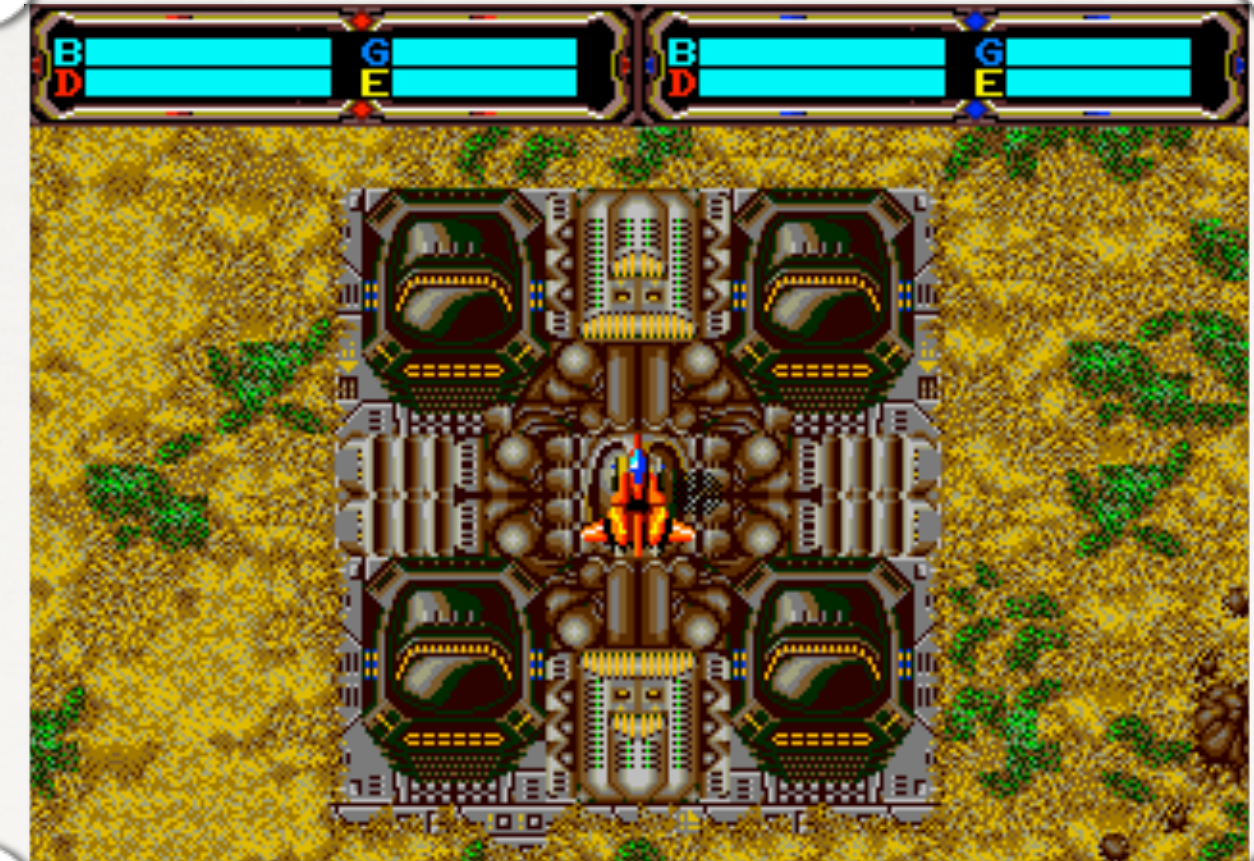
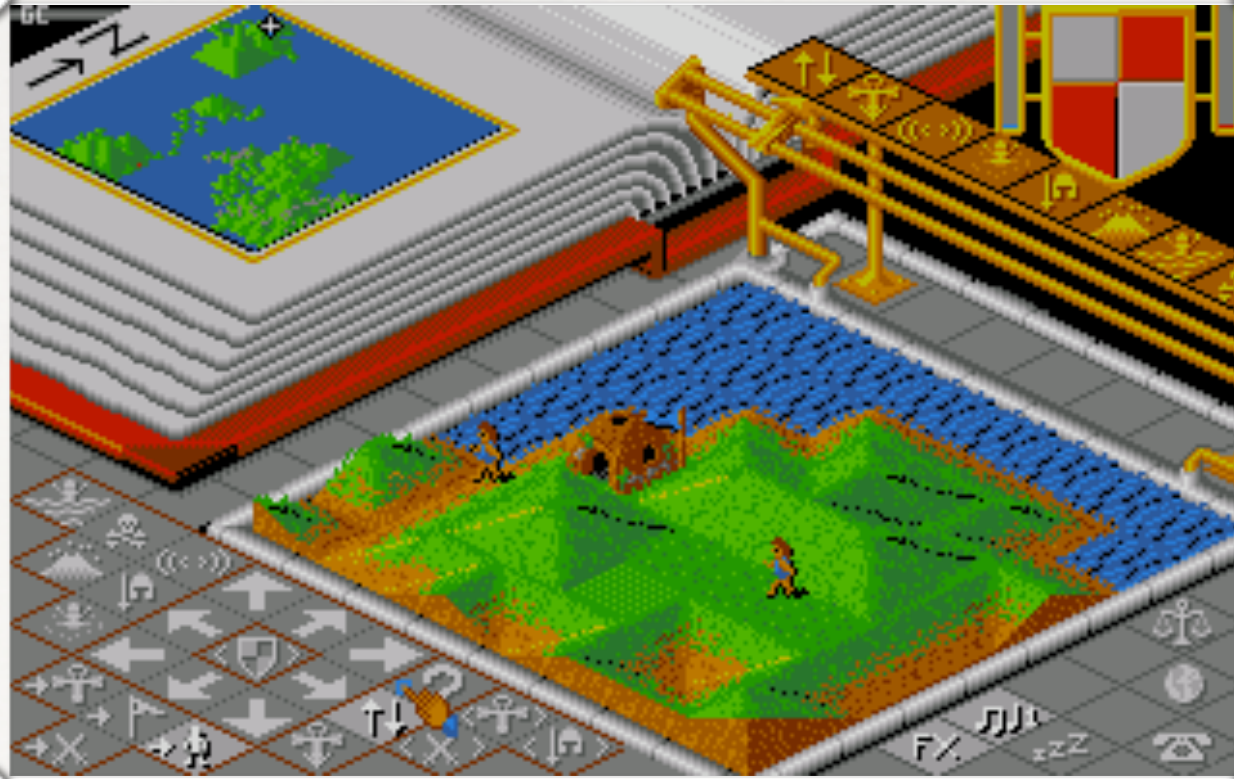




Dune
(Cryo Interactive, 1992)

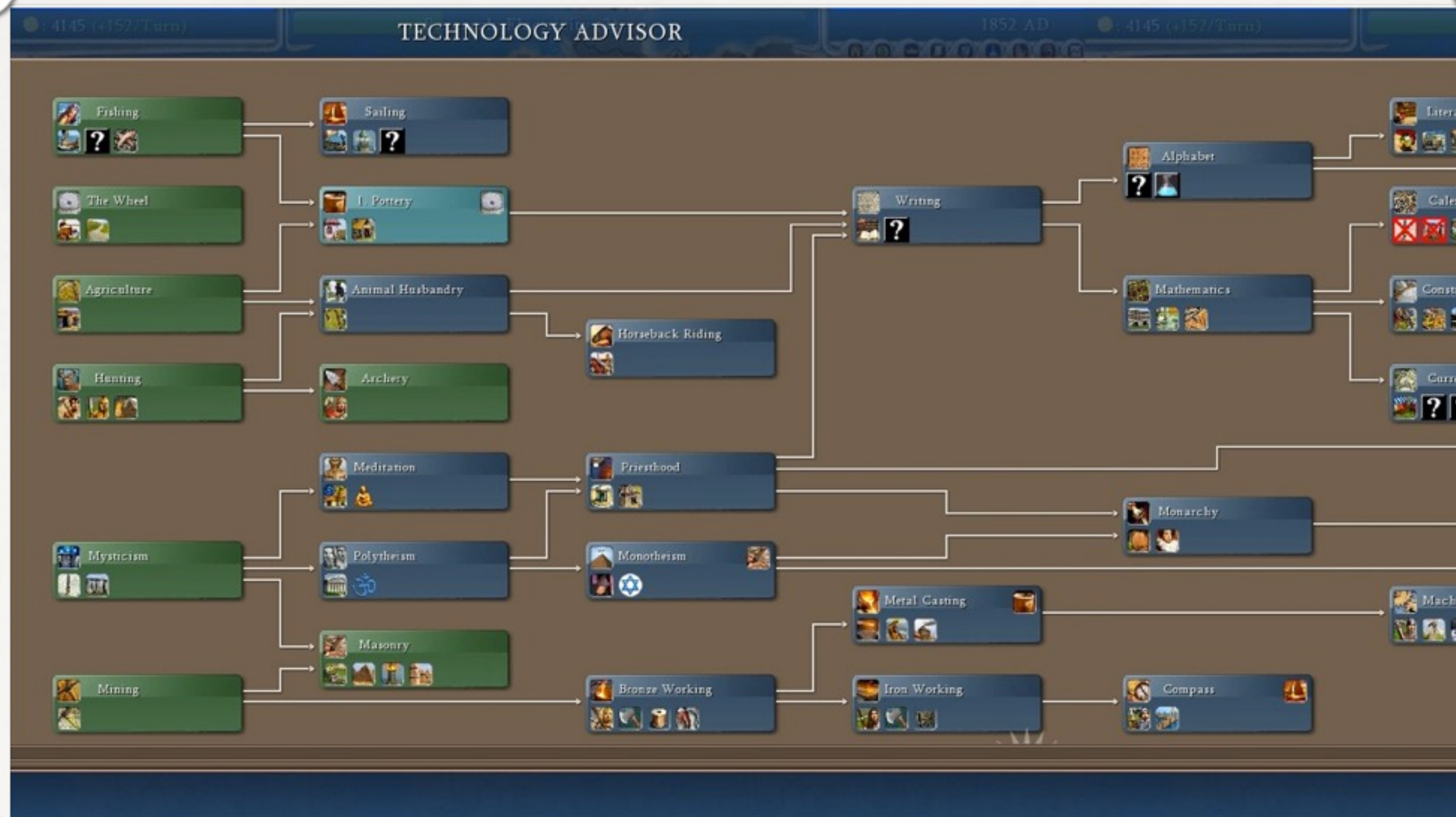


Dune II: The Building of a Dynasty (Westwood Studios, 1992)

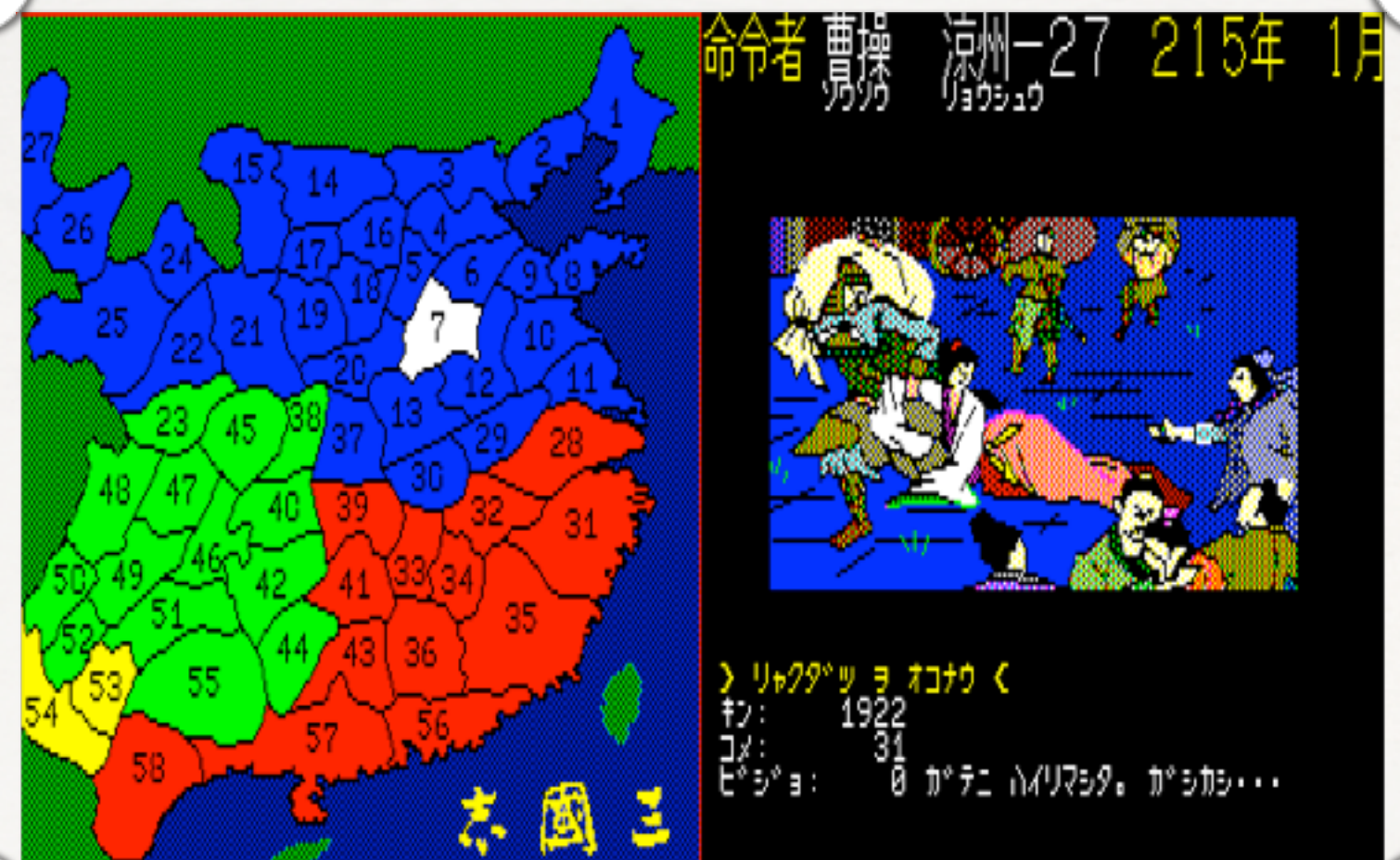
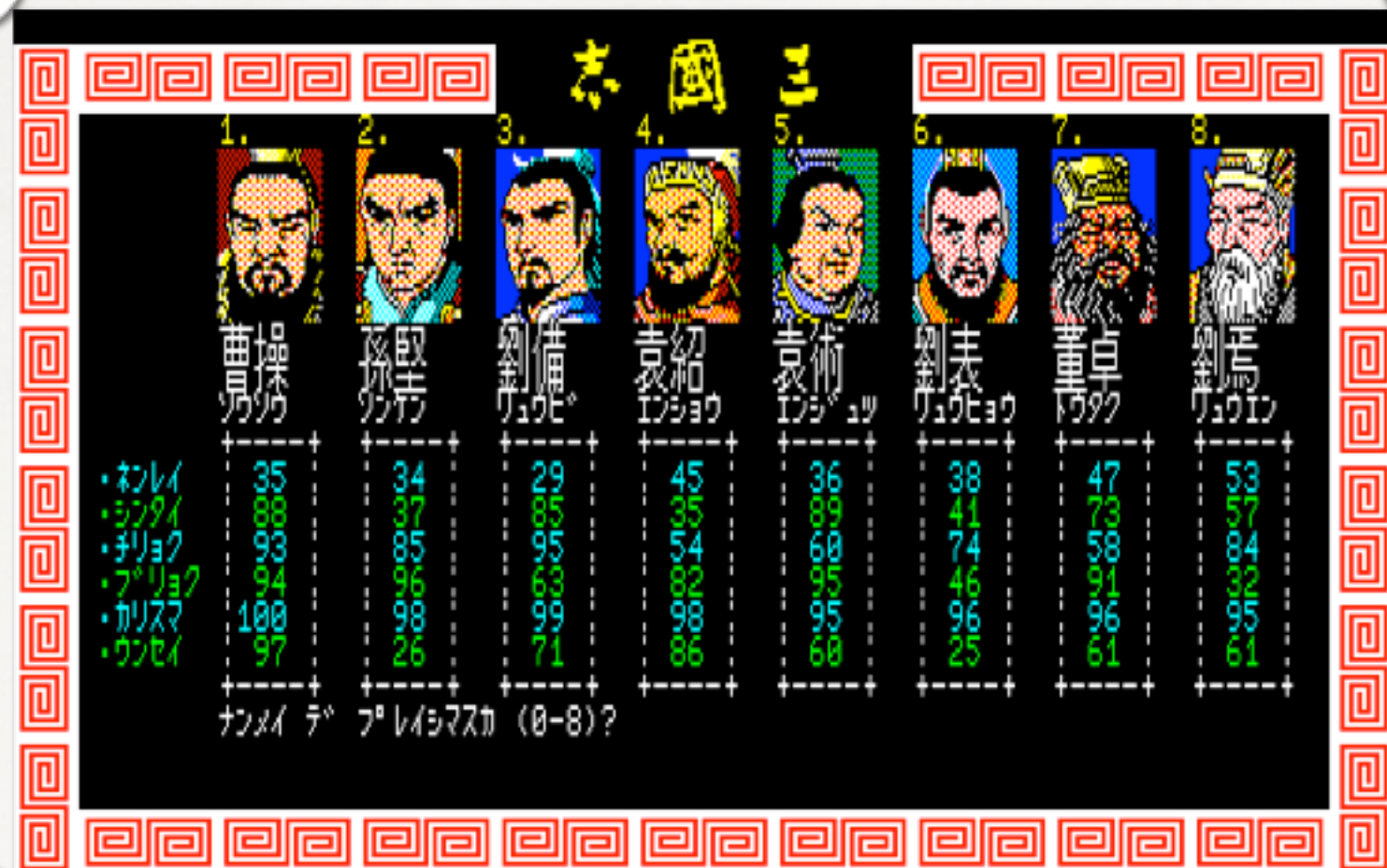


Quellen:

Populous, Eye of the Beholder, Herzog Zwei
(Bullfrog, 1989 / Westwood, 1991 / Technosoft 1990)



Civilization IV - technology tree
(Firaxis Games, 2005)



Romance of the Three Kingdoms

(KOEI Inc., 1985-2004)



J.R.R. Tolkien's War in Middle Earth

(Synergistic Software, 1988)



North & South aka Les Toniques Bleues (Infogrames, 1989)



Jeff Wayne's The War of the Worlds

(Rage Games, 1998)

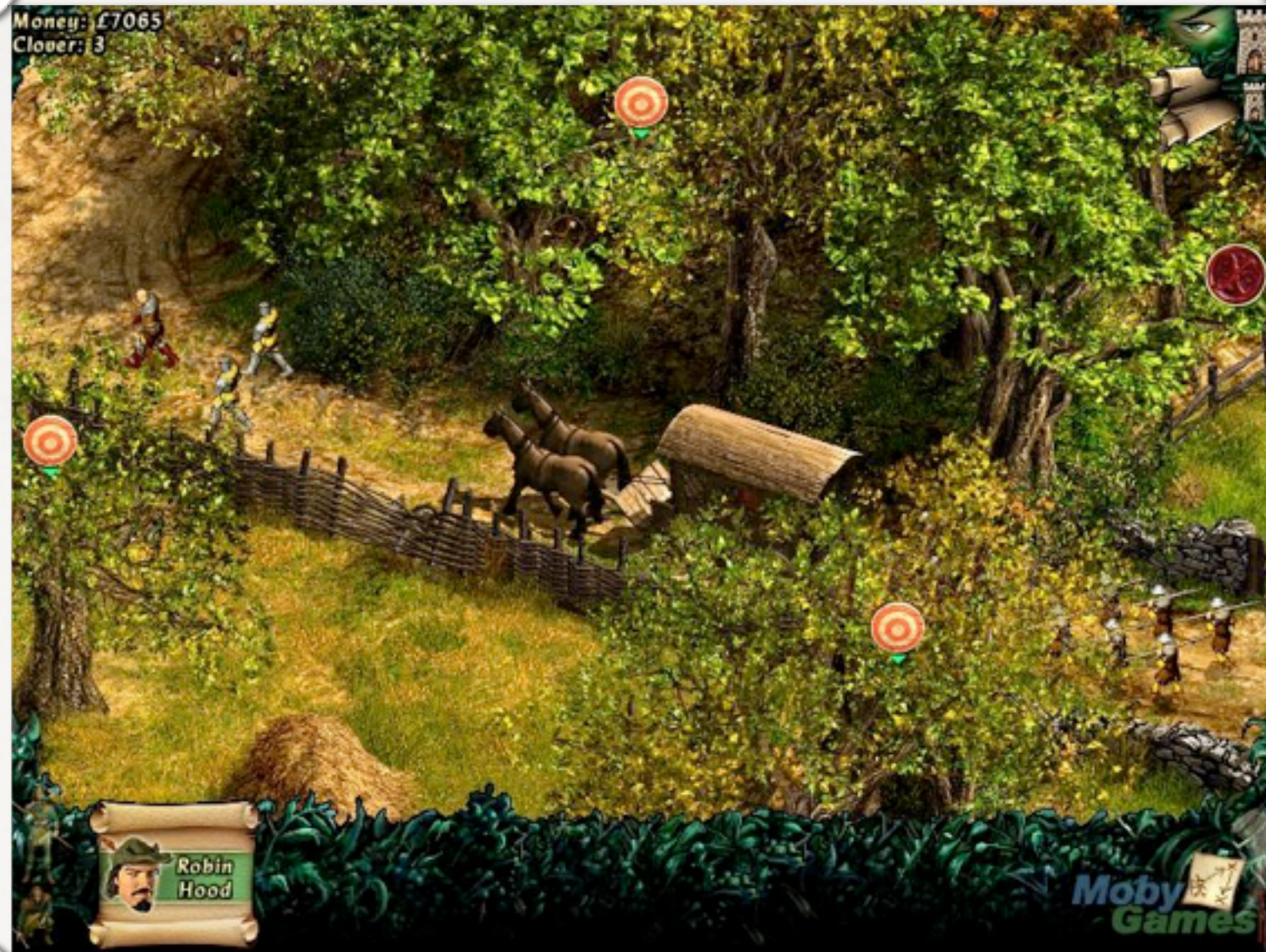


Star Wars: Galactic Battlegrounds

(LucasArts, 2001)

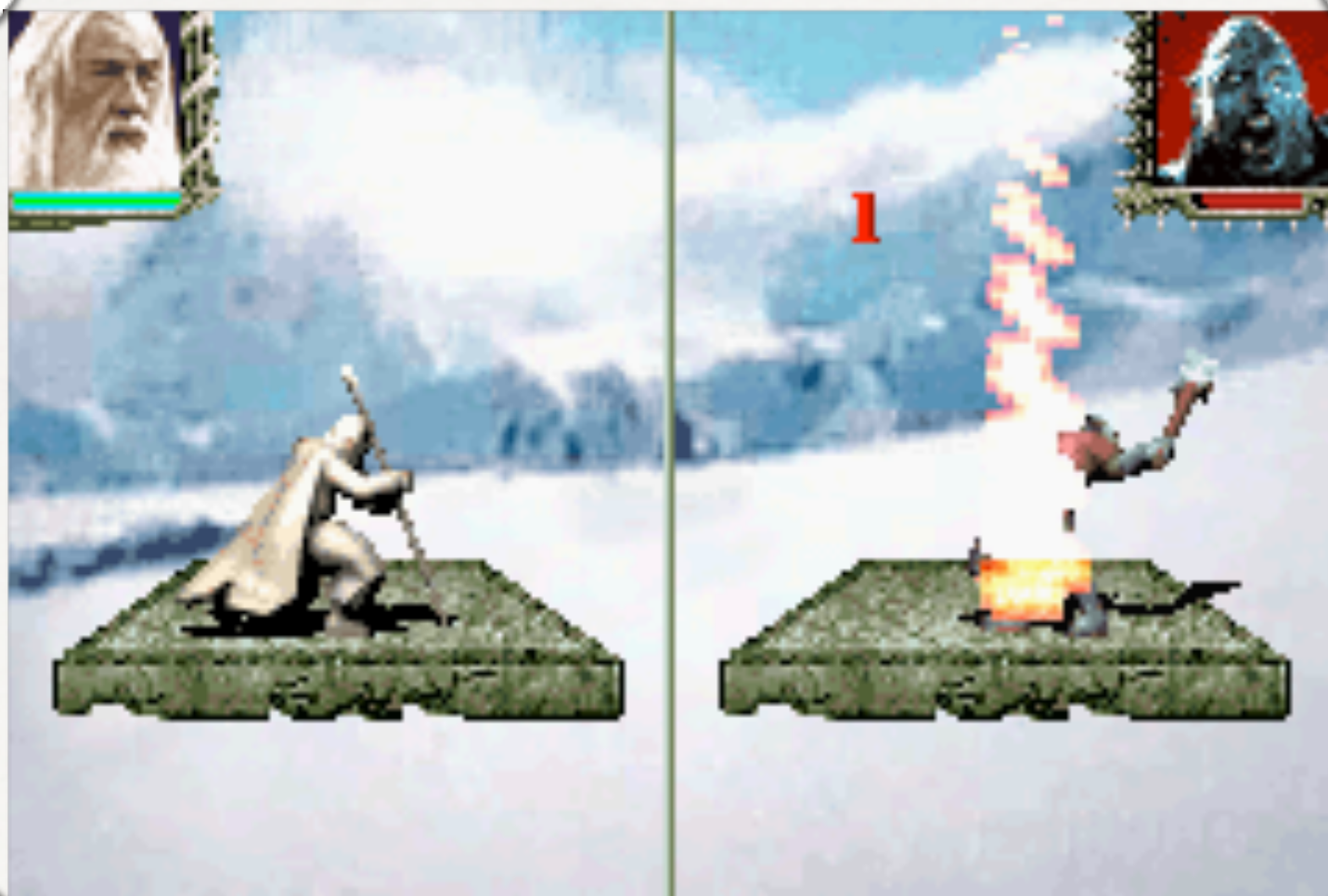


Platoon
(Digital Reality, 2002)



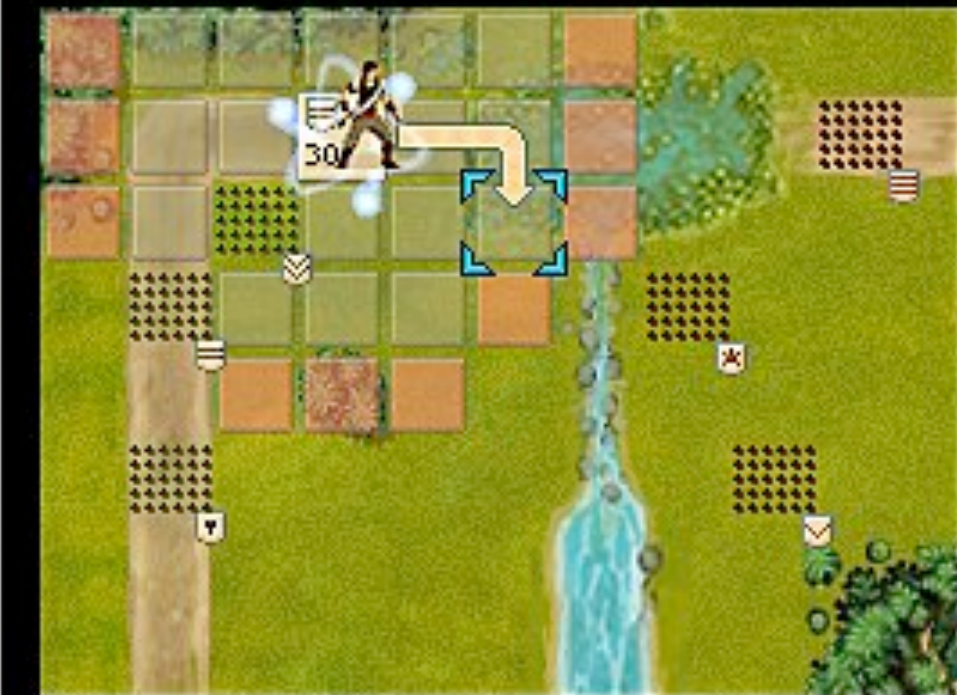
Robin Hood: The Legend of Sherwood

(Spellbound Studios, 2002)



The Lord of the Rings: The Third Age

(Griptonite Games, 2004)



Battles of Prince of Persia (Ubisoft, 2005)

