

# Dune!



## **\*\*About Dune\*\***

In Dune! players must bring a small ball over hilly dunes and catapult it as high as possible through clever interaction of speed and the right dune.

In Dune! you control a small ball that wants to get as high as possible. To catapult your ball into the sky, you have to pay attention to the right speed and the right dune. Hold your finger on the screen in order that the ball gathers pace. If the ball is fast enough and a dune comes with a suitable "jump", you have to take your finger off the screen and the ball will fly towards the sky. The higher the ball comes, the more points you get. But not only a high flight, but also a soft landing is important. If your ball crashes, the game round is over.

## **\*\*Dune! - Functions:\*\***

- Shoot the ball: Dune! is about catapulting your ball as high as possible towards the sky. For this you have to use both the speed of your ball and the correct shape of the dune. Holding your finger on the screen of your smartphone or tablet will make the ball faster and faster. If your ball is fast enough and there is a suitable dune in sight that offers a suitable "jump", you can simply take your finger off the screen. Then the ball is shot in the sky. The higher your ball comes, the more points you get. If you fly over stars like the moon, you get even more points. However, you do not only have to pay attention to the highest possible flight, but also to a soft landing. In order that your ball lands as gently as possible, you just have to hold your finger back on the screen. If your ball crashes, the game is over.

- 140 Challenges: In order that Dunes! stays exciting and varied even though you have already played a few rounds, the app offers over 140 challenges in addition to the classic game mode.

Conclusion: The gameplay of Dune! sounds simple but is more challenging than you might think. In order to achieve a good score, you have to practice a lot and always pay attention to the right speed of your ball and the right shape of the dune.