Funcom Teases First In-Game Look at Dune: Awakening at The Game Awards

**Get an exciting sneak peek at the epic scale of Arrakis in the Dune Open World Survival MMO.**

**Oslo, Norway – December 9, 2022 –** Following the game’s reveal at Gamescom 2022, Funcom is now excited to show off the first pre-alpha footage of Dune: Awakening, their ambitious Open World Survival MMO. Inspired by the sci-fi masterpiece DUNE written by Frank Herbert and Legendary Entertainment’s award-winning, blockbuster film from Denis Villeneuve, Dune: Awakening is built with both Dune and Survival fans in mind by the veteran developers at Funcom. Witness the vastness of Arrakis in today’s brand-new teaser trailer.

[**Find the trailer on YouTube here**](https://youtu.be/Ixq-y_r-lkE)

Funcom has innovated in the Massively Multiplayer and Survival genres for over two decades, most recently with Conan Exiles. Dune: Awakening builds upon this strong foundation, weaving together Open World Survival and MMO aspects into a Dune tapestry that brings Frank Herbert’s epic universe to life in a completely unique way. With this gameplay teaser, Funcom has also updated the Dune: Awakening website, giving a panoramic view of the player experience.

In Dune: Awakening you strive to survive the countless dangers of Arrakis alongside thousands of other players. Explore your role and identity while experiencing an epic personal journey, from searching for water and building shelters against storms to controlling the flow of spice in the top echelons of the planet.

Spice lies at the center of conflict, advancement, and power in Dune: Awakening. Where spice blows appear, players converge. Fights can range from quick skirmishes to large-scale battles with infantry, ground vehicles, and ornithopters each providing an essential role.

The deserts hold a multitude of choices to make and paths to discover. Jump into an ornithopter to scout the deep deserts; equip advanced armor and weaponry to become a deadly mercenary; execute an efficient spice harvesting operation; gain influence among Great Houses — do all these things and more.

Joel Bylos, Chief Creative Officer at Funcom and Creative Director of Dune: Awakening, says, *"Working with a universe as rich and expansive as Dune is the perfect fit for Funcom's drive to create compelling multiplayer open worlds. With Dune: Awakening, we're trying to push the boundaries of what people expect in the Survival space - and I can't wait until we can get it into the hands of our players."*

*“We are thrilled to bring the Dune universe to life in such an immersive and interactive way. The depth and detail Funcom is bringing to the Dune: Awakening PC and console experience is astonishing and we can’t wait for fans of Dune and survival games to join us on Arrakis and try their hand at surviving the most dangerous planet in the universe,”* adds Sam Rappaport, VP, Interactive Media at Legendary Entertainment.

Dune: Awakening will come to PC, PlayStation 5, and Xbox Series X|S. In the months following today’s gameplay teaser, each aspect of the game will begin to be covered in depth, giving players a full understanding of the game before it enters its Beta. Sign up right now at [www.duneawakening.com](http://www.duneawakening.com) and wishlist the game on [Steam.](https://store.steampowered.com/app/1172710/Dune_Awakening/)

**ABOUT FUNCOM**

**Funcom is a developer and publisher of online games for PC and consoles. Funcom has provided outstanding entertainment since 1993 and continues to expand its track-record of more than twenty released games. Titles include ‘Conan Exiles‘, ‘Secret World Legends, ‘Age of Conan: Hyborian Adventures’, ‘The Longest Journey', 'Anarchy Online', 'The Park', and 'Dreamfall: The Longest Journey'. For corporate information please visit** [**www.funcom.com**](http://www.funcom.com/)**.**

**ABOUT LEGENDARY ENTERTAINMENT**

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**ABOUT FRANK HERBERT**

**Frank Herbert (1920 – 1986) created the most beloved novel in the annals of science fiction, DUNE, winner of both the Hugo and Nebula Awards. He was a man of many facets, of countless passageways that ran through an intricate mind. His magnum opus is a reflection of this, a classic work that stands as one of the most complex, multi-layered novels ever written in any genre. Today the novel is more popular than ever, with new readers continually discovering it and telling their friends to pick up a copy. It has sold tens of millions of copies worldwide, in more than 40 languages. Today his literary legacy is managed by his son Brian Herbert, and grandchildren Kim Herbert and Byron Merritt.**