

**PLAYSYSTEM SCHEMATIC:
UPGRADING UPRISING PLAYSYSTEM (PS) WITH BLOODLINES ADD- ON (AO)
ONE TIME UPDATE**

PLAYMODE

AFTERWARDS REFERENCE: “DUNE IMPERIUM UPRISING & BLOODLINES PLAYSYSTEM GUIDES”



**DUNE IMPERIUM UPRISING
PLAYSYSTEM (PS)**

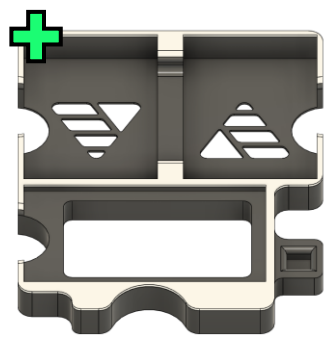


**DUNE IMPERIUM BLOODLINES
ADD- ON (AO)**

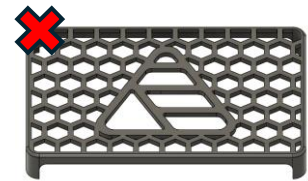


**DUNE IMPERIUM UPRISING &
BLOODLINES PLAYSYSTEM (PS)**

LAYER 1



LEADERS BLOODLINES



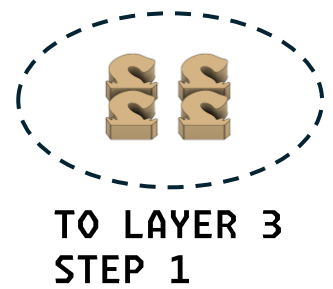
BOTTOM SPACER



BASIC WORMS



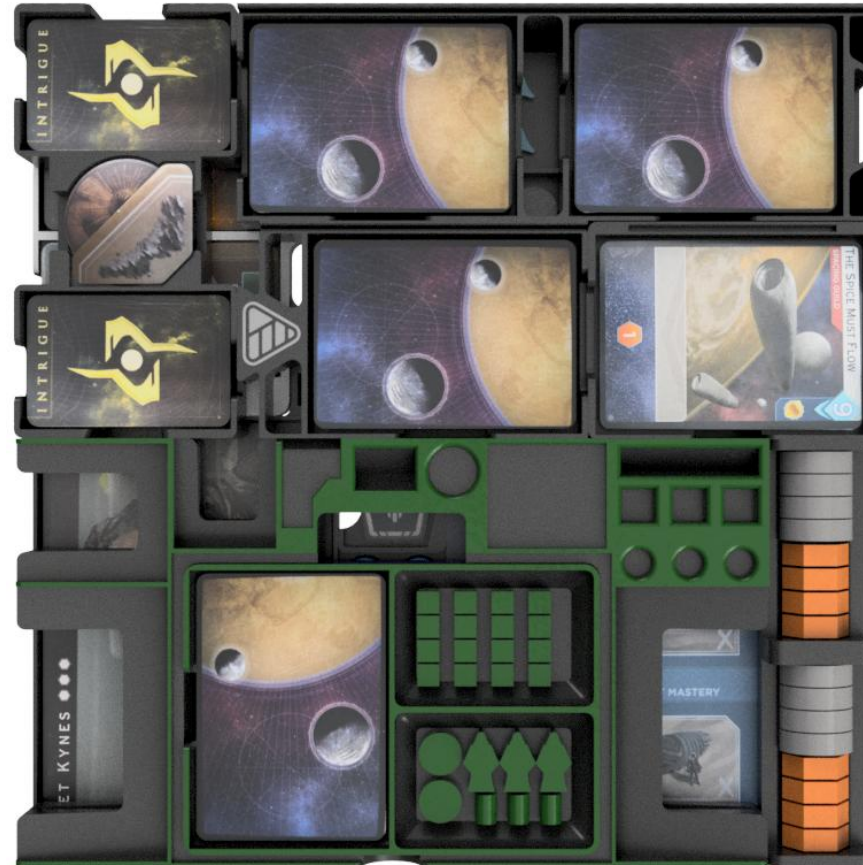
-  = ADD PERMANENTLY
-  = REMOVE PERMANENTLY



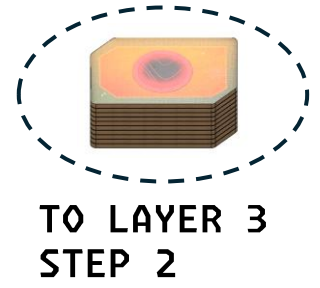
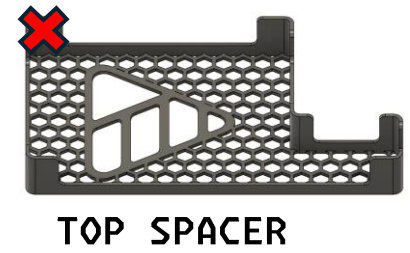
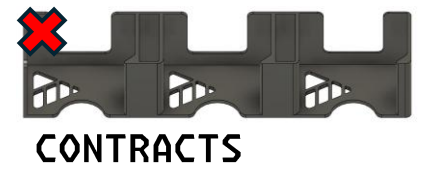
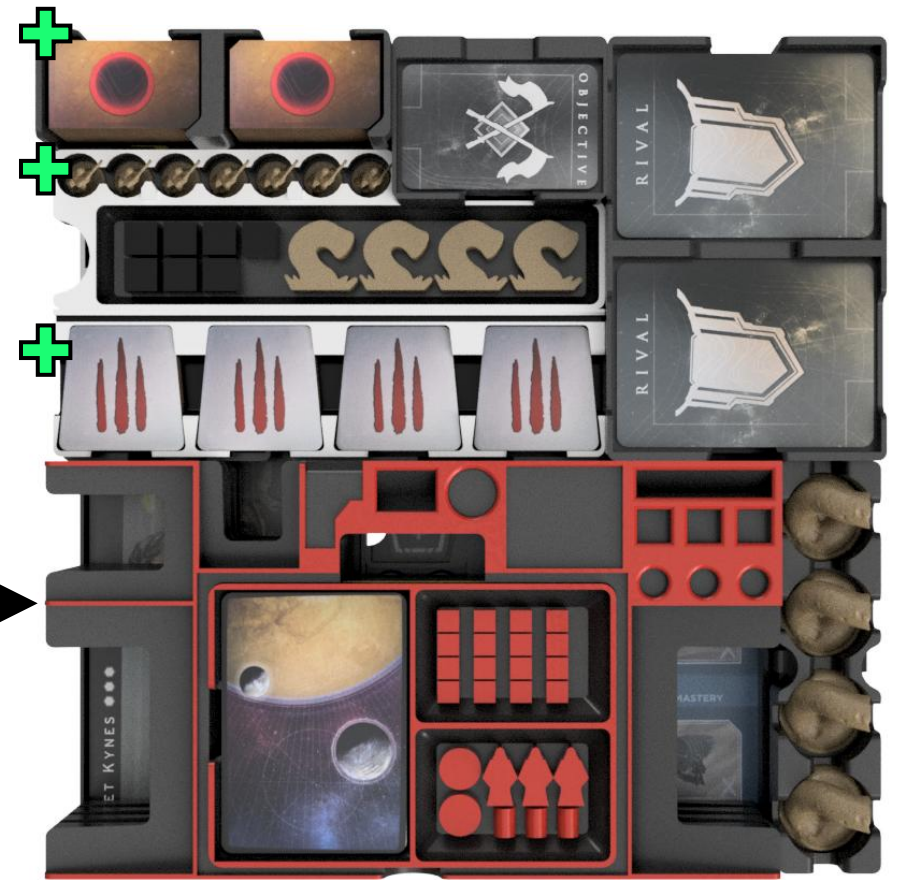
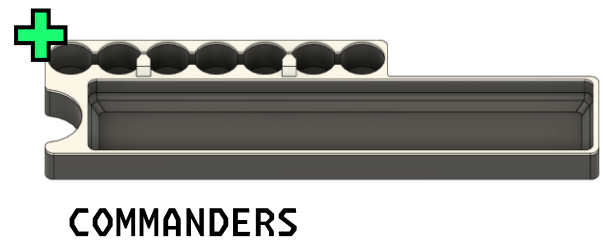
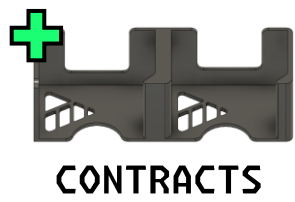
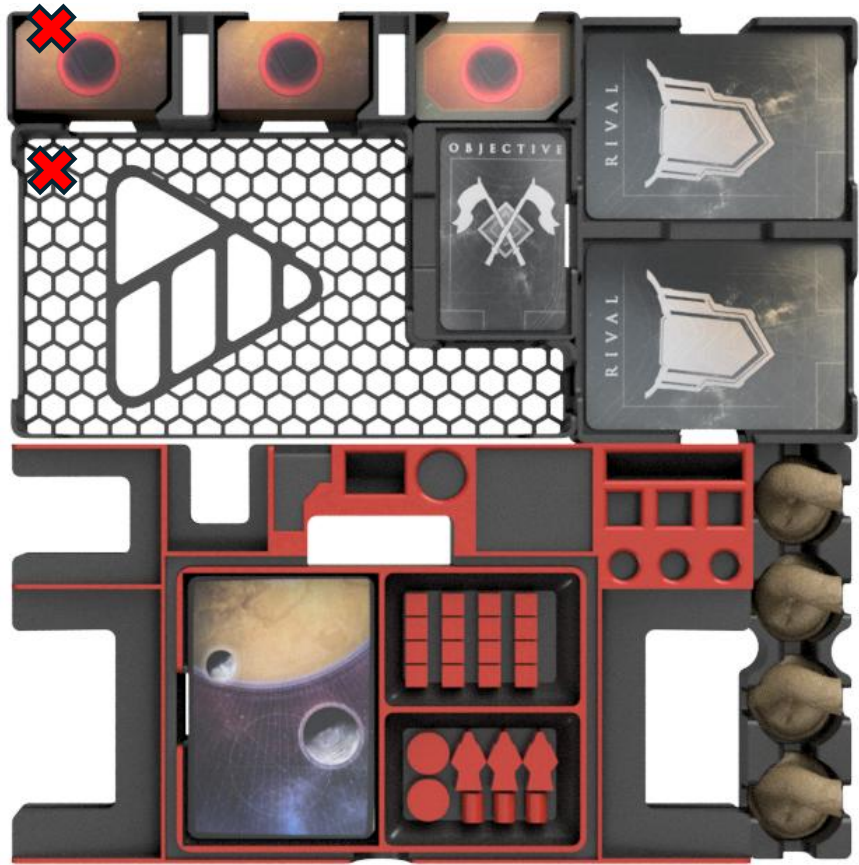
TO LAYER 3
STEP 1

LAYER 2

NO CHANGE



LAYER 3
STEP 1



-  = ADD PERMANENTLY
-  = REMOVE PERMANENTLY

LAYER 3
STEP 2

