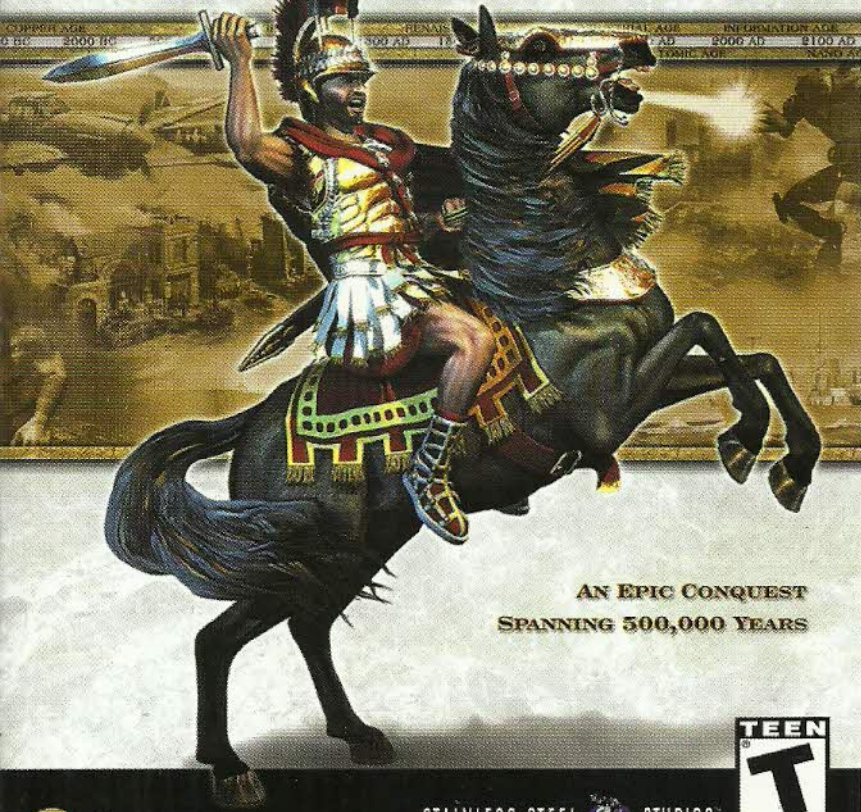


FROM RICK GOODMAN, LEAD DESIGNER OF AGE OF EMPIRES®

EMPIRE EARTH™



AN EPIC CONQUEST
SPANNING 500,000 YEARS

 **SIERRA™**

STAINLESS STEEL  STUDIOS™

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CHAPTER I

INSTALLATION

Thank you for purchasing Empire Earth! This chapter describes how to install Empire Earth on your computer. It also provides some tips on how to maximize the performance of the game on your computer system. For those who would like some hands-on instruction about the basics of the game, we recommend that you play through the Learning Scenarios, accessible on the Single Player menu, after you have installed the game.

This manual is a complete reference guide for the game. Chapters III and IV provide all the information you need to setup and play any kind of single player or multiplayer game of Empire Earth. Chapter V is a written walkthrough for starting a Standard game on a Random Map. It includes tips and suggestions to get you on your way to building a great empire, and is recommended for those who already have a little experience with real-time strategy games. The rest of the manual provides detailed information on all of the features in the game as well as tips, advanced user information, and lots of historical background.

Installing Empire Earth

To install Empire Earth, put the Empire Earth CD-ROM into your CD-ROM drive. When the installation screen appears, click the Install Empire Earth button and then follow the on-screen instructions.



NOTE: If for some reason the installation screen does not appear (if you have Autoplay disabled, for example), double-click on the My Computer icon on your desktop and then double-click the icon for the CD-ROM drive. Then double-click the Autoplay.exe file in the file list. The installation screen will then appear.



NOTE: You must have a working sound card installed in your computer to play Empire Earth. If you do not, Empire Earth may not start properly. If you have a working sound card, a speaker icon (to control sound volume) will be visible on your Windows taskbar.

When the installation is complete, click the Finish button. If you chose to view the Readme file (recommended), it will open so you can see any important last-minute information about Empire Earth. The installation screen remains open so that you can play the game. Other ways to launch the game are explained in Chapter III.

Tips to Improve Game Performance

Empire Earth has been designed to support multiple players controlling hundreds of units on large, fully-3D maps. Care has been taken to ensure the game runs well on a wide variety of computer systems, but you can always increase the performance of the game on your system by trying some or all of the options listed below.

- Close all open applications (e.g., email programs, ICQ, web browsers, etc.) before running Empire Earth.
- Close any unnecessary programs that are running in the background, including disabling your screensaver.
- Choose a lower screen resolution in the Video section on the Game Settings screen. Note that 16-bit color is more performance-friendly than 32-bit.
- Choose Best Performance in the Video/Graphics Options section on the Game Settings screen. This turns off many graphics options that can impact performance. Note that the quality of some unit models may decrease.
- Turn off the Music in the Audio section of the Game Settings (under Music Quality). You can also set the maximum number of sounds to Best Performance.
- The level of zoom can affect performance. Try playing zoomed in a little to increase your frame rate.
- Play a Single Player game (Multiplayer games use more of your system's resources).
- In Random Map games, try the following options available on the Game Setup screen:

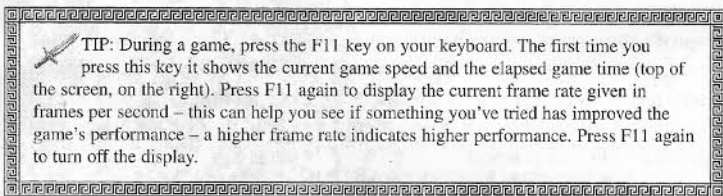
- Play games with fewer total players (e.g., one-on-one).
- Play games with no more than one computer player.
- Choose a Map Size of Tiny or Small.
- Select a lower Game Unit Limit to decrease the maximum number of total units in the game.
- Play at the Slow Game Speed.
- Play the earlier Epochs, which require that less art be stored in memory compared to the later Epochs.

Additional Recommendations

The following recommendations are general suggestions that can help improve the overall performance of your computer. They are actions that you can take on your own, if you choose to, which will also help Empire Earth run at its best. Consult the relevant documentation (e.g., the user's manual for your computer) if you aren't sure how to try a particular recommendation that is listed.

- Ensure that your device drivers are up to date. This includes drivers for your video and audio cards. Manufacturers of computer hardware usually post the latest drivers for their devices on their web sites.
- Make sure Windows is up to date by installing the critical Windows updates that are appropriate for the version of Windows you are running.
- You should have at least 300 MB of free disk space on your hard drive after installing the game. If your hard drive is getting full, try deleting files you know you do not need anymore. You can also defragment your hard drive to decrease the time it takes to access files.
- Upgrade the RAM of your computer from 64 MB to 128 MB (or more).

- Upgrade to a faster 3D Video card with more on-board RAM. If you currently have an older card, a newer card can significantly increase performance.
- For better multiplayer performance, you can upgrade to a faster dial-up modem, get a cable modem, or get a Digital Subscriber Line (DSL). (You'll likely have to pay a monthly subscription fee for Internet access.)
- Of course, upgrading to a faster computer – that is, one with a faster Central Processing Unit (CPU) – is a sure-fire way to increase performance!



CHAPTER II

WHAT IS EMPIRE EARTH?

Empire Earth is a real-time strategy game of epic scope. You control the destiny of a fledgling civilization through as many as 500,000 years of human history. From meager beginnings you must exploit the natural resources around you to build an empire capable of dominating the Earth. But your rise to supremacy will not go unchallenged. As was the case throughout history, rival civilizations are certain to oppose you every step of the way. If you plan wisely and execute your strategies well, you just might lead your civilization to greatness.

The Emergence of Empires

A half-million years ago – before the dawn of civilization, when our ancestors first gathered around their primitive fire pits – humankind took its first tentative steps down a path towards dominating the Earth. We began to surpass all the other animals, to become the planet's preeminent species, thanks largely to our intelligence and adaptability. Since that time, the only major rival with which people have had to contend is other people.

These rivalries undoubtedly date back to the earliest nomadic tribes – indeed, struggles for territory and resources remain common to this day. All the great civilizations of recorded history have had their share of great rivals: the Greeks had the Persians, the Romans had the Carthaginians, the English had the French, and so on. Often, individuals arose who were instrumental in guiding their civilization and people to prominence. Legendary leaders such as Alexander the Great and Napoleon expanded their empires rapidly, dominating local and foreign populations with their charisma, diplomatic guile, and military strength. Such conquerors became heroes to many... and villains to many others.

Conquest, however, is not the only thing for which prominent civilizations and cultures are remembered. The Great Pyramids in Egypt, though nearly 5,000 years old, still fill visitors with a sense of wonder today. Ancient Greek philosophy and mathematics became the foundations of Western

What is Empire Earth?



Depiction of the Battle of Formigny, April 15, 1450 ©Archive Photos

science. Rome, a persecutor of early Christians, reversed its position under Emperor Constantine and eventually became known as the Holy Roman Empire. Thus, victory on the battlefield has not been the only way to achieve greatness.

Your Role in Empire Earth

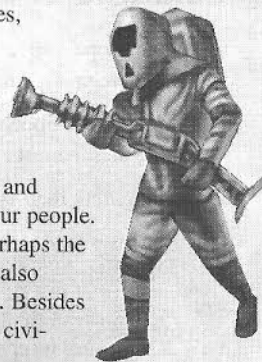
To succeed in Empire Earth, you and your civilization must accomplish many things. You will need to explore your surroundings to find food, wood, iron, and other important natural resources. Resources are needed to increase your population, construct buildings, and research new technologies. You also need resources to progress to more advanced historical periods or “Epochs.”

Food is crucial for increasing your civilization’s population. Citizens require a one-time expenditure of food when they are produced. Many military personnel require additional or different resources; for example,

Empire Earth

training a Simple Bowman requires wood and gold. Your civilization is also capable of producing great heroes, prophets, and other specialized individuals.

The construction of buildings is vital to the growth of your civilization as well. Buildings are where you produce your citizens, train your military, and research new technologies. Some, like Universities and Hospitals, provide valuable localized benefits to your people. Your Capitol, at the heart of your civilization, is perhaps the single most important structure you own. You may also choose to construct amazing Wonders of the World. Besides being a major accomplishment, Wonders give your civilization special abilities.



Historically, advances in technology often gave one civilization an immediate advantage over its rivals. Your civilization can research many different technologies to enhance its capabilities. For instance, some technologies increase the productivity and health of your citizens, while others improve your buildings.

Empire Earth is divided into 14 historical Epochs. Your civilization can progress from 500,000 BC through the Bronze Age and the Renaissance, all the way to the Nano Age of the 22nd Century (depending on which Epochs you choose to play). New technologies, buildings, and weapons become available as your civilization progresses through history. But bear in mind that advancement does not necessarily mean success. Your civilization might flourish during one Epoch only to be crushed in the next.

A civilization can come to dominate its rivals in many ways. Similarly, you can choose to play Empire Earth any way you want. There is no “best strategy” or “perfect plan” in a game as dynamic and rich as history itself.

Features of Empire Earth

- Epic scope – spans over 500,000 years, from the discovery of fire to laser technology and beyond.
- 14 different Epochs – replay all of human history or just the span of time that interests you.
- Train more than 200 different kinds of units.
- Battle on land, air, and sea – in addition to armies, you can build wide varieties of ships and aircraft.
- Fight wars of the future with advanced robotic and anti-gravity units using secret weapons.
- Enlist great historical Heroes – such as William the Conqueror and Napoleon – to enhance your military abilities.
- Customize your military units by improving their strength or equipment.
- Play in Standard mode for a more-strategic empire building game or Tournament mode for faster-paced action.
- Have your Prophets devastate opponents by calling down Calamities such as volcanic eruptions, earthquakes, and deadly plagues.
- Engage in historic siege warfare – breach an enemy's walls with catapults, rams, and siege towers.
- Increase the morale of your soldiers to improve their offensive and defensive capabilities.
- Match wits with the cunning AI or coordinate attacks with your computer-player allies.
- Construct 20 types of buildings and research 150 technologies. A helpful technology tree foldout is included.
- Temples, Universities, and other buildings provide additional defensive measures beyond simple walls and towers.

- Create your own civilization from 100 different attributes or choose from 21 predefined civilizations.
- Different paths to victory, including military conquest and constructing Wonders of the World.
- Six different Wonders, each with its own special power.
- Special effects such as a day/night cycle, weather, translucent water, smoke, and special attack effects.
- Experience expertly balanced gameplay – each unit has its strengths and weaknesses.
- Gather 5 different resources that vary in importance depending on your strategy.
- Play four epic single-player campaigns that each follow a civilization's extraordinary rise to power.
- Training scenarios guide you through the basics of game play.
- Gorgeous random maps of various types and sizes for the ultimate replayability.
- Create your own original maps, scenarios, campaigns, and even in-game movies with the included editors.



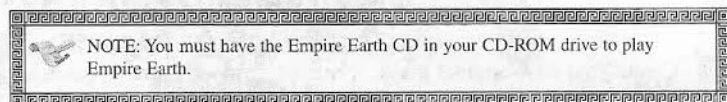
CHAPTER III

STARTING EMPIRE EARTH

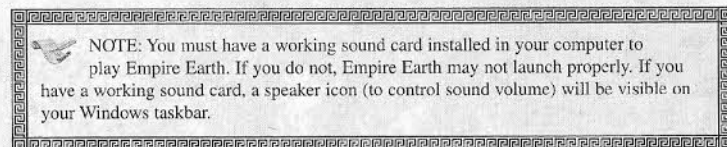
Empire Earth is a flexible game with many ways to play. Options for both Single and Multiplayer games are available, including different types of random maps, map sizes, resource allocations, victory conditions, Epoch choices, and more. These options allow you to modify the game to create different gaming experiences, based on your preferences. This chapter explains all the game options, game settings, and how to start both Single Player and Multiplayer games.

Launching the Game

After you have installed Empire Earth, there are several ways to launch the game. Whenever you put the Empire Earth CD in your CD-ROM drive, a window will appear on your screen once the CD has been accessed (assuming you have Autoplay enabled). To launch the game from this window, just click the Play Empire Earth button.



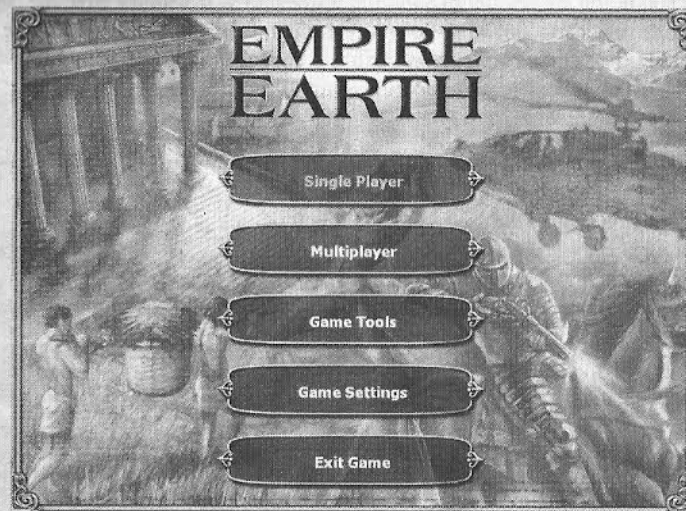
You can also launch the game by simply double-clicking on the Empire Earth icon on your desktop. If you opted during the installation not to have an icon placed on your desktop, you can always launch the game via the Start menu. Click the Windows Start button and select Programs. In the Programs list, select the Sierra folder, then select the Empire Earth folder, and finally select Play Empire Earth to launch the game.



Main Menu

Once the game has loaded, the Main Menu appears. Here you have several choices.

- **Single Player** – Takes you to the Single Player menu, which provides access to all of Empire Earth's Single Player options, including the Campaigns and the Learning Scenarios.
- **Multiplayer** – Brings up the Multiplayer menu, which allows you to join or host games of Empire Earth with other players over a LAN or the Internet.
- **Game Tools** – The Game Tools menu provides access to Empire Earth's Civilization Builder, Scenario Editor, and Campaign Editor.
- **Game Settings** – Lets you set your video/graphic, audio, and game preferences. Adjusting these settings can help increase game performance on slower computers.
- **Exit Game** – Exits Empire Earth.



Main Menu

Learning to Play

Whether you are new to computer games or a seasoned RTS veteran, it's easy to get up to speed with Empire Earth. In addition to this manual, Learning Scenarios are available to teach you how to play the game. Once you are familiar with the basics you'll be ready to explore EE's many advanced features, which provide extra levels of functionality and control.

Learning Scenarios

If you want to learn the basics of Empire Earth, we highly recommend playing through the Learning Scenarios. The Learning Scenarios provide a hands-on overview of how to play EE, from the essential elements of game play to more advanced features. The Learning Scenarios are conveniently divided into "lessons" that combine learning how to play EE with an enjoyable single player game.

To play the Learning Scenarios, click the Single Player button on the Main Menu. Then, in the Single Player menu, click the Learning Scenarios button. On the Learning Scenarios screen you can browse through the list of all the Learning Scenarios and choose which you want to play. If you are new to RTS games, it's best to start with the first Learning Scenario and work your way through them all. If you are a more experienced gamer, choose a scenario that covers an aspect or feature of the game that you want to try out. Learning Scenarios do not need to be played in order.

When you select the scenario in the list that you want to play, a brief introduction lets you know what you'll be doing in the game. Click the Start button to load the scenario. On the Intro/Briefing screen, read over your objectives and then click the Start button (with the big check mark) to begin playing. Further instructions on what you are supposed to do are provided during the game.

EE Manual

The Empire Earth manual provides detailed information on every feature and option available in Empire Earth. There are also tips, hints, and lots of historical examples to illustrate Empire Earth's extensive game play. Chapter 5 is a walkthrough tutorial of many of the game's basic elements.








It is intended for players who would like to jump right into a Random Map game, but who also want a little instruction or direction.


Information on the predefined civilizations and the unit relationship charts are provided in the Appendices. Also, don't forget to consult the Technology Tree Foldout, which provides information on all the units, buildings, and technologies in the game.

Single Player Games

Empire Earth's Single Player options are accessible by clicking the Single Player button on the Main Menu. Empire Earth includes two basic kinds of Single Player games: Random Map games and Campaigns/Scenarios. Random Map games allow you to try out your strategies and skills against EE's cunning computer opponents. The 4 Campaigns shipped with Empire Earth are each divided into parts (scenarios) that collectively tell the story of a notable civilization's rise to power.

You also have the option to load a stand-alone scenario or a previously saved Single Player game (in addition to starting a Learning Scenario). At the top of this screen is a text box where you can enter your player name.

-  **Player Name** – Enter your player name.
-  **Play Random Map** – Play a Random Map game against the computer. Takes you to the Game Setup screen.
-  **Play Campaign** – Play the Campaigns. Choose which one via the Play Campaign screen.
-  **Play Scenario** – Play a stand-alone scenario. Takes you to the Play Scenario screen.
-  **Play Saved Game** – Load a previously saved single player game via the Play Saved Game screen.
-  **Learning Scenarios** – Play the Learning Scenarios. Choose which one on the Play Campaign screen.
-  **Main Menu** – Returns you to the Main Menu.

 **TIP:** When playing against a computer opponent, there are four ways to affect the difficulty of the game. Each is explained more fully in the Game Setup section, later in this chapter.


1. Set the Level of Difficulty to Easy, Medium, or Hard.
2. Select the number of computer opponents. Obviously, it will be harder to defeat two opponents than just one, especially if they are allied with one another.
3. Set the Starting Citizens for yourself and the computer player(s). You can give yourself an initial advantage by starting with more Citizens than the computer player.
4. Select a Resource level. Computer players in Random Map games begin with some additional resources. Selecting higher starting Resources makes it easier for the Human player.

Playing a Random Map Game

Playing a Single Player Random Map game is very similar to playing a Multiplayer Random Map game. Both kinds of games make use of the Setup screen, which is covered in the Game Setup section, later in this chapter.

Playing the Campaigns

Four epic campaigns are included with Empire Earth. They are the Greek, English, German, and Russian Campaigns. In each of the 4 Campaigns, players must play through the scenarios in order – in other words, a scenario will become available only after all the previous scenarios in the Campaign have been completed.

 **TIP:** While playing a scenario, you can click the Briefing button to return to the Intro screen to see your objectives. When new objectives are added, the Briefing button blinks to let you know. You can also re-read previous messages sent during the scenario (or any type of game) by clicking the Previous Messages button. See Chapter IV for more details.

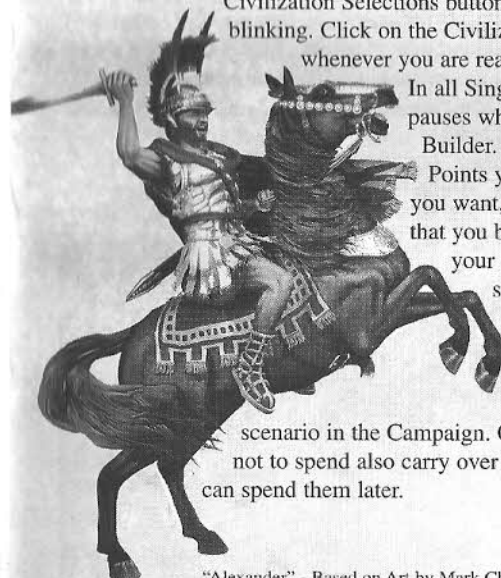
Civilizations and Civ Points in the Campaigns

The civilization that you lead in each of the Campaigns is chosen for you – Greek in the first Campaign, for example. As you complete objectives in the various scenarios that make up the Campaign, you are occasionally rewarded with “Civ Points.” Civ Points can be spent in the Civilization Builder to purchase bonuses, which enhance your civilization in some respect. In this sense, your civilization in the Campaign “evolves” over time in whatever directions you want to take it.

When you earn Civ Points, you receive a message to that effect and the Civilization Selections button in the user interface starts blinking. Click on the Civilization Selections button whenever you are ready to spend the Civ Points.

In all Single Player games, the game pauses when you enter the Civ Builder. You can spend the Civ Points you have earned however you want, but try to choose bonuses that you believe will most benefit your civilization given its current situation. Once you return to the game, you cannot change your choices. The bonuses you choose to purchase carry over to the next

scenario in the Campaign. Civ Points that you decide not to spend also carry over to the next scenario so you can spend them later.



“Alexander” - Based on Art by Mark Churms ©2001

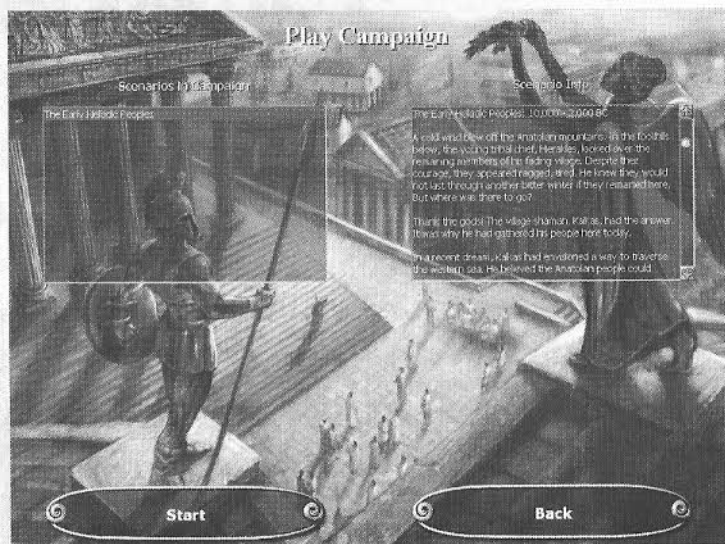


REFERENCE: For a full explanation of the Civ Builder and how to create your own civilizations, see Chapter VIII.

Starting a Campaign

To start a campaign, click the Play Campaign button in the Single Player menu and then choose the Campaign you want to play on the Play Campaign screen. You can also choose to play a custom campaign (which is a campaign created for EE after it was released) by clicking the Custom Campaign button.

When you select the Campaign you want to play, a screen for that Campaign appears, allowing you to choose which scenario you want to play from a list. If you haven't played any of the Campaign's scenarios yet, you have to select the first scenario. To continue a Campaign you have already started, select the next available scenario in the list. You can also replay any scenario that you have already finished. Once you choose a scenario, you can read the Info and then click the Start button. The Scenario's Intro/Briefing screen introduces the scenario and gives you your objectives. Click the Start button (with the check mark) to start playing.



Greek Campaign Screen

Playing a Stand-Alone Scenario

If you have downloaded any individual scenarios off of the internet, received one from a friend, or created one yourself, you can play them by clicking the Play Scenario button in the Single Player menu. On the Play Scenario screen, simply select the scenario you want to play and click the Load button. The Scenario's Intro/Briefing screen then appears and you can begin the game by clicking the Start button.

Playing a Saved Game

If you started playing a Single Player scenario (whether part of a campaign or not) or a Random Map game and saved it before you were finished, you can reload the game to continue playing from where you left off. In the Single Player menu click the Play Saved Game button. On the Play Saved Game screen, all your saved Single Player games are listed. Choose the one you want and click the Load button to start it. Clicking the Delete button will delete the highlighted saved game. You can also elect to play a saved game from the Play Campaign screen.

Multiplayer Games

Multiplayer games allow you to compete against human opponents over a Local Area Network (LAN) or the Internet. Click the Multiplayer button on Empire Earth's Main Menu to go to the Multiplayer screen, from which you can choose to join or host a game. There are several ways to join or host a multiplayer game of Empire Earth, which are described below. Only the host has control over EE's various game options, including the choice of playing a saved multiplayer game.

NOTE: You must have a network or an Internet connection in order to play Multiplayer games of Empire Earth. Also, if the host should leave a game for any reason, Empire Earth will attempt to "migrate" the host duties to a new computer so that the remaining players can continue to play if they wish.



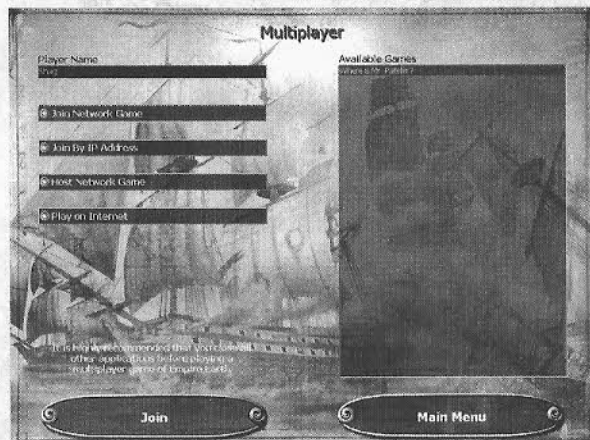
REFERENCE: Whether you are joining or hosting a game, you will eventually find yourself at the Game Setup screen. This screen is also used for Single Player Random Map games and is covered in the Game Setup section later in this chapter.

Join Network Game

To join a game over a Local Area Network (LAN), click on the Join Network Game tab and then select the game you want to join from the Available Games list. Click the Join button to go to the Game Setup screen (described later in this chapter).

Join by IP Address

Joining a game directly by using an IP (Internet Protocol) address requires that you know what the host's IP address is. Have the host send you his or her IP address by email, instant messaging, telephone (if your phone line is not being tied up by your computer), or using some other method. When you have it, click the Join by IP Address tab and enter the IP address into the text box provided. Then click the Join button to go to the Game Setup screen.



Multiplayer Screen

Host Network Game

If you want to host a multiplayer game over a LAN or by providing your IP address to other players, click the Host Network Game tab. New controls appear on the right side of the Multiplayer screen. Type a name for your game in the text box provided. If you need to know your IP address, you can click the Show My IP Address button. When you're ready, click the Host button to go to the Game Setup screen, where you'll wait for the other players to join your game. On the Setup screen you, as the host, can choose the number of players, set the Game Options, and then start the game. The Game Setup screen is explained later in this chapter.

Play on Internet

Sierra.com's free matchmaking service gives you another way to join or host a Multiplayer game of Empire Earth. The matchmaking service provides an online meeting place where you can find other players to play with. Click the Play on Internet tab and enter your Sierra.com User ID and Password in the spaces provided. Then click the Login button (or press the Enter key). You'll be asked to select a server and then you will go to the Available Rooms screen.

If you need to create a Sierra.com account, click the Create Account button. A new window will open in which you can enter the information necessary to create a new account. When you're finished, click the Create Account button.

If you already have an account but forgot your password, you can click the Email me my Password button. As the button says, your password will be emailed to the address you specified for your Sierra account.

Available Rooms

Once you are logged in, the Available Rooms screen appears. The matchmaking service maintained by Sierra is organized into "rooms." Each room has its own set of games for you to choose from (or you can host your own). The Available Rooms screen displays all the rooms available. Select the room you want and click the Join button to enter it.

You can also click the Update Account button if you want to change your

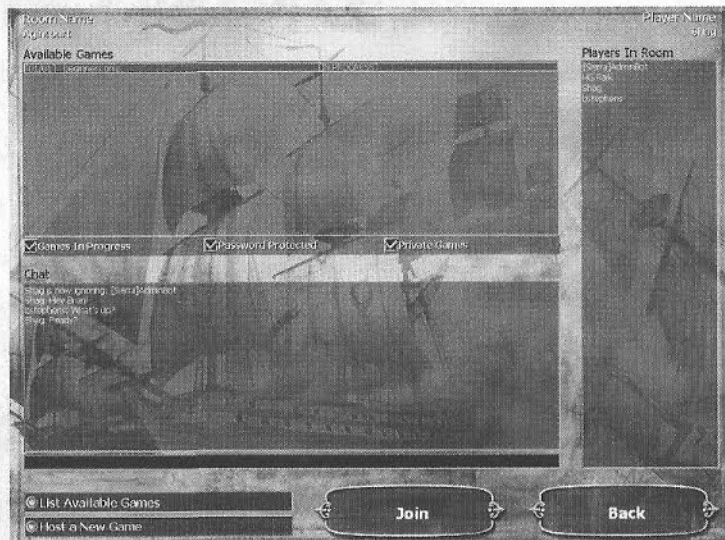
Starting Empire Earth

password or email address. A separate window appears to allow you to make your changes.

Available Games

When you enter a room, you have the choice of joining an existing game or hosting a new game. Each room can handle many games at once. If a room happens to be full and you want to host a new game, you have to choose a different room. You can also chat with other players in the room. Double-clicking on a player's name in the Players list allows you to "whisper" to just that player rather than every player in the room.

The checkboxes under the list of available games allow you to show or hide games of the types listed. Private games are being hosted behind a "firewall" and only other player behind the same firewall can join.



Available Games Screen

Empire Earth

Joining a Sierra.com Game

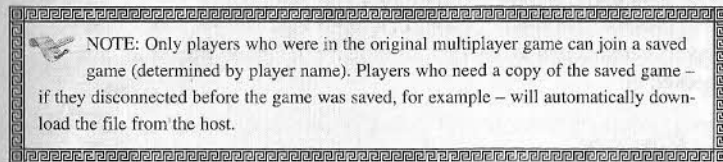
To join a game, simply click the List Available Games tab (if it isn't already selected) and then select the game you want from the Available Games list. You cannot join games that are already full (that is, where all the player slots are full). Games that are password protected by the host require that you enter the password before you can join. After you select a game to join, click the Join button and you'll be taken to the Game Setup screen. The host will start the game once all the players have joined and indicated that they are ready to begin.

Hosting a Sierra.com Game

To host a game, click the Host a New Game tab. In the controls that appear, enter a name for your game and then click the Host button to go to the Game Setup screen. You can also choose to password protect your game, if you want to. If players want to join a password-protected game, they have to enter the same password that the host of that game entered.

Playing a Saved Multiplayer Game

Empire Earth lets you restore and play saved multiplayer games so players can continue a game at a later time. Only the host can choose to load a previously saved game. The choice to play a saved game is made on the Game Setup screen by selecting the appropriate Game Type in the Game Options.



When restoring a saved game, each player's name appears in one of four colors:

Starting Empire Earth

- **White** – The player has joined the game.
- **Red** – The player has not yet joined the game. The game cannot start until all players (except observers) join.
- **Yellow** – The player has not yet joined the game, but the player was an observer so the game can start without him or her.
- **Green** – The player is an observer who has joined the game.

Once all players have joined (excluding observers, who are optional) and checked Ready, the host can start the saved game by clicking the Start button. No changes can be made to the Game Options if you are restoring a saved game.

Game Setup

Both Single Player and Multiplayer games of Empire Earth utilize the Game Setup screen, which offers a variety of options. For Multiplayer games, the Setup screen also offers a chat area so that players can chat with one another before the game starts. To chat, simply type a message into the chat text field and press Enter.

Ready

For Multiplayer games only. When checked, this box indicates that the associated player is ready to start the game. All players, including the host, must be checked in (ready) before the host can start the game. Players cannot change any options or leave the game while they are checked in.

Players

The Player column displays the state of each of the player slots and who (if anyone) is occupying those slots. The single-player or the multiplayer host can choose the status of each of the slots. The multiplayer host can allow additional human players into the game by opening slots or prevent players from joining by closing slots.

Empire Earth

- **Open** – An open slot indicates where a human player can join the game.
- **Closed** – No one can join a closed slot. The host can eject players who have already joined by closing their slots.
- **Computer** – This means a computer player is occupying the slot. Single Player Random Map games require that there be at least one computer player.
- **Player Name** – When a human player joins the game, his or her name occupies the slot.
- **Observer** – A player can set his or her own slot to Observer (see below). Other players will see the player's name written in green text. This option is for Multiplayer games only.



NOTE: During a game, you can check out each player's status (e.g., disconnected, defeated, observer, etc.) by clicking the button and looking at the icons on the far left of the Alliances & Tributes screen. These icons are explained in Chapter IV.

Observer Mode

You can join a Multiplayer game of Empire Earth as an observer to watch the game as it is being played. Hosts can also be observers. Observers cannot participate in the game, but they can watch all the action and chat with one another (but not with the active players). Observers have full map visibility and no fog of war.

Each observer takes up one player slot. For the observer, the word "observer" appears on the Multiplayer Setup screen instead of his or her name. For all other players, the observer's player name appears in green text.



NOTE: Observers cannot save games unless they were observing the original game (before it was saved).

Teams and Player Color

The Team control allows each player to pick his or her team. Players with the same team number start the game on the same team, meaning they are allies and they share Line Of Sight (LOS). A hyphen "-" indicates that no team is selected. (Also see the Lock Teams Game Option, below.)

Next to each Team control is a Color indicator that shows what color each player will have during the game. Your player color marks all your units and buildings in the game so that they can be identified as belonging to you. Player color also shows up on the Mini-map.

Citizens

In Random Map games, players start the game with a Capitol building and some Citizens. The Citizens drop down list is used to control the number of starting Citizens for each player. The default number is 5. In Multiplayer games, only the host can change how many Citizens a player starts with.

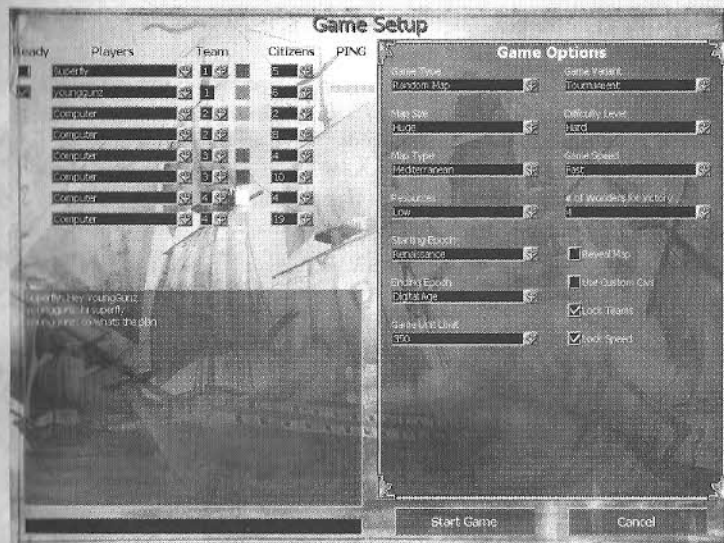
This control can be used to give less-experienced players a handicap against more-experienced players (or the computer player). By giving a novice player more starting Citizens (or experienced players fewer), the novice player starts the game with an advantage. How large an advantage is ultimately up to the host.

Ping

The Ping display is a measure of how good your network or Internet connection is relative to the host of the game. As a basic rule, the more green squares that are displayed, the better that player's connection. Bad connections can sometimes result in "choppy" play.

Game Options

Empire Earth's many Game Options allow you to configure the game in a variety of ways. In Multiplayer games, only the host has the power to change the Game Options.



Game Type

Game Setup Screen

There are different Game Types available for Multiplayer games: Random Map and Saved Game. Empire Earth features an exceptional random map generator, which provides you with a virtually unlimited supply of unique and beautiful maps. Choosing Saved Game brings up a separate screen that allows the host to pick the particular saved game. For Single Player, only the Random Map Game Type is available because loading a saved game is accomplished from the Single Player menu.

- **Random Map** – Play a game on a randomly generated map (Single or Multiplayer).
- **Saved Game** – Load and play a previously saved game (Multiplayer only). All players from the original game, except observers, must be present to play.

Starting Empire Earth

Map Type

Empire Earth offers several different kinds of random maps, each of which provides a different game experience. Conquer a continent with a Bronze Age army, rule the seas with a majestic Imperial fleet, or send a column of tanks rolling across the plains. There are an almost endless number of gorgeous maps at your disposal. Occasionally, a winter version or a desert version of the chosen map type is generated.

- **Continental** – Mostly land with water around the edges of the map.
- **Mediterranean** – Lots of land with an inland sea or a bay.
- **Highlands** – Many hills and cliffs and no water.
- **Plains** – Low hills and no water. You'll have to explore to find resources.
- **Large Islands** – Large islands and lots of water. You'll need air or sea power to expand.
- **Small Islands** – Smaller, often narrower islands than Large Islands. Generally more uninhabited islands, too, depending on map size and the number of players.
- **Tournament Islands** – A version of island maps specifically designed for Tournament games. These islands always have water all the way around (except on Tiny maps).

Map Size

There are several map sizes available. Depending on the number of players, the three biggest map sizes tend to allow more build-up time – that is, players don't run into each other as quickly. Each map size was designed to be optimal for a certain number of players, but the numbers shown are only suggestions. Players with slower computers should stick with Tiny or Small maps.

- **Tiny** – An up-close and personal map. Good with just 2 players.
- **Small** – A good sized map for up to 4 players.

Empire Earth

- **Medium** – Good for 6 to 8 players. Fewer than 6 players will find it spacious.
- **Large** – A fairly big map, best with 8 players.
- **Huge** – Eight players will generally have ample time to build up their civs regardless of the map type.
- **Gigantic** – This is a colossal map even with the maximum number of players. Expect an extended game. Recommended only for fast computers with 128 MB of RAM or more.

Resources

You can choose the amount of resources the players start the game with. The length of a game can be significantly affected by this option – lower starting resources generally makes for a longer game, while a Deathmatch game might be over relatively quickly.

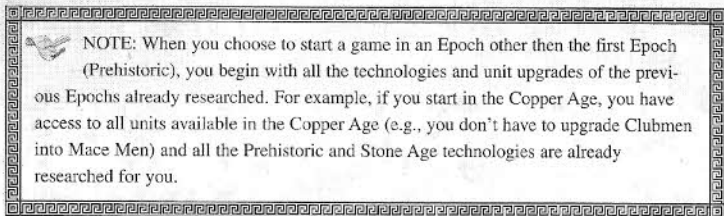


Food and Wood are always provided in greater amounts than Stone, and Stone is provided in greater amounts than Gold and Iron (except in Deathmatch). Review the choices and decide what kind of game you want to play, then choose an appropriate starting resource level. Note that Deathmatch provides far more resources than any of the other choices.

Starting and Ending Epoch

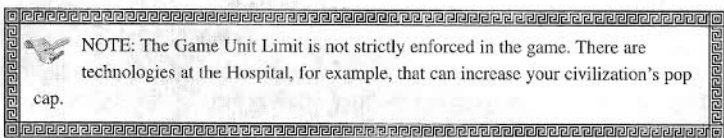
Choose the Epoch in which you want the game to begin and the Epoch in which you want it to end. The Ending Epoch is the last playable Epoch of the game (though a player might win before anyone reaches the ending Epoch). You can choose to play all the Epochs from the Prehistoric to the Nano Age, or as few as one Epoch.

You can also choose to have the game pick a starting Epoch at random by selecting Random Epoch. The random starting Epoch is chosen from all the Epochs up to and including the Ending Epoch you select. For example, if you set the Starting Epoch to Random Epoch and the Ending Epoch to Copper Age, your game will start either in the Prehistoric, Stone Age, or Copper Age, and the last playable Epoch will be the Copper Age.



Game Unit Limit

Choose the maximum number of units, in total, that are allowed in the game. This number gets evenly divided among all the players (including computer players, but not including the world-owned or ambient units, such as animals). For example, a Game Unit Limit of 800 in an 8 player game means that each player gets a maximum of 100 units, which is called the players "pop cap."



Game Variant

There are two game variations in Empire Earth, which provide two different ways to play.

- **Standard** – This option is for playing a normal Random Map game.
- **Tournament** – This option allows you to play quicker games of Empire Earth with less "build-up" time compared to Standard games. Tournament games differ from Standard games in a few key ways:
 - Epoch advancements in Tournament games cost less.
 - All buildings, walls, and towers have fewer hit points.
 - Capitols and Town Centers provide less maximum morale.
 - Resource gathering is faster in Tournament games.

Difficulty

The level of difficulty affects how the computer players (if any) play the game.

- **Easy** – This is a good setting for beginners.
- **Medium** – This is the default difficulty setting. Intermediate players may wish to use this setting.
- **Hard** – This difficulty setting provides a challenge even for more experienced players.

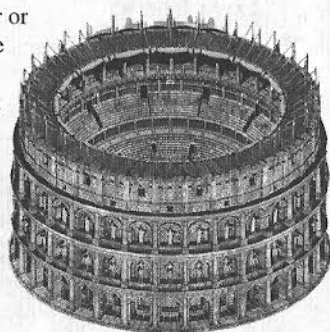
Game Speed

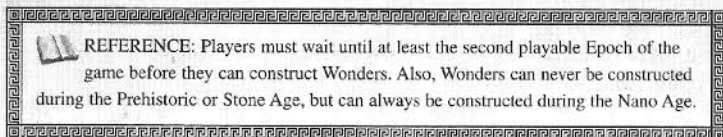
You can choose one of four different game speeds. Once the game begins, you can change the game speed using the plus (+) and minus (-) keys, unless Lock Speed was checked on the Setup screen (see below).

- **Slow** – One-third slower than the Standard speed.
- **Standard** – This is the default game speed.
- **Fast** – Twice as fast as the Slow setting.
- **Very Fast** – Recommended for experienced players only.

Wonders for Victory

Choose the number of Wonders a player or team has to construct in order to win the game with a Wonder victory. The Wonders must be kept standing for a set period of time, as indicated by the Wonder clock. Set this option to Off if you want to build Wonders without triggering a victory.





Reveal Map

Check this box if you want to start with the map completely revealed (fog of war remains). If unchecked, players must explore the map to reveal it. Unchecked is the default.

Use Custom Civs

When selected, players must either create a civilization or choose a civilization they created earlier (via the Civ Builder). If not checked, players must choose one of the predefined civs that shipped with the game. Unchecked is the default.

Lock Teams

This option keeps teams together by preventing players from changing their diplomatic stances towards one another during the game. Check this box to keep the same teams throughout the game. If unchecked, players can form or break alliances via the Alliances & Tributes screen as much as they want. Checked is the default.

Lock Speed

If this box is checked it prevents players from changing the game speed once the game has begun. If unchecked, players are allowed to speed up or slow down the game whenever they want. Checked is the default.

Cheat Codes

Check this box to enable Empire Earth's cheat codes. If unchecked, cheat codes are disabled during the game. Unchecked is the default. This is for Single Player games only.

Starting a Game

Starting a game of Empire Earth is a bit different depending on whether you are starting a Single Player Random Map game or a Multiplayer game.

Single Player

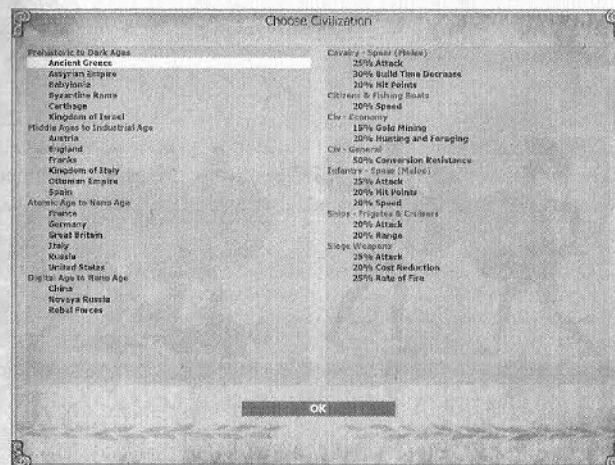
A Single Player game must have exactly one human player and at least one computer player. To start a Random Map game with the selected Game Options, click the Start Game button. A load screen appears and, when loading is complete, the game begins.

Multiplayer

A Multiplayer game must have at least two human players in it. Computer players are optional. Only the host is allowed to start the game. All players must check their Ready box before the host can start the game by clicking the Start Game button.

Selecting Your Civilization

In Random Map games, players have 5 minutes once the game begins to select a civilization. This gives players time to check out the map and assess the situation before committing to a particular civilization.



Choose Civilization Screen

Starting Empire Earth

At any time during the 5 minutes, you can click the blinking Civilization Selections button – either the one over the Mini-map or the one in the upper-left corner of the screen. The Choose Civilization screen will then appear (if the Use Custom Civs option is off) and you can choose which of the 21 predefined civilizations you want to use. The list on the left shows all predefined civs. When you click on a civilization, its characteristics or “bonuses” appear in the right-hand list so you can see what advantages that civilization offers. When you decide on a civ, be sure it’s selected (highlighted) and then click the OK button to return to the game. The civ’s bonuses take effect immediately upon re-entering the game.

You are reminded to pick a civilization before time runs out. Once the 5 minutes are up, the Choose Civilization screen appears automatically, giving you the chance to pick a civilization. Players can choose any one of the civilizations available, even if another player has chosen the same civ.

NOTE: In Multiplayer games, the game does not pause when you go to select a civilization. If you are in the process of selecting a civilization when time runs out, you will be allowed to finish your selection.

Using Custom Civs

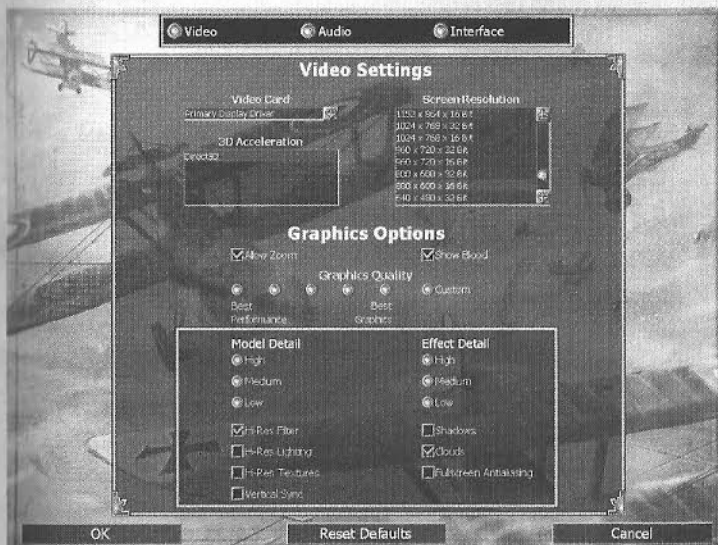
If the Use Custom Civs Game Option was chosen on the Game Setup screen, clicking the Civilization Selections button brings up the Civilization Builder screen instead of the list of predefined civs. On this screen you can either create a new civilization from scratch or you can load a civ you created and saved earlier. You cannot select a predefined civilization in this case and you cannot save a civilization for later use.

REFERENCE: More information about the predefined civilizations and details about creating your own civilization using the Civilization Builder is provided in Chapter VII.

Empire Earth

Game Settings

The Game Settings let you control how Empire Earth looks and sounds. To change Empire Earth’s Game Settings, click the Game Settings button on the Main Menu. You can also access the Game Settings during the game by clicking the Game Options button (see Chapter IV for more information). The Game Settings for Empire Earth are divided into three main categories or “pages”: Video (graphics), Audio, and Interface. By adjusting the settings on these pages you can optimize the performance of EE on your computer and set various preferences. Clicking the Restore Defaults button resets all of the game settings to their default values.



Game Settings Screen - Video Options

Video

Video Settings

- **Video Card** – Selects the video card the game will use. In most cases this is chosen for you and you should not need to change it.

- **Rendering System** – Sets the 3D rendering system the video card should use. In most cases this is chosen for you and you won't need to change it.
- **Screen Resolution** – You can select the screen resolution of the game here. The resolutions available depend on the video card you are using. Higher-end computers can make use of higher resolutions and more colors. For slower computers, we highly recommend selecting a lower resolution (e.g., 800x600 with 16-bit color) to increase the performance of the game.

Graphics Options

- **Allow Zoom** – You can turn the zoom feature of the game on or off with this control.
- **Show Blood** – Choose whether or not you want to show blood when units take damage.
- **Graphics Quality** – These five quality settings let you choose preset values for the options enclosed in the box. Slower computers should use Best Performance, while high-end computers can make use of the Best Graphics setting. You can fine tune the game's performance by choosing one of the middle selections. If you wish, you can Customize each of the Graphics Options in the box individually.
- **Model Detail** – Set the level of detail of the models to Low, Medium, or High. For slower computers, set this to Low to increase performance (note that deterioration in the quality of some models may occur).
- **Effect Detail** – The Effect Detail control allows you to turn on or off some of the game's special graphical effects. High displays all effects, Medium turns some off, and Low turns even more effects off. Slower computers should set this to Low to increase performance.
- **Hi-Res Filter** – This option filters out the rough edges of textures to make them look "smoother." Turn this option off to increase performance on slower computers.

- **Hi-Res Lighting** – This option enables 3D lighting effects. Turn this option off if you have a slower computer.
- **Hi-Res Textures** – Select whether or not to use higher-quality textures. Players with slower computers can boost performance by turning this off. (Changes made to this option during a game take effect only when you exit and restart Empire Earth.)
- **Vertical Sync** – This option controls how the screen is redrawn. Turning this option off increases performance, but can result in minor screen anomalies. Note that some older video cards do not support this feature.
- **Shadows** – Choose whether or not to draw shadows. For slower computers, turn this option off to increase performance.
- **Clouds** – Choose whether you want the sky to display clouds. For slower computers, turn this option off.
- **Fullscreen Anti-aliasing** – Antialiasing smoothes out the jagged edges of graphics. Not all video cards support this full-screen feature, so it is turned off by default.

Audio

Music Settings

- **Music Volume** – Sets how loud the music plays.
- **Music Quality** – Sets the sound quality of the music. Players with slower computers may want to set this to Low or Off to increase performance.

Sound Effects

- **Sound Volume** – Sets how loud the sound effects are played.
- **Test Sound** – Click this button to test the volume of the sound effects.
- **Max Number of Sounds** – Controls how many different sound effects can play at once. Players with slower computers may want to set this to Best Performance.

- **Ambient Sounds** – Check this box to hear the game's environmental sounds, or uncheck it to turn them off. Turning this option off will increase performance.

Interface

- **Scroll Speed** – Controls how quickly the game screen pans when you move the mouse pointer to the edge of the game screen.
- **Grab Speed** – Controls how quickly the game screen pans when you hold in the mouse wheel (or middle button) and move the mouse pointer.
- **Mouse Sensitivity** – Controls how quickly the mouse pointer moves around the screen.
- **Mouse Orientation** – Use this control to swap the assignments of the left and right mouse buttons (does not affect the mouse wheel). The default setting is for people who are right-handed.

Save Options

- **Autosave Frequency** – How often, in game minutes, to automatically save the game.
- **Autosaves to Keep** – How many saved game files to keep on your hard drive at once. The oldest autosave file is deleted first.

Game Tools

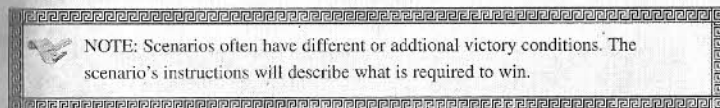
The Game Tools Screen, off of the Main Menu, provides access to Empire Earth's Civilization Builder, Scenario Editor, and Campaign Editor. The Civilization Builder allows you to create your own custom civilizations.

Saving and Exiting the Game

You can save a game in progress at any time so that you can continue playing it later (you can also choose to exit a game without saving it). To access these and other options, click the Game Options button at the top-left of the screen. There are also other options available on the Options menu, which are covered in Chapter IV.

Winning and Losing

In Random Map games, a player or team wins the game either by conquest or by building Wonders. A conquest victory is achieved by killing all the units and buildings of the opposing player(s). (Houses, Hospitals, Universities, Granaries, Farms, Walls, Towers, and Gates need not be destroyed to achieve victory.) If the Wonder victory option is enabled, victory can be achieved by constructing the appropriate number of Wonders and keeping them standing until the Wonder clock runs out. A conquest victory is still possible even when the Wonder victory option is enabled.



When the game is over, you are given full map visibility so you can look around if you want. **To exit the game, click the Game Options button (or press the F10 hot key) and then click the Quit This Game button.** A post-game statistics screen shows you how you did compared to the other players. The screen is organized into 7 different pages, each accessible by its own tab button along the top of the screen. A star next to an individual statistic indicates which player did the best for that particular statistic. You can exit this post-game statistics at any time by clicking the Exit button.

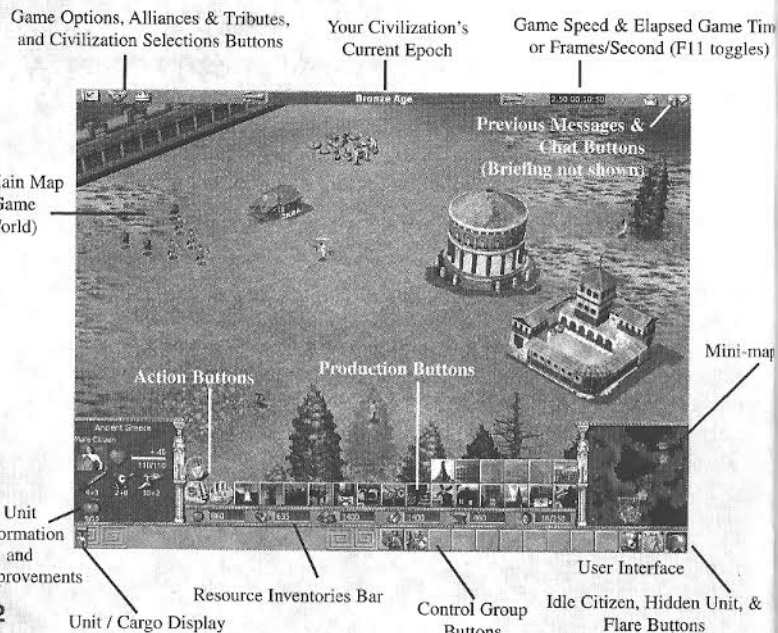
CHAPTER IV

PLAYING EMPIRE EARTH

To forge an empire, your people need direction and supervision. This chapter explains how to control your Citizens, military forces, and means of production so that you can build the mightiest empire the Earth has ever seen. The User Interface for Empire Earth is designed to give you complete control over your civilization while remaining simple to learn and use.

The Game Screen

Empire Earth's game screen is composed of two major parts: the game world – as shown on the Main Map – and the User Interface. The game world is where the game itself takes place. The User Interface allows you to control and monitor events in the game world. When you move the

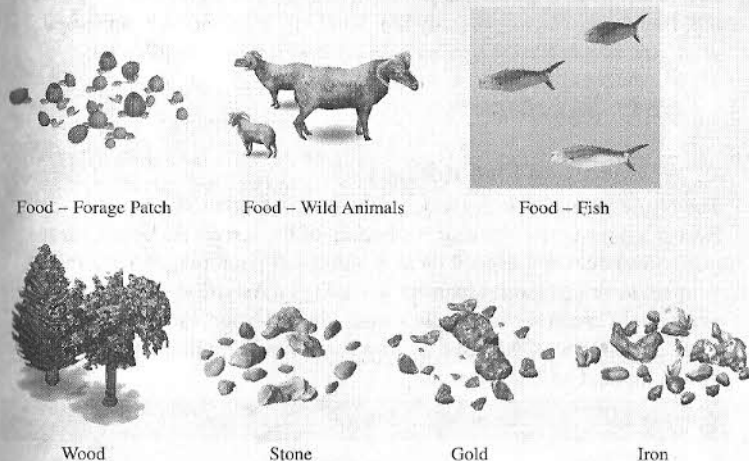


mouse pointer over a button, help text is displayed in the lower-left corner of the screen. The Epoch your civilization is currently in is displayed at the top of the screen.

The Game World

What's in the World

The game world of Empire Earth imitates the real world. As you explore the landscape, you'll see grasslands, hills, cliffs, oceans, shallows, and other terrain features. You will also discover natural resources such as trees, mineral deposits, animals, and edible vegetation. These resources can be collected to help build your civilization.



Players

You will eventually run into other civilizations as you explore the world. Each civilization has its own unique color emblazoned on its people and buildings – take note, as it is a sure fire way to keep track of your enemies. And perhaps plot a little revenge.

Above a selected individual or building – whether friend or foe – is a bar

Playing Empire Earth

that shows its relative health. A fully green health bar means the individual is at full health, while a bar that is partly green and partly red means that it has been injured or damaged. Additionally, hovering the mouse cursor over any unit will show its health bar and the name of the player to whom it belongs.

Fog of War

Areas of the game world you have yet to explore appear black (if the Reveal Map option is off). As members of your civilization move around the map, it is gradually revealed. Parts of the world that your people have explored but are not currently within their lines of sight are hidden by the “fog of war.” The fog of war prevents you from seeing what is going on in places that your forces cannot presently see. Similarly, your enemies cannot see what your people are doing if they do not have anybody there to look.

User Interface

Resource Inventories

The resources available for use by your civilization are displayed in the Resource Inventories bar near the bottom of the screen. As your Citizens gather resources and deposit them at a drop-off point (e.g., a Settlement), your resource inventories increase accordingly. As you use resources – for example, to construct buildings or train troops – your resource inventories decrease to reflect this. There are five resources in Empire Earth: Food, Wood, Stone, Gold, and Iron.



Population Count






To the immediate right of your Resource Inventories is the display of your population count or “pop count.” The first number indicates how big your current population is. The second number, after the slash, indicates how big your population can get – this is also known as your population capacity or “pop cap.” You cannot produce any more units if your pop count equals or exceeds your pop cap.

Empire Earth










Button Areas

Action Buttons


Sometimes you’ll want to order your people or buildings to perform special actions. Many orders can be given using an Action button. Action buttons are the buttons that appear next to the Unit Information and Improvements area when you select a person, military weapon, or most types of buildings.

BUTTON	ACTION	ISSUED TO	FUNCTION
	Stop	Any Unit	Stops the selected unit and cancels any orders.
	Explore	Any Unit	Instructs the selected unit to automatically explore the unexplored areas of the map.
	Set Unit Behaviors	Any Military Unit	Sets the “rules of engagement” for a unit. Behaviors tell units under what circumstances to attack and pursue enemies.
	Patrol	Any Military Unit	Instructs the selected unit to patrol around the nearest friendly town.
	Set	Any Group of Military Units	Orders a selected group of military units to Formation line up in the specified formation.
	Attack Ground	Artillery and other units	Fires at the ground indicated, rather than a specific unit or building.
	Populate	Citizens	Instructs a Citizen to populate a Settlement, Town Center, or Capitol. You populate these buildings to upgrade them and to receive an economic bonus.

Playing Empire Earth

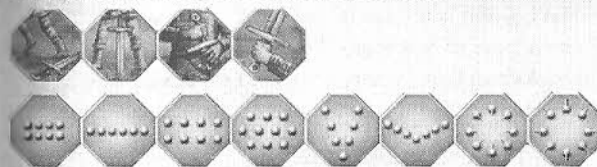
BUTTON	ACTION	ISSUED TO	FUNCTION
	Convert	Priests	Instructs a priest to attempt to convert an enemy.
	Heal	Medic	Instructs a Medic of healing to heal the unit indicated.
	Repair	Apollo Cyber	Orders the Apollo Cyber to heal an indicated Cyber.
	Battle Cry	Strategist Heroes	Has the Hero emit a Battle Cry, which demoralizes enemies so they take more damage in battle.
	Unload	Transports (air, land, and sea), Fortresses	Unloads a selected transport at (or as near as possible to) the location indicated.
	Cancel Action	Citizens, Prophets, Cybers, Transports	Cancels the current order, such as build, cast Calamity, etc. (This button appears by itself in the UI when it's applicable.)
	Set Rally Point	Any Production Building and Aircraft Carriers	Defines a point on the map where units produced at that building will assemble. (Airports have special Rally Points. See Chapter VII for details.)
	Replant	Granary Farms	Replants farms around the Granary (if any have been destroyed).
	Lock	Gates	Locks a gate so neither friends nor enemies can get through.

Empire Earth

BUTTON	ACTION	ISSUED TO	FUNCTION
	Unlock	Gates	Unlocks a gate so that the gate opens for allies, but not for enemies.

Behavior and Formation Buttons

The Set Unit Behavior and Set Formation buttons are special Action buttons, octagonal in shape, that allow you to assign a behavior or formation to your troops. The picture on each button displays what the current behavior or formation is for the selected unit(s). When you click either button, the individual Behavior or Formation buttons appear, allowing you to select the behavior or formation you want.



Unit Behavior and Formation Buttons



REFERENCE: Additional information on both Behaviors and Formations can be found later in this chapter and in Chapter VII.

Production Buttons

Your civilization can produce many kinds of things: buildings, people, military forces, new technologies, and more. You control production through the use of Production buttons. There are several types of Production buttons, described below, which vary depending on what Epoch you are in and which unit or building you select. (Note that most military units have no Production buttons.)

To produce something, you generally just have to click on its button (or right-click to stop/cancel its production). The resources needed for production are then deducted from your inventories. If you do not currently have enough resources to produce a particular thing, its production button will appear "grayed out".

Build Buttons

Your Citizens can build structures – like Settlements, Airports, Docks, walls, and Wonders – for your civilization. Constructing buildings is accomplished using special Production buttons called Build buttons. When you click a Build button you must then select a place on the map where you want your Citizens to build the structure. More information on how to construct buildings can be found later in this chapter.



Granary Build Button

Training/Creation Buttons

To fill out the ranks of your civilization you can train additional Citizens and soldiers, and create weapons of war. Certain types of buildings – Production Buildings such as the Barracks and Tank Factory – are used for this purpose.



Prehistoric Citizen Training Button

Unit Upgrade Buttons

As your civilization advances through the Epochs, new types of warriors and weapons become available. Many of these new military units are “upgrades” of earlier units. Upgrade buttons allow you to replace your older units with more up-to-date units. For example, Clubmen upgrade into Mace Men, Mace Men upgrade into Short Sword Men, and so on.



Upgrade Button

Research Buttons

Historically, progress has been measured in part by a society’s technological advances and achievements. Your civilization can perform technological research at certain types of buildings, such as the Capitol and University. Technologies give your civilization particular benefits, such as stronger buildings, stronger Citizens, or increased economic production.



Hafted Tools Button (+15% Stone Gathering)

Unit Improvement Buttons

All other things being equal, the army that has better equipment and training tends to prevail on the battlefield. In Empire Earth, military units can be customized by improving their attributes – in essence, improving their equipment and training.

Each type of soldier and military weapon has its own set of unique attributes. When you improve an attribute for an individual soldier, all soldiers of that type receive the improvement. For example, when you improve the Speed of a single Club Man, the Speed of all Club Men improves – even ones you have not trained yet. Additionally, improvements carry over when you upgrade, so when Club Men are upgraded to Mace Men, the Speed improvement carries over. Each improvement costs your civilization a certain amount of resources.

Improvements are made in the Unit Information and Improvement area – just click on the button of the attribute you want to improve. The number before the plus sign (“+”) for each attribute is the base level of that attribute. The number after the plus sign indicates by how much that attribute has been improved. Each individual attribute has a maximum amount that it can be improved. Additionally, you are allowed to make up to a maximum number of improvement “steps” in total. Each armor improvement counts as one step, and all other improvements count as 2 steps. The number on the unit portrait indicates the total number of steps so far.

NOTE: Any bonuses that your civilization provides to your units are also shown in the Unit Information and Improvement area.

Unit Name

Unit Portrait showing Total Steps

Austria

Culverin

4

80+0

7+1

14+0

43+9

10+1

269/269

+ 54

Civilization Name

Hit Points Attribute

Other Unit Attributes

Unit Information & Improvements Area



Attack



Range



Speed



Area Effect



Shock Armor



Arrow Armor



Pierce Armor



Gun Armor



Laser Armor



Flight Time



Power



Cargo/Garrison

Control Group Buttons



Military forces have long been organized into groups, such as divisions, platoons, and wings. The Control Group Buttons in Empire Earth, along the bottom, right of the game screen, help you to both create groups and keep track of the groups you have created. Use of these buttons is explained later in this chapter.

Idle Citizen Button



The Idle Citizen button, beneath the Mini-Map, allows you to seek out individual Citizens (and Fishing Boats) who have nothing to do. When you click the Idle Citizen button (or the Tab hotkey), the next idle Citizen found on the map is selected for you so that you can give him or her a task to perform. This feature is very useful for keeping your civilization running efficiently.

TIP: Hold in the Shift key on your keyboard while clicking the Idle Citizen button to add idle Citizens to your selection group. You can select idle military units by pressing the comma “,” hotkey on your keyboard, and holding in the Shift key works for idle military units, too.

Hidden Units

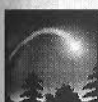


The Hidden Units button, beneath the Mini-map, has three states. Click this button to make all buildings and trees transparent so that you can see and select units behind them.

Clicking again makes the buildings and trees opaque.

Clicking the third time returns to the default setting, which makes buildings and trees transparent only when units are behind them. You can also press the F5 hotkey on your keyboard.



Flare Button







You can call attention to a spot on the map by setting off a Flare. Flares can be used to coordinate attacks with allies or to call for help at a specific location. Just click the Flare button beneath the Mini-map (or press Ctrl-F) and then click on the Main Map or the Mini-map where you want the flare to fire. The flare will show up, with an accompanying sound, on the Mini-maps of your allies. You can also signal computer allies with a flare.

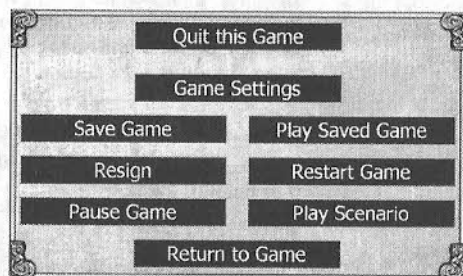
Other Buttons

The buttons at the top left and top right of the screen provide access to several game features. Note that Multiplayer games do not pause when you access these features.

BUTTON	NAME	FUNCTION
	Game Options	Displays the in-game options menu. Options include resigning, restarting the game, saving the game, and changing game settings. See below.
	Alliances & Tributes	Used to display the Alliances & Tributes screen. Player Status is also shown (see below).

BUTTON	NAME	FUNCTION
	Civ Selections	Lets players select a civilization (first 5 minutes of the game only) or view their selected civilization (see Chapter III). This button also appears above the Mini-map at certain times and is used to allow players to spend Civ Points in scenarios.
	Briefing	For scenarios only, this button displays the Intro screen so players can review the instructions and objectives for the scenario. This button also appears above the Mini-map and it blinks when new objectives are added.
	Previous Messages	Lists all the previously sent chat and dialogue messages, which you can scroll through. This button appears only when there are messages to view and is particularly useful in scenarios.
	Chat	Used to send messages to other players.

In-Game Options



In-Game Options Menu (Game Options Button)

The In-game Options menu, accessible by clicking the Game Options button, provides you with the following choices:

- **Quit this Game** – Quit the game and exit to the statistics screen. This button is called Return to Editor if you are testing a scenario from the Scenario Editor, and it does just that.
- **Game Settings** – Go to the Game Settings screen. (Remember: Multiplayer games do not pause.)
- **Save Game** – Save the current game. Play continues after the save is complete.
- **Play Saved Game** – Load and play a previously saved game (Single Player only).
- **Resign** – Resign the current game and become an observer (results in your defeat).
- **Restart Game** – Restart the current game from the beginning (Single Player only).
- **Pause (Unpause) Game** – Pause (or unpause) the game.
- **Play Scenario** – Load and play a stand-alone scenario (Single Player only).
- **Return to Game** – Exit the menu and return to the current game.

Player Status

You can check the status of each player in the game by going to the Alliances & Tributes screen. The icons on the extreme left of the screen (next to the Chat checkboxes) indicate what the current status of each player is. Behind each icon, the background color tells you whether the player is human (dark gold) or computer-controlled (light silver).

Playing Empire Earth

ICON

WHAT IT MEANS



The player is connected and active in the game.



The player is disconnected and is not active in the game. The player either was dropped or left the game on purpose.



The player has been defeated and is not actively participating in the game anymore.



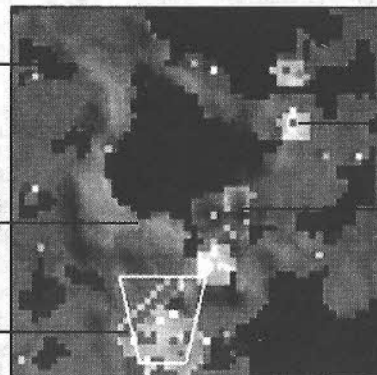
The player is an observer and is not actively participating in the game.

Empire Earth

Resources: Dark green area is a forest, other resources are dots

Elevations: Hills and cliffs appear as "raised" land

Camera: The white trapezoid shows your approximate view



Unit (lighter area shows Line of Sight)

Water: In the game, water is shown blue

Unexplored areas are Black

Mini-Map

Unit/Cargo Display

When you select your civilization's buildings or people, portraits of them are shown in the Unit/Cargo Display area at the bottom-left of the screen. If you select an Airport, Fortress, Aircraft Carrier, or any kind of transport, the Unit/Cargo Display area shows what's inside of it. You can select an individual unit by clicking on its portrait. Clicking on an individual plane inside an Airport or Aircraft Carrier causes it to "Scramble" (take-off). Clicking on a unit in a Fortress causes the unit to exit the building (if you are currently under your pop cap).

Mini-Map

The Mini-map, as its name implies, is a small version of the entire game world. Unexplored areas of the world appear black on the Mini-map, just as they do on the Main Map. Parts of the map that are not currently within the line of sight of any of your units are under the "fog of war" and appear grayed.

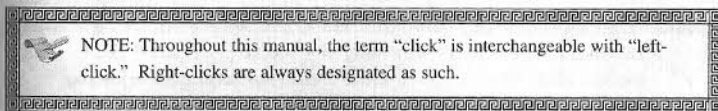
Any units or buildings visible on the Main Map appear on the Mini-map as dots. The color of each dot corresponds to the unit's player color.

Resources, such as trees and gold, are also shown on the Mini-map in their own unique colors.

Game Controls

Mouse Basics

Your mouse is the primary means of controlling your civilization in Empire Earth. You use it for selecting people and buildings, clicking buttons, assigning tasks, scrolling the Main Map, and many other functions.



NOTE: Throughout this manual, the term "click" is interchangeable with "left-click." Right-clicks are always designated as such.

Mouse Pointer

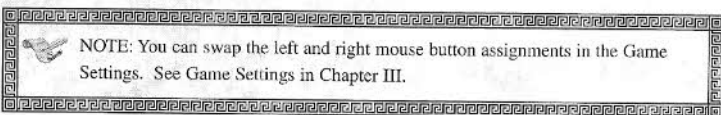
Moving the mouse pointer to the top, bottom, left, or right edge of the game screen scrolls the Main Map in that direction. When you move the mouse pointer over a button in the user interface, help text will appear at the bottom-left of the screen to explain what that button is for.

On the Main Map, the mouse pointer changes to indicate when you can (and sometimes cannot) perform an action – assuming you currently have something or someone selected. For example, when you have a Citizen selected, the pointer turns into a sword when you move it over an enemy unit or building that you can attack, and it turns into a pail and shovel when it is over a resource gathering site.

Mouse Buttons

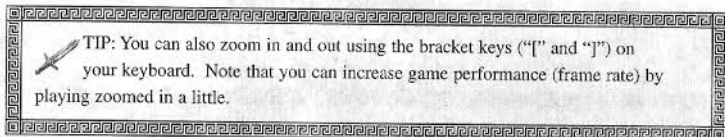
The basic rule of thumb with the mouse buttons is that a left-click is used to select something or click a button, while a right-click is used to assign an action or task to what you have already selected.

To select a Citizen, for example, simply click on him or her. To move the Citizen, right-click anywhere on the Main Map or the Mini-map to have the Citizen travel to that point (or as close as it is possible to get). To assign the selected Citizen a task, gathering wood for example, right-click on a tree.



Mouse Wheel

The mouse wheel (if your mouse has one) allows you to smoothly zoom in and out of the Main Map. If you hold in the wheel and move the mouse, you can scroll around the Main Map.



Controlling Units

The word “units” refers to all the individuals that make up your civilization’s population: Citizens, military personnel and weapons (collectively called military units), priests, heroes, etc. This is to distinguish them from your buildings. Your units can do many different things, which are explained below.

Selecting Units

You can’t give orders to someone until you get their attention. In Empire Earth, this means selecting them first. You can select a single unit or many units at once (see the table below). Portraits of the units you select appear in the Unit/Cargo Display area in the lower-left corner of the screen. You can select individual units that do not belong to your civilization to check out their attributes. Of course, you cannot issue orders to them.



Moving Units

To give one or more of your units a move command, select the unit(s) and then right-click on the Main Map where you want the unit(s) to go. Units will follow as direct a path to their destination as they can, avoiding obstacles automatically. If the destination is unreachable – for example, if you tell a land unit to go to the middle of an ocean – the unit will attempt to get as close as possible to the location you indicated.

TO SELECT...	DO THIS
One unit	Click on the unit
Multiple units	Click and drag a “lasso” around the units you want to select. You can also hold down the Ctrl key on your keyboard and click on additional units.
Units of the same type	Double-click on a unit. All like units currently on the screen are selected.

Setting a Path

You can also order your forces to follow a set path to their destination by giving them "waypoints." To set waypoints for selected units, hold down the Shift key while right-clicking on the map. A marker will appear to represent each waypoint you set and the unit will start moving towards the first waypoint immediately. You can set as many waypoints as you wish. Your units will diligently move from waypoint to waypoint, in the order you set them, until they reach the last waypoint you set. If you want to interrupt the unit and send it somewhere else immediately, just select the unit and right-click on the map (without pressing shift). This cancels the waypoints. Note that if the unit is already performing a task, you should tell it to stop by clicking the Stop button before setting the waypoints.

Movement with the Mini-Map

The Mini-map provides an additional method for moving your units. On the Main Map, select the unit(s) you want to move. Then, right-click on the Mini-map where you want the unit(s) to go. This is especially convenient for moving units a long distance.

Formations and Unit Facing

Whether you are establishing a frontline or preparing a defensive position, you can organize your troops into specific formations and tell them what direction to face. (As described earlier, you select a formation by clicking the Set Formation button and then choosing a formation.)

To order selected units to line up in the selected formation and face in a particular direction, hold down the right mouse button and drag the pointer when you right-click on the Main Map to set the final movement waypoint. An arrow appears on the Main Map. Still holding down the right mouse button, move the arrow to point in the direction you want your units to face when they finish their move order, then release the button. Setting the unit facing in this way has the additional effect of causing a group of units to stay together, to the best of their ability, during a move.

Orders and Actions

Besides movement, you can order your troops and civilians to carry out a variety of other actions. Orders can be given to an individual or a group all at once, often with a simple right-click of the mouse. Some actions require you to click an Action button first – a list of all the Action buttons can be found earlier in this chapter.

General Actions

ACTION	ISSUED TO...	FUNCTION
Stop	Any Unit	Stops any current action, including movement.
Attack and Move-Attack	Units (and Towers)	Tells units to attack an enemy unit or building.

Stop

Stop is a general command that tells any unit to stop whatever it is doing and wait for new orders. For example, you might stop a unit that is moving. To order a unit to stop what it is doing, simply select the unit and click the Stop button in the user interface.

Attack

When it's time to engage in battle, all you have to do is give your troops a target. They will then move within range of the target, if necessary, and begin their attack. To order an attack, select the unit(s) you want to carry out the attack and then right-click on the target.



NOTE: If the target is invalid for the type of unit you have selected, your unit will move to the place where you clicked but won't attack. Also note that some units have a minimum range as well as a maximum range.

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Move Attack

The move-attack command orders units to move to a specified destination and attack any enemy units within their range along the way. To issue a move-attack order, hold down the Ctrl key on the keyboard while right-clicking the units' destination on the Main Map (you don't have to select a target).

Citizen Actions

Your Citizens can perform actions that no other unit can perform (also see Chapter VI).

ACTION	FUNCTION
Gather	Collects resources and deposit them in the resource reserves.
Construct	Constructs a building, wonder, wall, or tower in a specified location.
Repair	Repairs a selected building, wall, etc.
Populate	Instructs a Citizen to permanently enter a building for the purpose of upgrading the building. Populated buildings also produce an economic bonus.

Gathering Resources

To have a Citizen gather a resource, select the Citizen and then right click on the resource on the Main Map. For example, to have a Citizen gather wood, click on the Citizen and then right-click on a tree.

Planting Farms

Beginning in the Copper Age, you can farm for food. To plant a Farm, have your Citizens first build a Granary. Up to eight farm plots can be planted around a Granary and each plot must be farmed by one Citizen. Constructing buildings is explained below and more information on farms can be found in Chapter VI.



Construction

Your Citizens are skilled builders. They can construct all kinds of things for your civilization – you just have to tell them what to build and where to build it. Resources are deducted from your civilization's reserves once the foundation for a structure is placed. If you don't currently have enough resources for a certain building, you won't be able to build it – the Build button for it will appear “grayed out.”

Buildings, Wonders, Towers, and AA Guns

To construct any type of building or tower, first select one or more Citizens to be the builders. Special Production buttons known as Build buttons, which represent the various structures available to your civilization, will appear in the lower portion of the game screen. Click on the button corresponding to the building you want to construct.


When you move the mouse pointer on to the Main Map, a “ghost” building helps you to choose a construction site. You cannot construct buildings on top of existing things, on uneven terrain, or in an unexplored area (where the map is still black). If the ghost building is tinted green then it is okay to put the building there. If it is red, you must choose a new site for the building. Left-click where you want to construct the building (or right-click or press Esc to cancel the order). A foundation appears when you click on the map, but actual construction does not begin until at least one of your Citizens reaches the construction site.

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Constructing Multiple Buildings

To construct several buildings of the same type in succession, hold down the Shift key while placing the buildings. Your selected Citizens will construct the buildings in the order you placed them.

If a Citizen is already constructing something, you can assign additional construction orders. First, select the Citizen and click the appropriate Build button. Then, hold down the Shift key and left-click on the map to place the new building's foundation. When the Citizen completes the first building (and any others in the build queue), he or she will start on the new building. If you want to construct the new building immediately, do not hold down the Shift key and simply left-click to place the building. The Citizen will stop work on the current building, construct the new building, and then return to finish the first building.

 NOTE: Because enemies cannot see your foundations until your Citizens actually begin to construct the building, it is possible (though rare) that an enemy could place a foundation on top of your foundation. If the opponent's Citizens start construction before yours do, your foundation will be removed from the map and you will get your resources back.

Walls

Walls are constructed in a line from point to point. To construct walls, select a Citizen and then click on the Build button for a Wall. Then, click on the Main Map where you want the wall to start. This anchors one end of the wall. Next, move the mouse and a "ghost" wall shows you what the wall would look like if you placed it there. When you're satisfied with the placement of this section of wall, click on the map again to anchor the other end of the wall. If you want, you can place additional sections of wall, connected to the first wall, in a similar fashion. Right-click (or press Esc) to stop placing walls.



NOTE: Walls segments, like buildings, cannot be constructed on top of other objects (except other walls) or in an area you have not yet explored. Unlike buildings, walls can be constructed on sloping terrain (but not cliffs). Additionally, any portion of a wall that can be built will be built. Segments that appeared red under the ghost wall are skipped over and not constructed, but all the segments that appeared green are built by your Citizens.

Gates

Gates are a special type of wall that, when unlocked, will open for you and your allies, but not for your enemies. Gates can only be put into an existing section of wall, and the wall must be straight. To make a gate, simply click on a constructed wall and click the Gate button. Green parts of the wall indicate where you can place a gate (if no part of the wall is green, it means you can't make a gate in this wall). Move the mouse pointer over a green section of wall and a "ghost" gate appears. Then just move the ghost along the wall and click wherever you want to place the gate.



NOTE: You do not use Citizens to construct a gate, but you must have at least five (5) segments of straight wall in a row to put in a gate. Note that constructing a gate does not cost any additional resources.

Repairing Buildings

Any building, including a wall, that sustains damage can be repaired back to full strength. Note that repairs cost your civilization resources based on how much damage needs to be repaired. To repair a damaged building, select a Citizen and then simply right-click on the building you want the Citizen to repair.

Populate

Your Town Centers and Capitols must have Citizens in them to keep them running smoothly. In order to upgrade a Settlement into a Town Center (or a Town Center into a Capitol) you must populate the building with permanent workers. To accomplish this, select one or more Citizens and then

click the Populate Action button. The mouse pointer turns into a hand icon (clicking the Cancel Action button restores the normal pointer and cancels the action). Then, click or right-click on the building that you wish to populate. Once the building is staffed with the appropriate number of Citizens, it upgrades automatically.

As a side benefit, each Citizen working inside a Settlement, Town Center, or Capitol increases the productivity of Citizens who drop off resources there. In other words, you get a gathering bonus when you drop off resources at a populated building. The bonus applies only to stone, gold, and iron, and the drop-off building must be close enough to the resource site to get the bonus. The size of the bonus is based on how many Citizens are working inside the building. You can also populate Granaries.



NOTE: Once your Citizens have populated a building, they keep their civil servant jobs forever and cannot leave. As a result, they no longer count against your population cap. You can see how many Citizens are in Settlement, Town Center, or Capitol by selecting the building and looking in the Unit Information area.

Fishing with Fishing Boats

Fishing is another way to gather food, but it is not done by your Citizens. In order to fish you must first construct a Dock and then create fishing boats at the Dock. To fish, select a fishing boat and then right-click on a school of fish.

Military Unit Actions

In addition to Stop and Attack, your military units can perform several other kinds of actions. See Chapter VII for additional information.

ACTION	ISSUED TO...	FUNCTION
Set Unit Behavior	Military Units	Set the Behavior or "rules of engagement" for the units.
Set Formation	Military Units	Tells a group of units how to line up at the end of a move order.

ACTION	ISSUED TO...	FUNCTION
Patrol	Mobile Military Units	Keeps watch around the nearest town.
Attack	Artillery and Ground	Attacks a location on the map rather than a specific target.
Unload	Transports	Tells transports (and Fortresses) to unload all units currently on board at a specified location.
Rally Point	Fighters	Assigns a rally point to a fighter.

Set Unit Behavior

To assign a behavior to your selected military units, click the Set Behavior Action button and then click on one of the specific Behavior buttons. The behavior you select stays assigned until you assign a different behavior.

Set Formation

To have a group of units line up in a chosen formation, select the units, then click the Formation Action button. Next, click on one of the specific Formation buttons that appears. Units do not line up immediately – the formation is a standing order that tells them how to form up at the end of every movement order.

Patrol

To order a unit to patrol around the town nearest to it, select the unit you want to put on patrol and then click the Patrol Action button. Your unit will move to your nearest town and begin patrolling around the buildings.

Attack Ground

Some types of military units can be ordered to attack a location rather than a particular unit or building. These units have an Attack Ground Action button. To have a unit attack ground, select the unit and then click on the Attack Ground button. Then right-click on the Main Map where you want the unit to attack.

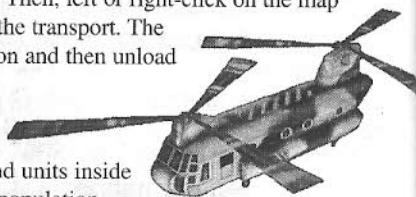
Playing Empire Earth



NOTE: Some long-range units have a short Line of Sight (LOS). In order to attack beyond their LOS, they require a "Spotter" – that is, another unit to scout ahead and spot a target for them.

Unload

Transports – whether ship, siege tower, or helicopter – are used convey troops and civilians from one place to another. To transport units, you must first load the transport. Select the units you want to transport and then right-click on the transport (each transport has a maximum cargo capacity). Units aboard a transport are displayed in the Unit/Cargo Display area (when the transport is selected). To unload the transport, select the transport and click the Unload button. Then, left or right-click on the map where you want the units to exit the transport. The transport will move to that location and then unload all the units.



Fortresses are similar to transports except they do not move and units inside them do not count towards your population cap. You can garrison (load) a Fortress just like a transport and unload it by clicking its Unload button, but you must have enough room in your population to accommodate the units you are unloading.



NOTE: You can unload a transport only in a location that is passable by the units inside (e.g., a shore tile or shallows). To cancel an unload order and restore the normal mouse pointer, click the Cancel Action button or press the Esc key. Note also that units carrying a disease (e.g., the Plague calamity) won't enter a transport or Fortress to avoid infecting everyone else inside.

Rally Point

Each individual fighter plane you own can be assigned its own rally point so that the fighter always returns there after refueling at an airport. Setting a rally point for a fighter works just like setting a rally point for a build-

Empire Earth

ing: select the fighter, click on the Rally Point button, and then click on the map to place the rally point. (Click the Cancel Action button or press Esc to cancel the placement of the rally goal.)

Special Unit Actions

Some units, such as Priests, Prophets, and Cybers, have special actions that they can perform. More information can be found in Chapter VII: Warfare.

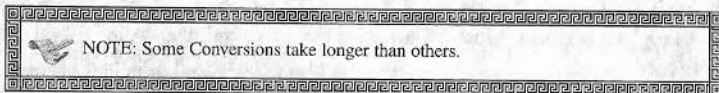
ACTION	ISSUED TO...	DESCRIPTION
Heal (Repair)	Medics (Apollo)	Heals a friendly unit. The Apollo Cyber can repair other Cybers.
Convert	Priests	Converts an enemy unit (except ships) to your side.
Cast Calamity	Prophet	Causes a Calamity at a specified location or target. There are several Calamities to choose from.
Battle Cry	Strategist Heroes	The Hero emits a Battle Cry, which demoralizes enemies.
Cyber Weapons (Various)	Ultra-Cybers	Have a Cyber perform a special attack or action. There are several to choose from, and different Cybers have different weapons.

Heal

Medics (and Strategist Heroes) automatically heal any nearby friendly unit that is injured. To order a Medic to heal a specific unit, select the Medic and click the Heal action button. Then, right-click on the friendly unit you want to heal. Alternatively, simply select the Medic and then right-click on the unit to heal. The Apollo Cyber works in the same way, but only repairs other Cybers.

Convert

Conversion is a Priest's default attack. To have a Priest attempt a conversion, select the Priest and then right-click on the unit you wish to convert. Alternatively, you can click the Convert Action button, then right-click on the unit you want to try to convert.



Cast Calamity

Prophets can cast Calamities, such as earthquakes and plagues, when they have accumulated enough Faith (power) to do so. To have a Prophet invoke a calamity, select the Prophet and click on the square Calamity button of your choice (e.g., earthquake). Then, left or right-click on the Main Map where you want the Calamity to occur (for some Calamities, such as Plague, this must be a specific unit). If you cannot cause a Calamity in a particular area – near a Temple, for example – the mouse pointer will indicate this. Click the Cancel Action button or press the Esc key to cancel the Calamity invocation.

Battle Cry

Strategist Heroes can demoralize enemies with a powerful yell called a Battle Cry. Click the Battle Cry button and select an enemy to be the target for the Hero's Battle Cry (click the Cancel Action button or press Esc to cancel). All enemy units around the target become more susceptible to taking damage.

Cyber Weapons

The Ultra-Cybers in Empire Earth have special weapons and abilities. To have an Ultra-Cyber perform one of its special attacks or actions, select the Cyber and then clicking on the appropriate button (make sure the Cyber has enough power stored up). For example, to have the Poseidon Cyber attempt to take over an enemy Cyber, select the Poseidon, click the Assimilate button, and then click or right-click on an enemy Cyber. Click the Cancel Action button or press Esc to cancel the action and restore the normal mouse pointer.

Grouping Units Together

You can group your units together in order to issue a command to all the units in the group simultaneously. To group units together, select the units you want in the group using any appropriate selection method (e.g., a dragging a lasso around them). This kind of grouping is only temporary – once you select something else, the units are no longer grouped together.

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Control Groups

Control Groups are ideal for organizing your forces into more-permanent squads or divisions. You can have up to 10 Control Groups set at any one time. There are two interchangeable ways to create and use a Control Group: with the Control Group buttons or with the keyboard.

At the bottom-right of the game screen are ten Control Groups buttons. To create a Control Group using these buttons, select a group of units on the Main Map and then click on an "empty" Control Group button. The unit most represented in the group becomes the Control Group button's portrait. You can then select the Control Group by clicking on its button, or double-click to select and center the view on the group. To add more units to an existing Control Group, select the units on the Main Map and then hold down the Shift key while clicking on the appropriate Control Group button. To disband a Control Group, right-click on its button.

To turn a selected group of units into a Control Group via the keyboard, hold down the Ctrl key and press a number key. This assigns the group to one of the ten Control Group slots. For example, to assign a group to Control Group 3, select the group and then press the Ctrl and 3 keys (for group ten, use 0). From then on, just press the 3 key to select that group or quickly press 3 twice to select and center the Main Map on them. To add units to the Control Group, press 3 on the keyboard and then, while holding in the Shift key, select additional units. Now press the Ctrl and 3 keys again.



NOTE: You can give an order to an individual unit even if it is part of a Control Group.

Using Buildings

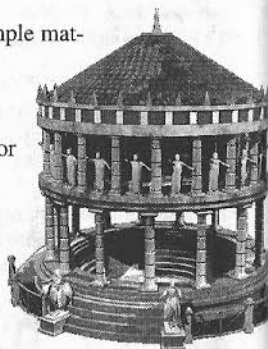
Selecting Buildings

You select buildings in exactly the same way as units, including double-clicking to select multiple buildings. The only difference is that you cannot lasso multiple buildings at once.

Training/Creating Units

Adding to your civilization's population is a simple matter. To train a soldier or civilian or to create a weapon, click on the appropriate building and then click on the Training/Creation button that corresponds to the unit you want to produce. For example, to create a Citizen, click the Citizen button at a Town Center or Capitol. Resources are deducted from your reserves as soon as you click the Training/Creation button.

To produce several units one after the other, continue to click on the Training/Creation button. This is known as "queueing up" units. A number in the upper left-hand corner of the Training/Creation button tells you how many of that unit are currently in the building's production queue. You may add different types of units to the queue by clicking on any other Training/Creation buttons you wish. The units will be produced in the order you queued them.



TIP: Hold down the Shift key and click on a Training/Creation button to instantly queue five of that unit.

To remove units of any type from the queue, right-click on the appropriate Training/Creation button and the number will decrease accordingly.

70 The status of the unit currently being produced is shown as a status bar

on the building's portrait in the Unit Information and Improvement area. You can click or right-click on the status bar to cancel the unit currently being produced.

Rally Points

As a building produces units, you can have those units assemble at a rally point. To set a rally point, select the building for which you want to set a rally point and then click the Place Rally Point button. Then, right-click on the map where you want to place the rally point. Alternately, you can select the building and simply right-click on the map to set that building's rally point. You may also right-click on the Mini-map. For a Town Center or Capitol, the rally point can be used to set a goal for newly produced Citizens. For example, if you set the rally point on a resource site, new Citizens will automatically go there to gather that resource.

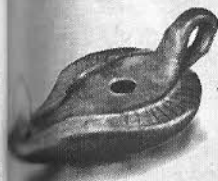


NOTE: Airports have several special kinds of Rally Point buttons, which are explained in Chapter VII in the section about aircraft.

Researching Technologies

Technologies provide benefits to those civilizations that choose to research them. To research a technology, select the appropriate building and then click on the Research button for the technology you want to research. For

example, in the Copper Age you can click on the Oil Lamp Research button at the University to increase the line of sight of all your buildings. You can also "queue up" research in a building's production queue, just as if you were producing a unit (or right-click to remove something from the queue).



The status of the current research is shown as a status bar on the building's portrait in the Unit Information and Improvement area. To cancel research that is currently taking place, click or right-click on the status bar.

Advancing Epochs



A special kind of Research button is used to advance your civilization to the next historical Epoch. To advance to the next Epoch, first fulfill the prerequisites: build two buildings – excepting Houses and Granaries – and accumulate the necessary resources. Then click on a Town Center or Capitol and click the Epoch button (the roman numeral indicates the Epoch you will advance to). You can cancel an Epoch advancement in progress by clicking or right-clicking on the status bar, just like researching a Technology. When you queue up an Epoch advancement, however, it takes precedent over everything else in the building's production queue and begins to be researched as soon as the current research or training is complete.



TIP: Hover your mouse pointer over the Epoch button to see how many resources you need to accumulate.



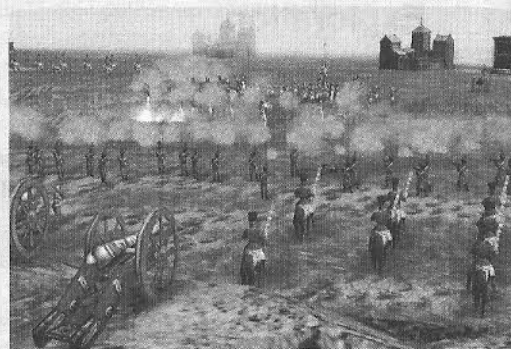
CHAPTER V

QUICK WALKTHROUGH

If you've started Empire Earth and asked yourself "what should I do first," we recommend trying the Learning Scenarios. (The Learning Scenarios are accessible from the Single Player menu; see Chapter III for more information.) If you have a little experience with RTS games and want to try jumping into a Random Map game, this chapter will walk you through some of the basics of Empire Earth. It also offers some tips and suggestions for building up your civilization.

From the Single Player menu, click the Play Random Map button. Start a Standard single player game in the Prehistoric Age. The number of players in the game should be set to 2 (you and a computer opponent). Set the Map Size to Small and make sure to set the Resources to Standard-High so you have plenty to start with. Also, it's very important to set the Difficulty to Easy, or you may find the computer opponent in your town before you know it! Give yourself 10 starting Citizens (or as many as 20, if you want) to provide you with an instant economic advantage over the computer player, who will start with just 5 Citizens. All the other game options can be left at their default values. Click the Start button to begin the game. Remember that you can restart the same game from the In-game Options menu (click the Game Options button or press F10).

Keep in mind that Empire Earth is a game of many possibilities. The descriptions in this chapter do not and cannot describe everything that you can do. Consider the following to be merely an introductory guide for those who would like a little instruction about the basics. If you are new to RTS games we again suggest that you play through



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the Learning Scenarios. But, however you chose to learn Empire Earth, it won't be long before you are building cities, commanding armies, and growing your glorious empire.



REFERENCE: Explanations of all the game options are available in Chapter III. Chapter IV explains all the controls and the user interface of Empire Earth. You may find it useful to refer back to Chapter IV during this walkthrough.

Choosing a Civ

When a game of Empire Earth begins, you have 5 minutes to choose which civilization you want to control. The blinking crown buttons (Civilization Selections) are there to remind you to select a civ. In a normal game, you'll have enough time to look around a little before you commit to a particular civ, but for this walkthrough click either blinking button now. In the list that appears, choose Babylon. The bonuses for the civilization appear in the left-hand list. Click OK to confirm your civ selection and return to the game.



NOTE: In Single Player games, the game pauses while you pick a civilization.

Exploration



You start the game with your Citizens and a Capitol. Blackness surrounds your small tribe. It is important at the beginning of a game to explore your surroundings. The world – or map – is revealed as members of your civilization walk through it. You can use your Citizens to do a little scouting for you.

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INSTRUCTION

To move a Citizen, click (i.e., left-click) on the Citizen and then right-click on the map where you want the Citizen to go. You move all other types of units in the same way. To select more than one Citizen, click on the map and, while holding down the mouse button, drag a "lasso" around the Citizens (or any units) that you want to select. Alternatively, you can hold down the Shift key on the keyboard while clicking on additional Citizens.

Only a small portion of the entire map is displayed on the screen at once. Move the mouse pointer to any edge of the screen to scroll the map. If your mouse has a wheel, you can press and hold it in while moving the mouse to scroll the map. Additionally, you can use the mouse wheel to zoom in and out of the map (or use the left and right bracket keys [and]).



TIP: Use the Explore action button to automate your exploration of the map. Select a Citizen and then click the Explore button. The Citizen will automatically explore areas you have not been to yet. For scouting purposes, you can also create a Canine Scout at your Capitol by clicking the scout's Training button, and then assign the scout the task of exploring.

Fog of War

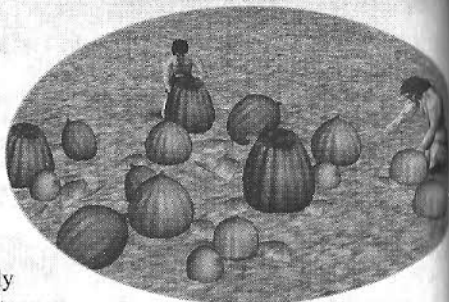
You'll notice that areas of the world that you have explored remain visible on the screen, even when you have no units there. These explored areas are shrouded by the "fog of war," which prevents you from seeing changes that take place in the world when no one is there to observe them. For example, an opponent may cut down trees or construct a building somewhere you have already been. You will see these changes only if one of your units revisits that area.

Resources

Early in the game you are exploring primarily to find natural resources. You will need to gather several resources as you build your civilization, but the one you should collect first is food. Food is needed mainly to produce new Citizens and military units, but it has other important uses too. When exploring, look for wild vegetation and animals, which are sources of food. Once you find a source of food, order one or more of your Citizens to


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gather it. Citizens will forage or hunt an animal (depending on the food source) and then carry as much food as they can back to the Capitol (or the nearest drop-off building). After they deposit their load, they will automatically go back to the source to get more food.



INSTRUCTION

To have a Citizen gather food (or any resource), click on the Citizen and then right-click on the resource. To pick vegetables, for example, select one or more Citizens and then right-click on a forage patch. Note that only 6 Citizens at a time can forage from a single forage site (or a mine).

 **TIP:** Be careful when hunting animals. Some will defend themselves, so it is best to have several Citizens hunt an animal together. In later Epochs, you can build fishing boats to catch fish, and farms to harvest crops.

Wood is also important as it is used by your Citizens to construct buildings. As you explore, look for trees, which provide wood. When you find a tree – or an entire forest – send in Citizens to gather the wood. As with food, Citizens will chop as much wood as they can carry and then deposit it at a drop-off site. Once a tree is all chopped up, Citizens automatically move on to a new tree if one is nearby.

Creating Citizens



The more Citizens you have working, the faster you can stockpile resources or accomplish other tasks like constructing buildings. You can create Citizens at a Capitol or at a Town Center. Early in the game it is a good idea to keep producing


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new Citizens as often as your food supplies permit, because your civilization will need many. For now, create an additional four Citizens for your civilization.

INSTRUCTION

To create a Citizen, click on your Capitol and then click the Citizen button. Producing a Citizen (or any unit) takes a little time. You can watch the progress of the production in the unit display area of the Capitol.

To create the remaining three Citizens, click on the Citizen button three more times. This is called “queuing” units. The number on the button indicates how many of that unit are in the queue (excluding the one currently being produced). Once your new Citizens appear at your Capitol, put them to work!

 **TIP:** You can remove units from the production queue by right-clicking on the unit's training button. To cancel the unit currently being trained, right-click on the progress bar.

Constructing Buildings

Construction is important for the growth of your civilization and the job of constructing buildings falls on your Citizens. When you order your Citizens to build something, you must first choose a site for it. When you pick a site, a foundation is placed on the map and the resources necessary for the building are deducted from your reserves. However, construction of the building does not begin until at least one Citizen reaches the construction site.

Settlements




A Settlement is a drop-off point for every kind of resource. By building a Settlement near a resource site you can increase the rate at which that resource is gathered by your Citizens because they do not have to walk as far to deposit their loads.

Constructing a Settlement is also the first step in constructing Town Centers and, eventually, Capitols. Choose a resource site, such as a forest, that is not too close to your Capitol and then construct a Settlement next to it.

INSTRUCTION

To construct a Settlement (or any building), click on a Citizen and then click on the appropriate Build button – in this case, the Settlement button. Then, click on the map where you want the building to be constructed. A “ghost” of the building helps you choose where to build it. Green means it is okay to construct the building there. Uneven ground or obstructing objects like trees make some sites unsuitable for construction. If the ghost building is tinted red, it means you cannot build there; you must choose a different location for the building.

 **TIP:** Once your Citizens are finished constructing the Settlement, you'll notice that they start gathering from the nearest resource site (they'll gather wood if you build your Settlement next to a forest). If the Settlement isn't close enough to the resource site, they might not know what you want them to do, so they will wait for you to tell them. Select the idle Citizens and right-click on the nearest resource. You want to maintain a steady flow of raw materials for your civilization, so it is a good idea to put idle Citizens back to work as quickly as possible. To help you find idle Citizens, you can click the Idle Citizens button below the Mini-map.

Training an Army



Always keep in mind that there are rivals waiting for the opportunity to conquer your civilization – in this walkthrough, the computer player is your rival. Empire Earth has many options available to help you protect your civilization.


Training military units, for example, will help you defend against a possible enemy attack, as well as prepare for a future offensive of your own.



The only military building available in the Prehistoric Age is the Barracks. At the Barracks you can train Clubmen and Rock Throwers. In later Epochs you can train other infantry units. Construct a Barracks near your Capitol and then train five Clubmen.

INSTRUCTION

First, have your Citizens construct a Barracks by selecting some Citizens and clicking the Build Barracks button. Then, place the Barracks on the map. Once the Barracks is finished, you can train Clubmen (don't forget to put your Citizens back to work!). To train five Clubmen, click on the Barracks and then click on the Train Clubman button five times (you can also hold down the Shift key and click the Train Clubman button once). The resources required to train each Clubman are automatically deducted from your reserves. In a few moments, the Clubmen begin to appear next to the Barracks, one at a time.

 **TIP:** You can set a rally point for each building that produces units. Simply select the building and then click the Place Rally Point button. Then, left or right-click on the map where you want each unit to move to once it is produced (or click the Cancel Action button if you decide not to place the flag.). A flag marks the rally point. Alternately, you can simply right-click on the map to place the rally point whenever you have a production building selected.

Improving Units



Clubmen, like all military units, can be improved to make them more effective in combat. You can increase their offensive and defensive capabilities – such as Attack Strength and Hit Points – on an attribute-by-attribute basis. When you improve one Clubman, all Clubmen get the improvement (even ones you haven't trained yet). Improve the Attack strength of your Clubmen.

INSTRUCTION

To improve all of your Clubmen, click on any of the Clubmen you have already trained. In the Unit Improvement Area of the user interface, click on the Attack button to increase the Attack strength by 1. Once the improvement is complete, the number after the plus-sign (“+”) goes up to show how much that attribute improved. Improvements cost resources, which are deducted from your reserves each time you improve any attribute.



NOTE: Military units have many different attributes that you can improve.

Which attributes a unit has depends on what type of unit it is. For example, you cannot increase the weapon Range of a Clubman, but you can increase the Range of Stone Throwers. All attributes have a maximum possible value. When this maximum value is reached, you cannot improve the attribute any further. Additionally, each type of unit can have only so many total improvements. When that total is reached, no more improvements can be made.

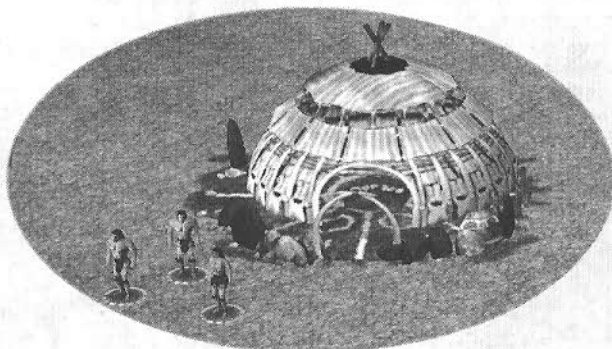
Morale



Another way to make your forces stronger is to increase their morale. Units with morale are tougher and therefore more difficult to kill in combat. Capitols and Town Centers provide morale to your troops and Citizens once houses are built around them. Each completed house adds 1 to the overall morale, which is depicted as dots in a ring around each affected unit. (In later Epochs, you can create Warrior Heroes who provide morale to troops they lead into battle.) Build two houses within the morale area of effect of your Capitol.

INSTRUCTION

First, select your Capitol and notice that the land around it is "highlighted." This indicates its area of effect. Now select one or more Citizens and click the Build button for the House. Pick a location for the first House that is within the highlighted area you saw. Repeat the process for the second House when the first House is finished. Once the second House is done, note that Units within the area of effect of your Capitol have a morale of 2, as indicated by the dots.



Taking the Offensive

Having already trained a band of Clubmen, you have the option of using them to attack your enemies. Of course, before you can launch an offensive, you must locate your opponent's civilization. Earlier, you sent your Citizens to explore the region immediately around your Capitol. Now it is time to scout out the map further and find enemy towns. Select your Capitol and train a Canine Scout. When the scout is ready, send it to the opposite side of the map to look for your computer-controlled enemy.



TIP: The Mini-map, in the lower right of the screen, gives you a top-down view of the entire map, including any visible units, trees, resources, water, etc. Only areas that you have explored are visible. Areas you have not explored appear black, just like on the Main Map. You can use the Mini-map to send units a long distance. Select your Scout and then right-click on the Mini-map to send the Scout there. Select a place you have not yet explored in order to scout out more of the map.

When you find your rival's town, send in your Clubmen. Attack enemy Citizens to slow your opponent's economic growth. Destroy houses to diminish the defenders' morale. Do whatever damage you can do, but be alert; a raiding party may already be on its way to your undefended village!

INSTRUCTION

To attack an enemy Citizen or House, select one or more Clubmen and then right-click on the Citizen or House. Your Clubmen will march to the target and attack. If they manage to destroy the target, they will automatically look for a new target in their immediate area. You can intervene at any time by selecting them and giving them new orders.

Advancing to the Next Epoch



While it is possible to defeat your opponents in the Prehistoric Age (or any other Epoch), you may find it beneficial to move your civilization into the next Epoch of history, the Stone Age.

The Stone Age is a more-advanced time period that will offer your growing civilization new opportunities for development. Once you have collected the requisite resources and constructed at least two buildings

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(excepting Houses, walls, Towers, and Granaries), you will be ready to research the advancement.

INSTRUCTION

To advance to the Stone Age, click on the Capitol (or a Town Center) and then click on the Epoch Stone button. Researching the advance will take a short while to complete. You can see its progress in the Capitol's (or Town Center's) Unit Information area in the user interface.

When the research process is done, your Citizens and some types of buildings change to their Stone Age appearance. New buildings, technologies, and units are available to your civilization in the Stone Age. It's up to you to decide how best to make use of them.

Researching Technologies



One way to further enhance your burgeoning civilization is to research technology. Technologies in Empire Earth refer to all the individual technological, social, and scientific advances that you can research. Each Epoch of history has its own set of technologies associated with it. You research technologies at certain buildings, such as a Capitol, Temple, or University.

For example, you can research Hafted Tools during the Stone Age at either a Capitol or a Town Center. Early humans found that by attaching a tool to the end of a handle they could make each blow with the tool more effective. This technology had many applications, including making it easier to break and collect stone. Researching Hafted Tools in Empire Earth makes Stone gathering more efficient. Doing research takes time and costs resources, but the potential benefits are worth the price.

INSTRUCTION

To research the Hafted Tools technology, click on the Capitol and then click on the Research button for Hafted Tools. When the research is complete, your Citizens will gather Stone with improved efficiency.

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TIP: Since you probably won't be able to research all the technologies available in Empire Earth in a single game, choose to research those technologies that best fit your strategy. The Technology Tree Foldout is a great quick-reference tool. Keep it handy when you are playing.

Unit Upgrades



New time periods also bring new types of units. As you progress through the Epochs, older types of military units become less effective when compared to contemporary units.

One option available to you is unit upgrading. Upgrading allows you to modernize your older units to keep your forces up to date. For example, in the Copper Age you can upgrade all your Clubmen into more-powerful Mace Men. There are many upgrade paths in Empire Earth, with new lines forming and old ones ending as your civilization progresses through time.

INSTRUCTION

Advance to the Copper Age – you will need to build two more buildings and accumulate the necessary resources. Then go to the Barracks and you will see an Upgrade button above the Train Clubman button. Click that Upgrade button and all your Clubmen upgrade into Mace Men. The Train Clubman button is replaced by the Train Mace Man button so that you can train new Mace Men.



NOTE: Unit upgrades keep any improvements you made for the previous units. You'll notice that your Mace Men have retained the improved Attack strength you gave to your old Clubmen.

Winning a Game

There are many possible strategies and paths to victory in Empire Earth and they can't all be covered here. You might build up a massive army and conquer your enemies, construct Wonders of the World, unleash devastating Calamities on enemy cities, or convert an opponent's populace with Priests. You decide how to play and how to win.



REFERENCE: See Chapter III for more information on winning and losing the game. To exit a finished game, click on Quit this Game in the Game Options menu. You can then view the game statistics.



CHAPTER VI

EXPANDING YOUR SOCIETY

Transforming a small tribe into an empire is no easy feat. It takes strong leadership, organization, and plenty of hard work. Essential resources must be garnered from the land. Towns must be built and maintained. And the needs of society must always be kept in mind. A production shortage or error in civil planning, if not remedied, may slow a civilization's progress and make it ripe for conquest by a more attentive rival.

Citizens

A civilization and its people are one and the same. Indeed, the name of the civilization is traditionally shared with its inhabitants. The Roman Empire was populated by Romans, even if they weren't from Rome itself. Not all in the empire, however, were Citizens.


The concept of Citizenship first developed in the city-states of ancient Greece. Citizens in ancient times were a subset of the population that generally excluded women, children, slaves, foreign nationals, and other groups. Today Citizenship is much more inclusive, traditionally granted as a birthright.

In Empire Earth, Citizens – both men and women – are the core of your civilization. They are your workers, performing all the tasks necessary to transform your humble village into a mighty empire. Though they are civilians, Citizens can even engage in battle if necessary.

You begin Random Map games of Empire Earth with several Citizens and a Capitol. New Citizens can be produced at any Capitol or Town Center for a one-time cost in food, each. The cost is deducted from your food reserves automatically. New Citizens appear at the Capitol or Town Center ready to go to work.

Your Civilian Workforce

Your Citizens are good workers, diligently finishing any job you give them. Once done, they will even look to continue their work at a nearby location. Citizens who have nothing to do quickly get bored, fidgeting until they are given a task to perform.

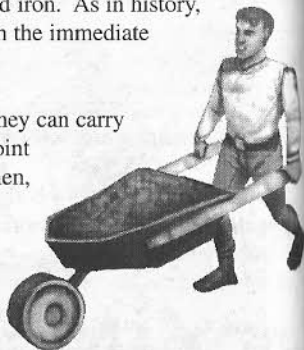
 **TIP:** You can assign more than one Citizen to a single task (except farming a single Farm). For example, you can assign several Citizens to construct a building. Note that up to 6 Citizens at a time can gather from a single forage site or mining site.


Gathering Resources


The Earth is rich with raw materials. Historically, these natural resources have provided for all of humanity's needs – from basic sustenance to building materials to energy. Indeed, it's the exploitation of these resources that has permitted the continued progression of human civilization.

The primary task of your Citizens is to gather natural resources, which are critical to the growth of your civilization. You expend these resources to construct buildings, research technologies, produce Citizens and military forces, and so forth. There are five different resources in Empire Earth: food, wood, stone, gold, and iron. As in history, the relative importance of each depends on the immediate needs of your civilization.

Citizens gather as much of a resource as they can carry and then bring it to the nearest drop-off point (Settlement, Town Center, or Capitol). Then, they automatically return to the resource site to collect more. Citizens stop gathering only if they are ordered to, if they are attacked, or if the resource runs out and no other sites are nearby.



 **NOTE:** Regardless of where a resource is dropped-off, it goes into your civilization's resource reserves and can be used anywhere it is needed. To see how much of a particular resource your civilization currently has on hand, check the Resource Inventories Bar near the bottom of the screen.

 **TIP:** The more Citizens who work inside (Populate) a specific Settlement, Town Center, or Capitol, the greater the economic bonus you receive for dropping off stone, gold, or iron at that building. You can also populate a Granary to boost Farm production.

Gathering Food

Food is the most basic of human resources as it is essential for our survival. Long ago, food was synonymous with power. Those who controlled the sources of food thrived while those who didn't tended to die out. Today, food is just one of several resources crucial to every modern nation.

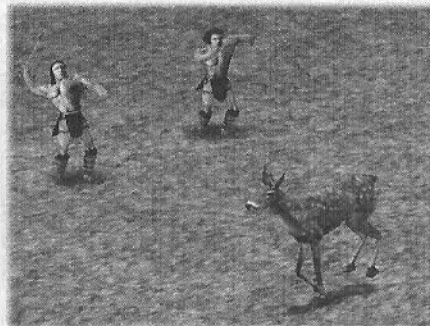
In Empire Earth, food is vital to your civilization's continued development. Consequently, there are several ways to gather food. Your Citizens can forage, hunt, and farm. You can also build fishing boats to harvest fish from the seas.

Foraging and Hunting

Early nomadic tribes were both hunters and gatherers. Employing both methods of acquisition broadened the range of potential food sources. Foraging for what nature provided was a holdover from more-primitive ancestors. The diet of early humans consisted largely of wild berries, grains, fruits, roots, and other vegetation.

Hunting probably had a similar origin. Evidence suggests our ancestors started out as scavengers, taking advantage of kills left by more successful predators. In time, the advent of stone tools and weapons – not to mention intelligence – allowed humans to become formidable predators in their own right. But, despite such advances, some animals were still dangerous. To reduce the risks and increase the chance of success, individuals banded together into hunting parties.

Citizens in Empire Earth can both forage for edible vegetation and hunt wild animals. When hunting, your Citizens will attempt to kill an animal and then butcher it for meat. Some animals won't go down without a fight. Your Citizens will not gather rotten meat, so don't leave a carcass alone for too long.





NOTE: Military units can kill animals, but you lose most of the meat.

Farming

Farming spread slowly from its origins in the Middle-East and Greece some time in the 8th Millennium BC. It wasn't until the beginning of the Bronze Age that farms were common all across Europe. Technological and practical improvements in subsequent centuries made farming even more productive.

Beginning in the Copper Age, your Citizens can plant and work Farms to harvest food. Farms can only be planted around a Granary, so you must build a Granary first. Only one Citizen at a time can gather food from a single Farm. Periodically, the farmer carries the harvest to the Granary, where it is added to your reserve of food, and then returns to farming. A Farm will grow food forever unless it is deleted by you or destroyed by an opponent.

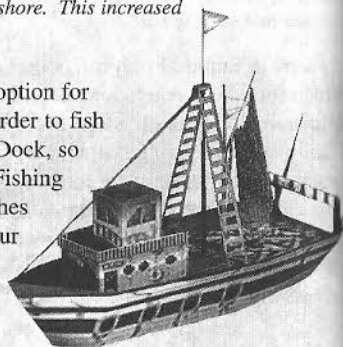


TIP: If a farmer is killed or moved elsewhere, you can assign a new Citizen to a Farm by selecting the Citizen and then right-clicking the Farm. If a farm is destroyed, press the Replant Farm button at the associated Granary to plant a new one.

Fishing

The development of seaworthy vessels opened up a whole new means of catching fish for early Man. Boats allowed fishermen to sail out to the schooling fish, rather than having to wait for them to come into shore. This increased the likelihood of making a catch.

In Empire Earth, fishing becomes an option for acquiring food in the Stone Age. In order to fish you must produce Fishing Boats at a Dock, so you have to build a Dock first. Your Fishing Boats automatically deposit their catches at the nearest Dock that belongs to your civilization.



Logging

Wood has long been Mankind's favorite building material. It has been used to create boats, construct buildings, fashion tools, build fires, and for numerous other purposes. Trees have also been cut to clear land for agriculture. Deforestation reached such a level in some areas that replanting programs were instituted. In the 16th Century, the German states divided wooded areas into sections and carefully managed them. When a section was harvested, it was then painstakingly replanted to assure a steady supply of timber. These actions are among the earliest examples of modern forestry practices.

As in the real world, your Citizens gather wood by chopping down trees. When a tree is used up, Citizens automatically start on another tree (if one is nearby).

Mining Resources

At first confined to scavenging the surface for useful rocks and minerals, humans eventually discovered that deposits could stretch deep into the Earth. In time, people learned to dig minerals from the ground and even to extract minerals they wanted from rocks they didn't. Sometimes, however, it was the rocks themselves that were important.

Citizens can mine Stone, Gold, and Iron ore in Empire Earth. A maximum of 6 miners at a time can work at a single mining site and mines are virtually inexhaustible.

Stone

Humans have been using stone since the invention of the first stone tools well over a million years ago. Since then, its primary use has been in construction — many of the world's great historic buildings have been made of stone. Walls and fortifications, too, made extensive use of stone. Hadrian's Wall defined the northernmost border of the Roman Empire, separating their civilization from the so-called barbarians who lived beyond. After Hadrian's Wall was abandoned by the Romans, when they left Britain in the 5th Century AD, locals routinely plundered it for stone to use in their own construction projects.

Gold

Gold's beauty, malleability, and comparative scarcity have combined to make it one of the most desired substances in history. Early in human history, gold was used almost exclusively for ornamental and decorative purposes. But Greece, Rome,

Expanding Your Society

Byzantine, and other civilizations used gold (among other metals) for coinage. It has even served as a means of international barter and for backing national currencies in more modern eras.

Iron

Civilizations have valued a number of metals over the course of history, but none has enjoyed broader use than iron. Iron has been fashioned into tools, cast into weapons and armor, and used in machinery. Iron is mined from the ground as ore. The ore is then processed to separate out the iron from the unwanted material. One of iron's major uses today is in the production of steel, which is made by alloying iron with carbon (at a ratio of up to 2% carbon). Due to the abundance of iron, relatively low cost of production, and desirable mechanical properties, steel became by the 20th Century one of the most widely used materials in construction and manufacturing.



Construction and Repair

Every so often, visionary architects, talented artisans, and gangs of laborers have combined their skills to erect a structure of such magnificence that it stands out for all time as a monumental achievement, a testament to the ingenuity of Mankind. The Parthenon of Athens, the Pantheon of Rome, the Pyramids of Egypt – these amazing remnants from antiquity are well-known the world over and still delight visitors to this day.

Empire Earth

Yet such buildings are but a smattering of those constructed over the course of human history. Most were far less remarkable or long-lasting. They were simple dwellings, nondescript places of worship, compounds where warriors were trained, halls where lessons were taught, and walls that kept invaders at bay. Such pedestrian structures may not seem as impressive, but they were vitally important to the people who constructed them.




To improve and enhance your civilization, your Citizens can construct all manner of buildings, from houses and Settlements to Wonders of the World. They can also build towers, walls, gates, and, in later Epochs, AA guns. (For simplicity, the word “buildings” is used to represent all the things a Citizen can build.) Citizens can also repair damaged buildings.



TIP: Construction and repair each take time, but you can speed up the process by assigning more Citizens to the task.


Constructing Buildings

Your Citizens are at once architects, artisans, and laborers. They will see your construction projects through from start to finish once you tell them what sort of building to construct and where to construct it. When you pick a site, a foundation for the building is placed in the world (this initial foundation is not visible to your opponents). However, construction of the building does not begin until at least one Citizen reaches the construction site. The resources necessary for constructing the building are deducted from your reserves once the foundation is placed.

 **TIP:** If you change your mind about a building and remove (delete) the foundation before construction starts, you get the resources for it back. If you remove the building during its construction, you get only a portion of the resources back.

Repairing Buildings

History has shown time and again how vulnerable buildings are to the ravages of war. Fortunately, your Citizens are skilled enough to repair any damage done to your buildings short of complete destruction. Repairing requires materials – resources are deducted from your reserves as you make repairs. Repairmen work until they have repaired all the damage or run out of the required resource.

 **TIP:** In Empire Earth, Citizens cannot repair military hardware such as tanks and siege weapons. However, Hospitals and Medics can treat the crews who operate military weapons and they can simultaneously make repairs on their equipment.

Enhancing Your Citizens



Certain technologies have had a positive impact on the lives of average people, helping them with their daily chores and improving their overall quality of life. Investing in technologies that benefit your Citizens is one way to enhance your civilization by making your Citizens stronger and more productive. For example, in the Copper Age you can research Herbal Medicines at the Hospital to increase your Citizens' overall health and attack strength.

Population

It is estimated that right before the widespread adoption of agriculture there were only between 5 and 10 million human beings on Earth. By 1 AD, several thousand years later, the population had surged to approximately 300 million worldwide. As more people crowded into cities, ignorance about sanitation, personal hygiene, and other basic health issues inflated the death rates. Wars and epidemics such as the plague also took their toll. As a result, the world population grew more slowly, not even reaching 800 million by the beginning of the Industrial Age seventeen centuries later.

After the Industrial Revolution, there was a slow and then more accelerated decrease in the mortality rate due to many factors, including improved healthcare, nutrition, and sanitation (though war, disease, and natural disasters somewhat mitigated these advances). The population exploded, reaching 2 billion by about 1930, over 6 billion by 2000, and almost 22 billion by 2100.

At the turn of the 22nd Century, industrialization had reached much of the world. Population growth slowed on a global scale the way it had for the developed nations of the late 20th Century. In addition, the first colonies on the Moon and Mars were sending a trickle of people off-world. By 2200, the population of humans on Earth was nearly 52 billion.

In Empire Earth, your civilization's population is the sum of all your individual people and military weapons. Since buildings produce all the people and weapons that contribute to your population, the growth rate of your population is dependent upon how many production buildings you have and how often they produce. In this sense, you have complete control over how quickly your population grows.



What Counts Towards Your Population?

Your pop count is the total number of individuals who currently call your civilization home. Every unit you produce – Citizens, military personnel and weapons, Heroes, Priests, Prophets, fishing boats, etc. – contributes to your civilization's pop count. (Most units add one to your population, but some add more – cavalry units, for example, add two.) Buildings, including towers, do not contribute to your pop count. Any enemy units you convert with your Priests (or enemy Cybers you take over) add to your population count.

Population Capacity

There are limits on how large your population can get, which is based on how many people the world is capable of supporting at one time. In Empire Earth the uppermost limit placed on your population is called the population capacity or "pop cap."

Scenarios each have their own pop cap. For Random map games, the pop cap for each player's civilization is based on the overall population limit of the entire world (called the Game Unit Limit) and the total number of players in the game, both of which are set before a game begins. The Game Unit Limit is divided equally among the players, so the pop cap for each individual player is the same. For example, if the Game Unit Limit is set to 800 and there are four players, then each player gets a maximum of 200 units – this is the pop cap for each player.



NOTE: Your current pop count and your pop cap are shown at the far right of the resource bar near the bottom of your screen – for example, 25/200 means you currently have a pop count of 25 out of a possible 200, which is your pop cap. While it is possible for your population count to slightly exceed your pop cap, you will not be able to produce any new units if your pop count is greater than or equal to your pop cap.



TIP: Certain Technologies available for research at the Hospital increase your pop cap. Also, building the Coliseum Wonder increases your pop cap while decreasing those of your enemies.

Technological Progress

The Roman Empire was the dominant civilization of its time, but it could not hope to compete militarily or economically with any modern world power. But if we instead consider any two rival civilizations from the same era, the question arises: at what point do technological, social, or economic advances suddenly translate into an overall advantage of one civilization over its rivals?

The answer surely depends on how such advances are utilized. Gunpowder finally changed the way wars were fought, but centuries of other improvements had to occur – for example in gun design and battlefield tactics – before that could happen. Once firearms had developed sufficiently, armies that possessed them held a distinct advantage over armies that didn't. So, while a particular advancement may not make a difference by itself, it is reasonable to assume that a civilization with more advances will have an advantage over less-advanced rivals.

In Empire Earth, you can advance your civilization in many ways. Two of the most direct and potentially valuable methods are researching new technology and progressing to a new Epoch.



REFERENCE: Consult the Technology Tree on your CD-ROM for information on the various technologies and research tracks. Chapter IV provides information on how to perform research and advance to the next Epoch.

Technologies

Simply put, new technology benefits your civilization by allowing it to do something that it couldn't do – or couldn't do as well – before. The Greeks built some magnificent structures, but the Romans took the art of construction to a new level by improving upon and then exploiting earlier inventions such as concrete, bricks and mortar, and the arch. Later, in the 18th and 19th Centuries, the invention and use of both steam power and standardized parts greatly increased the economic output of nations undergoing industrialization. Technological research is, thus, one way to try to gain an edge over rival civilizations.

Advancing to a New Epoch

The options available to a civilization are largely determined by its place in history. Many ideas cannot even be formed before certain preconditions have been met. Nuclear reactors and warheads, for instance, were inconceivable before atoms were identified. Sometimes, however, inventions are conceived "before their time." Leonardo da Vinci designed a helicopter on paper in the 15th Century, yet nearly 500 years elapsed before a helicopter actually flew. The theoretical possibility of using wormholes to travel through time was known in the 20th Century, long before a time machine could be built.

When your civilization moves into a new historical Epoch, new technology, military units, and buildings become available. Advancing to a new Epoch requires preparation. A civilization must invest both time and resources into a consolidation of its existing knowledge base. Once this process is complete, building styles and even your Citizens' manner of dress may change to reflect the new time period. Then, it is up to you to turn the new opportunities available to your civilization into a distinct advantage.

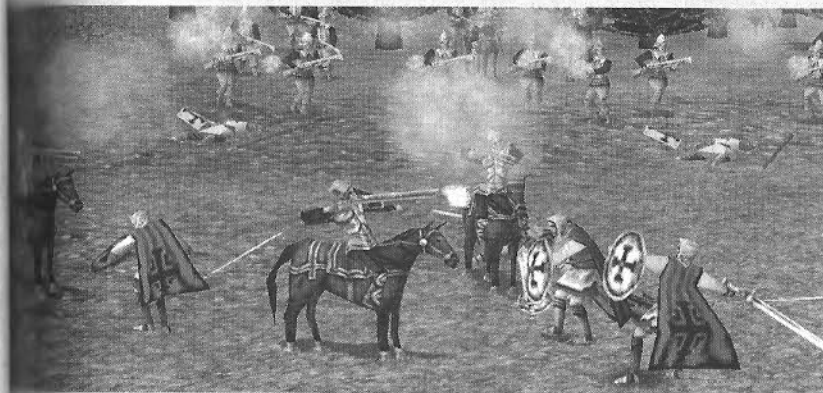
CHAPTER VII

WARFARE

Warfare, as a formal practice, has existed for thousands of years. Weapons and tactics have changed through the centuries, but the central purpose has not. We fight wars to establish superiority, to decide which clan or country or civilization is the dominant. Combat, of course, is not the only way to settle such questions. But it is certainly the most widely practiced method of any used by "Civilized Man."

Military Advances

Many kinds of weapons – and warriors to wield them – have evolved throughout the history of warfare. In Empire Earth, military progress takes two forms. The first is characterized by those incremental improvements that make an existing weapon or combatant more effective. Improved training and drilling techniques, updated equipment, better workmanship, cheaper manufacturing processes, and the lessons learned in combat have all produced noticeable results on the battlefield without fundamentally affecting the nature of battle. The development of armor before firearms provides an excellent example of gradual progress.












Early armor of leather or padded cloth countered dull weapons effectively, but offered little defense against the first fine-edged swords. To address this problem, small overlapping "scales" of bronze were sewn on to the cloth. The transition from bronze to iron, coupled with improved smelting and casting techniques, led to additional innovations such as chain mail. Made of interlocking iron rings, chain mail armor was time-consuming to produce, but afforded better protection than scale mail against slashing attacks. Iron, however, had an impact on sword design as well, allowing blades to be longer, thinner, sharper, and stronger. A thrust with a fine iron sword could force mail rings apart. Plate armor solved the problem of thrusting attacks, but covering joints with plates presented a difficulty – gaps in the armor were necessary to allow the wearer to move. An undercoat of mail usually filled these gaps, but did not altogether eliminate the vulnerability. The evolution of traditional armor ultimately reached its pinnacle during the 14th Century once articulated joints of overlapping plates were perfected and steel superseded iron.

The second form of military progress in Empire Earth can be thought of as changes on a more fundamental level, what could called the "revolutions." New kinds of military personnel, weapons, and gear become available as your civilization advances through the Epochs, while others become increasingly outmoded and eventually fall out of use. You can upgrade older military units into new ones.





Traditional armor all but disappeared once firearms became sufficiently advanced and widespread. To stop high-velocity bullets, armorers had to make plate armor so thick that it became too heavy to wear in combat. By the turn of the 17th Century, full suits of armor were rarely worn on the battlefield. Adequate protection against bullets had to await the revolution of synthetic materials in the 20th Century. The invention of strong yet light-weight materials, such as Nylon and Kevlar, made bulletproof vests possible.

Improvements

Each type of military unit in Empire Earth has its own set of attributes. The values of these attributes largely determine how effective a unit is in combat. The table below describes the various attributes.

ATTRIBUTE ICON	ATTRIBUTE	DESCRIPTION
	Hit Points	The "health" of a unit – how much damage it can sustain before it is killed or destroyed.
	Attack	The amount of damage a unit inflicts when it attacks an opponent.
	Range	The distance at which a unit is capable of attacking. The Range for all melee units is 1 and cannot be improved.
	Speed	How quickly a unit moves – the higher the speed, the faster it goes.
	Area Effect	The size of the blast area for certain explosive weapons.
	Shock Armor	How well a unit is protected from attacks by swords, clubs, and other shock weapons.
	Pierce Armor	Protects against attacks by piercing weapons, such as spears and lances.
	Arrow Armor	Protects a unit from arrow attacks.
	Gun Armor	The effectiveness of a unit's armor to stop bullets.

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ATTRIBUTE ICON	ATTRIBUTE	DESCRIPTION
	Laser Armor	The ability of a unit's armor to deflect/absorb laser and other energy-weapon attacks.
	Flight Time	How long airplanes can stay in the air before they need to return to an Airport for refueling.
	Cargo Capacity	The maximum number of troops that a transport can carry in one load.
	Power	The power – whether spiritual or actual – available to a unit for special attacks (e.g., Calamities or Cyber weapons).

Improving attributes increases a unit's combat effectiveness for all units of that type. For example, if you improve the Shock Armor of one Short Sword Man, all your Short Sword Men (including any new ones you train) get improved Shock Armor. This is comparable to outfitting your swordsmen with chain mail instead of scale mail. Additionally, the improvements you make carry over to the next unit in the upgrade line (see below). So, when you upgrade your Short Sword Men to Long Sword Men, they also have better Shock Armor.

Improvements come at a cost; innovation takes times and expends resources. The costs of researching particular improvements vary (help text tells you how much they cost). All attributes have a maximum possible value, so you cannot improve attributes beyond a certain point – plate armor, after all, can only be made so thick.

Additionally, you make unit improvements in “steps,” which may not exceed a maximum total number for a particular type of unit (and any subsequent units in the upgrade line). Improvements to armor count as 1

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step towards the total, while improvements to the other attributes count as 2 steps. Therefore, if you improve a unit's Hit Points once and Shock Armor once, the total number of steps so far is 3.



REFERENCE: More information on basic unit attributes and how to improve them can be found in Chapter IV.

Upgrades

Inevitably, all troops and weapons become outdated as military progress marches on. While superior strategies and skillful guidance can keep

older armies (not to mention navies and air forces) competitive, a good commander always keeps an eye open for other options. Military upgrades provide another option.

As your civilization advances through the Epochs, new units become available. In most cases, these new units are upgrades of older units – that is, they are replacements for them. You can upgrade an old unit type into a new unit type by going to the appropriate building and selecting the correct upgrade button. For example, the Arquebus upgrades into the Musketeer, and Musketeers upgrade into Grenadiers, and so on. When you carry out an upgrade, all the old units are replaced by the new units and you will be able to train more of the new units. Additionally, any unit improvements you made to the old units are carried over to the new units.



REFERENCE: The Technology Tree on your CD-ROM shows all the unit upgrade paths.

Combat

Combat in Empire Earth mirrors the real world. Battles can take place on land, on and under the sea, and in the air. The heaviest burdens of combat are borne by military personnel – historically men – who make use of a wide variety of weaponry. On the home front, Citizens work to support the war effort (though often targets, citizens seldom engage in battle themselves).

Every kind of weapon gives its wielder an advantage against certain adversaries. The flipside, of course, is that there is inevitably a disadvantage against other opponents. Back in the Middle Ages, pole-arms such as pikes were the perfect weapons for engaging cavalry due to their great length (some pikes were upwards of 20 feet long). Yet pikemen were easy targets for archers, who could rain arrows on them from a safe distance. These pros and cons, taken to their extreme, mean that some combatants are completely ineffective against particular opponents and may even be at their mercy. A man with a rifle is not likely to bring down a B-2 bomber, but that same bomber, dropping a well-placed bomb, will leave little left of the rifleman.



REFERENCE: See Appendix B or the Technology Tree on your CD-ROM for the unit relationship charts.

Commanding Your Units

In Empire Earth you command your military forces by giving them orders. Military units are tenacious and will continue to perform any task you give them until they are killed, given a new task, or – in the case of an attack order – run out of nearby targets. When military personnel have no orders to follow, they stand by attentively for you to give them one.



REFERENCE: For more information about how to issue orders – as well as how to produce, select, and move units – see Chapter IV.


Engaging the Enemy

You can order your forces to attack any unfriendly unit or building, including Wonders and other structures such as walls. If the target is out of range, the attacking units move to try to bring the target within range so that they can proceed with the attack. Thus, if you wish, you can order a soldier to attack an enemy target on the other side of the map and he will do his best to obey. In addition, military units will attempt to engage any feasible enemy targets that come within their Line Of Sight.

Units that are attacked fight back if they can. The result of a battle depends upon a number of factors such as: the combatants' relative strengths and weaknesses, the number of units involved, their level of morale, and so forth. If a target retreats, attacking units try to pursue (unless you have changed their Behavior).









TIP: Listen for the "We're under attack!" warning. When you hear it, it means one or more of your units is under attack. A flashing X on the Mini-map shows where you are being attacked. Press the Spacebar on your keyboard to cycle through the last several attack warnings, focusing the map on each battle.

 **TIP:** You can order your units to perform a move-attack order, hold down the Ctrl key while right-clicking the units' destination. The units will move to that destination and attack any enemy units within their range along the way.

Special Orders

Your military forces can be given orders beyond just moving and attacking. These special orders allow you to control your forces with more precision or assign them specific actions.

ACTION BUTTON	ORDER	DESCRIPTION
	Explore	Tell units to explore the map. Unexplored areas are given preference.
	Patrol	Patrol a town.
	Attack Ground	Order some types of units such as artillery to attack a location on the map rather than a specific target.
	Set Unit Behavior	Set the "rules of engagement" for units.
	Set Formation	Assign a formation to a group of units.
	Stop	Order units to stop whatever they are doing, including moving.

Explore

Reconnaissance can provide you with invaluable information such as enemy troop positions and the location of natural resources. Units sent to explore will first search out areas where intelligence has yet to be gathered

(represented as black areas on the map). If the entire map has been searched, units explore areas veiled by the fog of war.

Patrol

You can order your many land units (those who can attack) to patrol a town. Units on patrol move from building to building until they are killed or you give them a new order. If a patrolling unit engages and kills an enemy, it returns to its patrol route afterwards. Patrols are ideal for keeping a town watch.

Attack Ground

Some field weapons, naval vessels, and other types of units can be ordered to attack a location rather than a particular unit or building. This ability is useful for aiming an attack among several dispersed enemy units to do splash damage to each of them.



NOTE: Some long-range units have a short Line of Sight (LOS). In order to attack beyond their LOS, they require a "Spotter" – that is, another unit who scouts ahead to spot a target for them.

Set Unit Behavior

Your forces can be ordered to react to enemies in several different ways. These basic behaviors essentially define the "rules of engagement" for your units. Most military units assume an Aggressive behavior by default, but some automatically adopt a different behavior.



Scout – A unit with Scout behavior never attacks an enemy unless it is specifically ordered to do so. If attacked it will retreat from the attacker. This is an excellent behavior to use for units on reconnaissance missions.



Stand Ground – Units told to stand their ground attack enemies that approach too close, but do not move to engage or pursue an enemy. Units standing their ground do not retreat if attacked and attempt to fight back if they can do so without moving. This behavior is useful if you want your forces to hold their ground at all costs.



Guard – Units given the Guard behavior automatically engage enemies that enter their Line Of Sight. Once the enemy is defeated, or if the enemy leaves the initial contact area, the guarding unit returns to its original position. This is a good behavior to use for guarding a specific spot on the map.



Aggressive – A unit told to be aggressive automatically engages any enemy that enters its Line Of Sight. Aggressive units pursue retreating enemies until one or the other is destroyed, or until the enemy units move out of sight.

Set Formation

Commanders have long arranged their troops into lines, wedges, and other kinds of formations. You can order your forces to form ranks as well by selecting one of the available formations. Units do not line up immediately – the formation is a standing order that tells units how to form up at the end of every movement order. You can also choose the direction the formation should face when you give them a movement order (see Chapter IV for more information).

Stop

The Stop button is a general action available to every unit that tells it to stop whatever it is doing and wait for new orders. For example, you might stop a unit from moving or attacking ground. Stop does not make troops stop attacking an enemy target, however.

Ground Forces

Warriors far back in prehistory fought each other on foot with just a handful of different arms at their disposal. Over time, weaponry diversified to meet the ever-changing demands of warfare. Soldiers also utilized different modes of transportation to carry themselves into combat. Some proved more effective than others, and those that worked well endured. The use of horses, for example, lasted many hundreds of years. Horses were finally displaced in the early 20th Century by motorized vehicles such as tanks.

The units in Empire Earth have been carefully balanced so that every unit has its preferred targets and its nemeses. Thus, every unit in Empire Earth can be countered in battle by at least one other type of unit. Unit relationship charts can be found in Appendix C and on the Technology Tree Foldout.



TIP: Controlling the high ground is worthwhile. Units up on a hill firing down at enemies below them receive an attack bonus. Units attacking uphill, conversely, are less effective.

Naval Vessels and Combat at Sea

The first warships specifically built for combat appeared on the Nile in Egypt some 3,000 years ago. These small boats were constructed from lashed-together reeds covered with pitch, a far cry from modern, all-steel vessels which displace tens of thousands of tons. Between these two extremes were many designs, some of which, like triremes and galleons, endured for many years. Some, like the submarine, were constructed with specific missions in mind.

There are several categories of ships in Empire Earth: battleships, frigates, galleys/galleons, transports, cruisers, attack submarines, nuclear submarines, and aircraft carriers. Fishing Boats are also available. Naval vessels differ from other types of units in a few important ways, described below.



REFERENCE: See Appendix B or the Technology Tree on your CD-ROM for the unit relation ship charts.

Special Naval Vessels

Three categories of naval vessels merit additional explanations: transports, submarines, and aircraft carriers.

Naval Transports

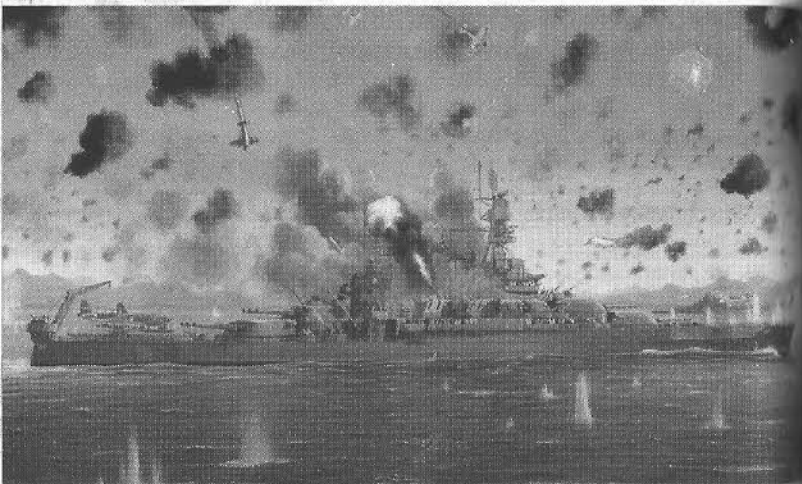
Amphibious landings have long been a part of warfare. At the onset of the Trojan War, the Greeks sailed an army across the Aegean Sea to attack Troy. According to legend, they wanted to recover the king of Sparta's wife, Helen: "the face that launched a thousand ships." One of the most famous amphibious assaults was the D-Day invasion in June 1944, in which the Allies transported more than 150,000 troops plus tanks and other vehicles from Great Britain across the English Channel to Normandy, France.



TIP: To view the current cargo of a transport (if any), select the transport ship and look in the Cargo Display area at the lower left of the screen.

Warfare

Transport ships in Empire Earth are used to convey troops across water. Each transport has a maximum cargo capacity, which indicates how many troops can be transported at once (note that some units, such as cavalry, take up more than one space on the transport).

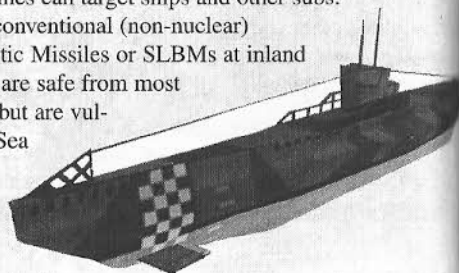


"Reign of Fire" by Mark Churms ©1998

Submarines

Submarines are among the stealthiest weapons in the world. They glide silently underwater and strike without warning against unsuspecting ships and other targets. Cold War era subs could stay submerged for months at a time. In fact, their deployments at sea were limited primarily by the amount of supplies they could carry.

Subs in Empire Earth are produced at Naval Yards and operate exclusively underwater. Attack submarines can target ships and other subs. Nuclear-powered subs fire conventional (non-nuclear) Submarine-Launched Ballistic Missiles or SLBMs at inland targets. Both kinds of subs are safe from most types of above-water units, but are vulnerable to Frigates and the Sea King Anti-Submarine Warfare (ASW) Helicopter.



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TIP: Towers can attack subs, so you can build them to protect your shores against both surface and submerged vessels that approach too close.

Aircraft Carriers

The most powerful weapon in the arsenals of 20th Century navies was the aircraft carrier. The earliest carriers were ships converted from other uses by adding a large, flat platform to serve as a runway. By World War II, carriers had proven themselves invaluable, winning decisive battles in the Pacific Theater. The first nuclear-powered carrier, the Enterprise, was launched by the United States in 1960.

In Empire Earth, Aircraft Carriers are essentially floating Airports. They carry special fighter/bomber aircraft, which are assembled and maintained on board, that can attack air and ground units, as well as ships. As with airports, a single carrier can maintain a number of aircraft at once, which must periodically return to the carrier for refueling, rearming, and for repair (if necessary). Unlike Airports, carriers are mobile and can sail deep into enemy waters. Aircraft Carriers are produced at Naval Yards.



TIP: Aircraft carriers are vulnerable to a submarine's torpedoes, so it's a good idea to have Frigates and/or Sea King Helicopters around to protect them.



NOTE: Planes produced on an Aircraft Carrier are of a special design and so must return to an Aircraft Carrier after a flight; they cannot land at an Airport. See the section on Aircraft and Air Combat for additional information about airplanes.

Ship Repair

Damaged ships need skilled mechanics to carry out repairs. Any naval vessel that returns to a Dock or Naval Yard is repaired automatically. The Cofferdam, Dry Dock, and Scuba Repairs Technologies, which can be researched in different Epochs at the University, increase the repair rate of Docks and Naval Yards.

Aircraft and Air Combat

The 20th Century witnessed the birth and rapid growth of airpower, which forever freed combat from its terrestrial bounds. Air forces appeared around the world as control of the airspace above a battlefield became all but necessary to assure victory on the ground.

Empire Earth's aircraft include helicopters and airplanes, which are further divided into bombers and two kinds of fighters. These categories, and the differences between aircraft and other types of units, are described in the following sections.



REFERENCE: See Appendix B or the Technology Tree on your CD-ROM for the unit relation ship charts.



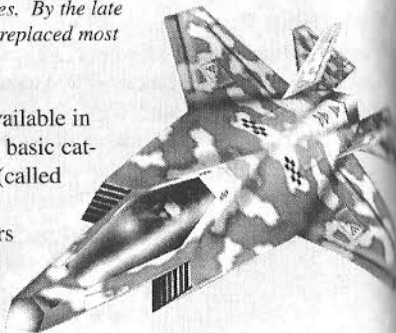
TIP: You can build Anti-Air (AA) Guns to help defend against air attacks. AA Guns can be built in two ways. Stationary gun emplacements can be built by your Citizens, much like Towers, except that AA Guns shoot only at air units. You can also build mobile AA vehicles at the Tank Factory.

Types of Aircraft

Fighters

Fighters have evolved from WWI era prop-driven biplanes and triplanes into highly-advanced supersonic jets. Originally used strictly for reconnaissance, it wasn't long before airplanes were also engaging in combat. Air combat initially consisted of pilots shooting at each other with handguns, but mounted machineguns quickly became standard equipment. The jet aircraft of later decades were additionally armed with a variety of guided missiles. By the late 21st Century, high-energy lasers had replaced most projectile weapons.

There are many fighter aircraft available in Empire Earth, organized into two basic categories: Air Superiority Fighters (called simply "Fighters") and Fighter/Bombers. Air Superiority Fighters



are good against all other types of aircraft but cannot attack ground targets. Fighter/Bombers can attack ground targets and surface ships, but are less effective against other airplanes than the Air Superiority Fighters. Both categories of fighters should take care to avoid Anti-Aircraft (AA) Guns, Cruisers, and surface-to-air missiles.

Bombers

Bombers, too, have undergone many changes over the years. At first limited to short range missions, bombers developed into impressive strategic weapons capable of hitting targets far behind enemy lines. Additionally, indiscriminant carpet bombing gave way to surgical strikes where a target could be an individual building or vehicle. In World War II and afterwards, some bombers were fitted to carry nuclear weapons.

Bombers in Empire Earth are expert at attacking stationary ground targets such as buildings. They can also pepper a battlefield in an effort to take out ground forces as each dropped bomb does splash damage. Atomic bombers are also available. Though expensive and vulnerable to attack, these aircraft can drop devastating atomic bombs.

Helicopters


Although designs go back as far as the drawing boards of DaVinci, helicopters did not take to the skies until nearly 500 years later in the second half of the 20th Century. Helicopters were used initially for transportation, but developed into sophisticated weapon platforms with specialized uses, such as knocking out tanks and sinking submarines.

There are several categories of helicopters available in Empire Earth. The Gunship helicopters excel against human targets, while the Anti-Tank (AT) helicopters can make short work of tanks. The Sea King is an anti-sub helicopter, perfectly suited to hunting down and killing submarines. Unlike Airplanes, helicopters do not have to return to an Airport for refueling, but they can return to any friendly Airport for repairs.

Helicopter Transports

In addition to combat helicopters, transport helicopters are available in Empire Earth. Transport helicopters function like transport ships, expect


that they can fly anywhere on the map and drop off their passengers on any unoccupied piece of land (except cliffs).

 **NOTE:** Sea King Helicopters can be produced and repaired at either an Airport or a Naval Yard. Note that the Bomber/Helicopter Rally Point sets a one time rally point for helicopters.

Flight Time



Airplanes carry a limited amount of fuel. Eventually, they need to return to an Airport to refuel and rearm. Flight Time is an improvable attribute of airplanes and refers to how long a plane can stay aloft before it must return to an Airport. For example, consider an F-15 fighter that flies to its destination and engages a group of bombers. When it runs low on fuel, it will break off its attack and return directly to its home base – that is, the Airport from which it took off. It cannot veer off course or attack any other targets until it has been refueled and rearmed. If a plane's home Airport is destroyed while it's in flight, it will look for another nearby Airport that is not full. If another Airport cannot be found, the plane eventually runs out of fuel and crashes.

 **TIP:** If you assign an airplane a target that is beyond its flight range, it flies as far as it can, but will immediately return to its Airport as soon as it runs out of fuel. If this happens, try improving the airplane's Flight Time and/or Speed.

Refueling and Repairing Airplanes

Airplanes automatically return to their home Airport when they run out of fuel and ammunition (as measured by their Flight Time). Planes land and take-off one at a time so, when multiple aircraft return to a single Airport at the same time, they are given clearance to land in the order that they arrived.

Planes are automatically refueled, rearmed, and repaired (if necessary) while hangared at an Airport. How long repairs take depends upon how much damage an aircraft has sustained. A plane will not re-launch until it has been completely repaired. A single Airport can accommodate up to 15 airplanes at once – note that if an Airport is destroyed, any planes within are destroyed also.



TIP: Helicopters are automatically repaired when near an Airport, and they never need to be refueled.

Controlling Aircraft

Fighters and Bombers can be given orders in two general ways: as individual planes or collectively through the air traffic control center of their home Airport. You give orders to planes in flight by selecting the aircraft and providing the orders, just like any other unit in Empire Earth. (The easiest way to select airplanes is with the Idle Aircraft hot keys, explained on the next page.) Once selected, aircraft can be ordered to move, attack, or stop what they are doing and fly in a circle. You can have airplanes land at a specific Airport by selecting them and right-clicking on the Airport (remember only 15 airplanes are allowed per Airport).



TIP: Each individual fighter can have a standing order set just for it. Select the fighter and then click its Rally Point button. Then right-click on the map to set the rally point for that plane. Note that if you have a rally point set for all fighters at an Airport (explained below), the individual fighter's rally point takes precedence over the Airport's.

At the Airport, planes can be given objectives in the form of Rally Points, which are standing orders that tell the planes to fly to a particular location or target repeatedly until they are told to do something else. When you set a rally point, the planes take off, fly to the rally point (if they have enough Flight Time), carry out an attack (if there is anything to attack), and then return to the Airport to start the cycle over again. You can set a separate Rally Point for fighters, bombers, and atomic bombers – there is a separate Action button for each. (To set a rally point for all planes at once, simply select the Airport and right-click on the target.) You can also Cancel all the orders to remove all Rally Points.




Fighter Rally



Bomber Rally



Atomic Rally

 **TIP:** You can "scramble" an individual airplane hangared in an Airport by selecting the Airport and then clicking on the plane you want in the Unit/Cargo Display area. That plane will immediately take-off (if the runway is clear) and circle the Airport looking for enemies. When the plane's Flight Time runs out, it lands and waits for new orders.

Idle Aircraft

To provide more control over your air forces, you can select idle airplanes by using special hot keys. Idle planes are those planes that have no current orders and are either in flight with Flight Time remaining or in an Airport and not currently under repair. Unlike idle Citizens, selecting an idle plane does not center it on your screen, but the plane's portrait and attributes appear in the Unit Information area at the lower-left of the screen. To select an idle airplane, press one of the following keys:

Key	Function
A	Selects Nearest Idle Atomic Bomber
B	Selects Nearest Idle Bomber
D	Selects Nearest Idle Fighter/Bomber
F	Selects Nearest Idle Fighter

You can then give the selected airplane an order - for example, right-click on an enemy to have the plane attack that target (remember that the plane must have enough Flight Time to get there). To select more than one plane, hold down the Shift key while pressing the appropriate hot key. This adds planes to your selection group and then you can issue an order to all the selected planes at once.

Cybers

The field of Artificial Intelligence or AI owed its very existence to the silicon microchip, but the microchip also ironically limited its progress. Quantum computers, with their massively-parallel computational abilities, ultimately revolutionized the digital world. At the vanguard of AI research at that time were labs funded by secret military programs. The common goal of these labs was to design and build weapon systems that were fully autonomous, needing no human control or supervision to carry out their missions. In the mid-21st Century, after decades of research which produced numerous automated systems that were successful though not truly intelligent, the first real "Cyber" was put into production in Europe. Codenamed Cyclops, it was designed to fill an anti-infantry role.



There are two main categories of Cybers your civilization can produce. Combat Cybers, following traditional combat models, are designed to defeat specific types of foes. These Cybers are built at Cyber Factories and make use of conventional types of weapons. Pandora is one type of Combat Cyber.

The second category is comprised of Cybers developed to fill specialized roles on the battlefield. Known collectively as Ultra-Cybers, they are the most advanced combat machines ever created.



REFERENCE: See Appendix B or the Technology Tree on your CD-ROM for the unit relation ship charts.

Ultra-Cybers

Ultra-Cybers are constructed at Cyber Laboratories. They employ secret weapons that can make them formidable adversaries. Many of these weapons require colossal amounts of power, and must recharge in between uses. To achieve maximum effectiveness on the battlefield, Ultra-Cybers work best as part of a larger force. Several types of Ultra-Cybers are available.

Apollo

The Apollo was designed to fill an auxiliary role. Hovering behind the lines, the Apollo uses its array of high-tech accessories to provide the main battle group with both offensive and defensive support.

- **Diffraction Shield** – Shielded units take less damage.

The Diffraction Shield is a protective shield that can be projected around a nearby unit. The shield partially disrupts incoming fire, so the protected unit take less damage.

- **Repair** – Repairs other Cybers.

One of the first uses of nano machines was making repairs to damaged systems. Since repairs could be undertaken at the atomic level, objects could be fixed as good as new. When deployed in the field, the nano machines piggy-back on a low-energy particle beam, which delivers the tiny mechanics right to where they are needed.

- **Ion Pulse** – Units in the area of effect take more damage.

The Apollo can fire a highly-charged ball of contained energy, which temporarily ionizes the area around the point of impact. Targets caught in this strong electric field have their electrical properties (nervous systems or electronics) altered, which makes them more vulnerable to incoming fire.

Furies

Designed for demolition, Furies are capable fighters with an explosive special weapon.

- **Self-Destruct** – Explodes on command or on death, doing splash damage.

A tiny amount of anti-matter is housed within the Cyber, contained inside strong electric and magnetic fields. When the Cyber is destroyed, the fields collapse. This releases the anti-matter, which immediately comes into contact with normal matter and is annihilated in a tremendous explosion.

Hades

The Hades is the most advanced Cyber design ever put into production. It is a master of time and space, capable of having a profound effect on the outcome of a battle.

- **Time Warp** – Sends a targeted unit a few minutes into the future. The Hades has the ability to open a wormhole through space-time and send a target into the future. In effect, the target is removed from the world until it reappears a short time later.

- **Teleport** – Lets the Hades teleport to a new location, but it loses a portion of its hit points.

Teleportation is related to Time Travel in that it involves tunneling through the fabric of space-time. When teleporting, the Hades appears to leave the physical universe and then reappear in a new location. What actually happens is that the Cyber opens a wormhole that connects one space-time location to another and simply passes through to the opposite end. But the strain incurred by maintaining and simultaneously traversing a wormhole takes its toll and inevitably causes damage to the Hades Cyber.

- **Nano Virus** – A nasty computer virus.

The Nano Virus is an invasive program that slowly corrupts a Cyber's software. Additionally, microscopic nano machines attack the Cyber's physical structure. The eventual result is a catastrophic systems failure followed by the complete destruction of the Cyber. The virus can also spread to adjacent Cybers, whether friend or foe.

Poseidon

In addition to being able to travel under water (like the Hyperion Cyber), the Poseidon has one offensive and one defensive weapon.

- **Refractive Cloak** – Turns all friendly units within its Line of Sight invisible (except itself).

The Poseidon Cyber projects a carefully tuned electro-magnetic beam, which alters the refractive properties of the surfaces of nearby units, bending the ambient light rays around them and essentially turning them invisible. Since the Poseidon is able to aim its EM beams, only friendly forces are affected. If enemy units get too close, the angle at which the light rays must bend becomes too great and the cloaked units become visible.

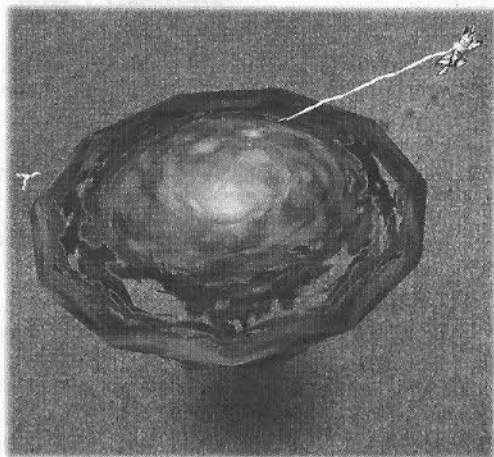
- **Assimilate** – Converts other Cybers.

An Assimilation attack rewrites the command-level code of the affected Cyber's software, while simultaneously changing the communication protocols used to establish a link with the Cyber. The procedure takes a little time, but eventually the hacked Cyber changes sides.

Tempest

The Tempest is a powerful Ultra-Cyber with two advanced weapons: one for grouped targets and another specifically for air targets.

- **Resonator** – Causes damage proportional to the attack strength of units within its area of effect.
All matter naturally vibrates at specific frequencies. Resonance occurs when an object is made to vibrate at its natural frequency, and the result can be shattering, such as when a singer breaks a wine glass with her voice. The Resonator tunes itself to match the inherent energy frequencies of a target's weapons and/or power cells, causing them to resonate, overload, and eventually explode.



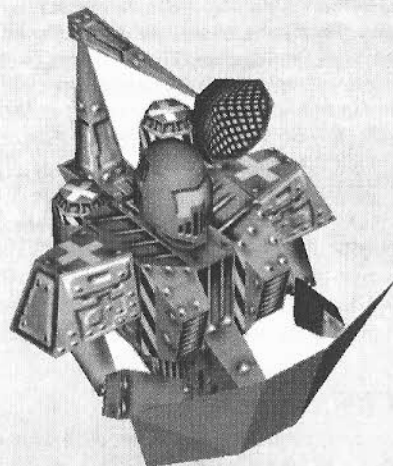
- **Anti-Matter Storm** – A devastating storm that affects aircraft.
This weapon creates a swirling energy vortex that generates small but lethal amounts of anti-matter. The anti-matter instantly collides with normal matter and causes thousands of tiny, localized explosions. Tendrils of lightening-like energy produced by these explosions are attracted to the hulls of passing aircraft, which take significant damage. Additionally, by varying the pressure around it, the storm can be made to move in specific directions.

Healing and Repairing Units

Casualties are inevitable in war. In real combat, soldiers may suffer non-fatal injuries that never fully heal. In Empire Earth, you have the ability to fully heal anything short of death. There are several ways you can heal or repair your military units. Hospitals mend nearby units automatically, while Docks and Naval Yards repair any naval vessels in their vicinity. Airports repair planes (inside) and helicopters (outside). Strategist Heroes increase the stamina of troops under their command, and Medics can treat injuries behind the lines as well as on the battlefield.



NOTE: Units in the process of being healed are indicated with a graphic effect.



CHAPTER VIII

CHOOSING A CIVILIZATION

On a large scale, the whole of recorded history can be viewed as intertwined ascensions and declines of all the civilizations humanity has ever produced. Some civilizations expertly used their unique combination of societal and cultural attributes to attain a peak of excellence whose significance did not diminish with time. But, for every eminent civilization, there were many that never reached their full potential, leaving at most only minor imprints on history. Such shortcomings may have had little to do with the underlying characteristics of these civilizations, but rather with how those characteristics were or were not put to use.

Civilizations

The chronicle of time has been inexorably tied to the ebb and flow of civilization since its very beginning. The disintegration of the Roman Empire, for example, led in large part to the so-called Dark Ages and eventual rise of Feudalism. A millennium later, the unprecedented exploration of the world during the late 15th and 16th Centuries resulted in an age of imperialistic expansion. The history of the 20th Century revolved principally around international struggles which culminated in two World Wars and a lingering Cold War.

Empire Earth offers you the opportunity to lead a civilization of your choosing through any period of time in human history. You can also create a civilization – even one that never existed in history – by using Empire Earth's Civilization Builder. However you choose to play, you'll have the chance to make your own mark on the chronicle of time.

Historic Civilizations

Empire Earth comes with 21 great civilizations, each with its own strengths, ready for you to lead to world dominance and victory. These predefined Civilizations are from every era in history and include the Greeks, English, French, Germans, and Russians. Depending on the period of time you choose to play, you may want to select a civilization that is appropriate to that period, though you do not have to. The choice is yours.

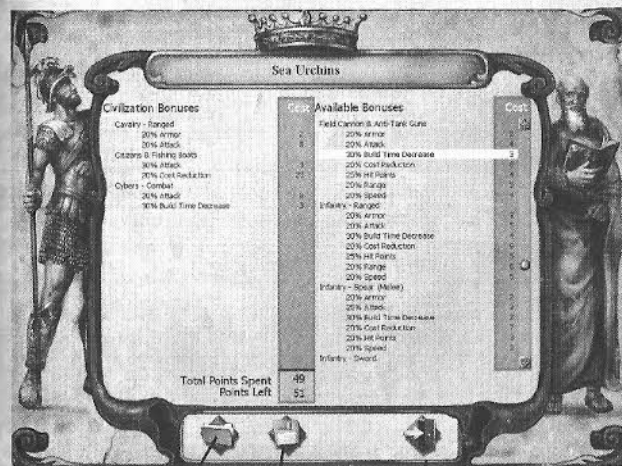
When a Random Map game of Empire Earth starts, you have 5 minutes to choose the civilization you want to play. Just click on the blinking Civilization Selections button to bring up the list of predefined civilizations (assuming the Use Custom Civ option was not chosen during the Game Setup). Then, select the civilization you want and click OK to return to the game.



REFERENCE: Details on how to choose a civ to use in a game are given in Chapter III.

The Civilization Builder

For those who want to leave their own personal imprint on history, Empire Earth's Civilization Builder gives you the power to create your own customized civilizations. You can create different civilizations for different game situations, if you want to. For example, you could create a civilization specifically for use in the Atomic Age or for Island Map Types. There are literally thousands of different civilizations you can create, but the process for making a civilization is very simple.



Civilization Builder

Loa

Save

Exit

Choosing a Civilization

Civilizations in Empire Earth are distinguished from one another by their unique characteristics. While all civilizations are, for example, able to produce fighter aircraft starting in the Atomic Age, some can innately produce better fighters by virtue of their particular strengths. Creating a civilization in the Civ Builder is simply a matter of choosing which strengths or “bonuses” you want to give your civilization.

Bonuses

There are around 100 individual bonuses to choose from as you build your civilization. The bonuses are organized under general headings, such as: Aircraft – Bombers, Civ – Economy, and Tanks. Different kinds of bonuses are available (as shown in the lists below).

The percentages indicate the amount of each bonus. For example, if you chose to purchase the 20% Attack bonus for Calvary – Ranged, then all the ranged cavalry units you produce during the game will have an Attack that is increased by 20% over their base attack. Note that each bonus you purchase is applied automatically, IN ADDITION to any unit improvements you choose to research during the course of a game. Like unit improvements, bonuses that you purchase for units are shown in the Unit Improvement area of the user interface (after the “+” sign). See Chapters III and VII for more information on Unit Improvements.

Unit & Building Bonuses	Civ – Economy Bonuses	Civ – General Bonuses
Area Damage	Farming	Conversion Resistance
Armor	Fishing	Mountain Combat Bonus
Attack	Gold Mining	Pop Cap
Cost Reduction	Hunting and Foraging	
Flight Range	Iron Mining	
Hit Points	Stone Mining	
Range	Wood Cutting	
Rate of Fire		
Speed		
Build Time Decrease		

Empire Earth



TIP: The Civ – General bonuses are applied to your entire civilization. You can make your units and buildings more resistant to conversion with the Conversion Resistance bonus, increase the damage they do when attacking down from a hill with the Mountain Combat bonus, or increase the overall population capacity of your civilization with the Pop Cap bonus. The Civ – Economy bonuses increase the gathering efficiency of your Citizens (or Fishing Boats).

Creating Your Own Civilization

To enter the Civilization Builder, click the Game Tools button on Empire Earth’s Main Menu. Then, click the Civilization Builder button in the Game Tools menu. When you enter the Civ Builder you can create a new civilization or click the Load button to load a civilization you already created in order to modify it.



NOTE: When playing a Random Map game, if the Use Customs Civs option was chosen during the Game Setup, you can enter the Civ Builder during the game when you go to choose the civilization you want to play. Just click the Civilization Selections button during the first 5 minutes of the game to bring up the Civ Builder and load or create the Custom Civ you want to use (you can’t save the civilization for later use, however.)

Civ Points

When you create a new civilization, you are given an allowance of “Civ Points” to spend on whichever bonuses you want. To purchase a specific bonus for your civilization, simply click on it in the Available Bonuses list. The bonus automatically moves to the Civilization Bonuses list and the appropriate number of Civ Points are deducted from your total Points Left. Note that the cost of the other bonuses under the same heading go up after you choose a bonus. When you run out of Civ Points (or have too few), you cannot buy any more bonuses.

You can “sell” purchased bonuses to get a refund of Civ Points, which you can then spend differently. To sell a bonus, just click on the bonus in the Civilization Bonuses list. The bonus moves back to the Available Bonuses list and the Civ Points for it are added back to your Points Left. Note that you can only sell bonuses while you are creating your civ.

Saving Your Civilization

When you are satisfied with the bonuses you have chosen, click the Save button to save your civilization. You will be asked to specify a name for the civilization (which will appear in the game for you and the other players to see). Your saved civilizations are available to you in Random Map games of Empire Earth, both Multiplayer and Single Player, as long as the Use Custom Civs Game Option is enabled. (If that option is not enabled, you must use one of the predefined civilizations.)



NOTE: You can save your civilization only if you entered the Civ Builder from the Game Tools screen or the Scenario Editor. You can't save a civilization during a game.



REFERENCE: For information about selecting a civilization to use in a game, see Chapter III.

APPENDIX B

HOT KEYS

Key	Action
View Keys	
Up Arrow	Scroll Up
Down Arrow	Scroll Down
Left Arrow	Scroll Left
Right Arrow	Scroll Right
Right Bracket	Zoom in
Left Bracket	Zoom out
Period	Follow Unit
F2	Toggle through perspective Zoom modes
F5	Toggle through 3 Show Hidden Units modes
F9	Take a Screen Shot with UI
Shift – F9	Take a Screen Shot without UI
Ctrl – F9	Take a Low Resolution Screen Shot of Entire Map
Alt – F9	Take a High Resolution Screen Shot of Entire Map
Space	Move to location of last player event (keep pressing to review the queue of recent events)

Selection Keys

Tab	Idle Citizen
Comma	Idle Military Unit
A	Idle Atomic Bomber
B	Idle Bomber
D	Idle Fighter/Bomber
F	Idle Fighter
Ctrl - #	Create group #
Shift - #	Add selection to group #
Alt - #	Select and center group #
#	Select group # (Press the group's number)
##	Select and center group # (Press number twice)
H	Select and center Town Center
Ctrl - A	Select and center Archery Range
Ctrl - B	Select and center Barracks
Ctrl - C	Select and center Siege Factory
Ctrl - D	Select and center Dock
Ctrl - F	Select and center Tank Factory
Ctrl - G	Select and center Granary
Ctrl - I	Select and center Missile Base (Campaigns Only)
Ctrl - N	Select and center Settlement
Ctrl - Q	Select and center Airport
Ctrl - R	Select and center Cyber Factory
Ctrl - S	Select and center Stable
Ctrl - V	Select and center Naval Yard
Ctrl - X	Select and center Cyber Lab
Ctrl - Y	Select and center Temple

Game Commands

Numpad +	Increase Game Speed
Numpad -	Decrease Game Speed
Esc	Cancels Current Input or Action Mode (exits cinematics in scenarios)
Enter	Chat
F1	Return to Scenario Editor (When in Test Mode)
F3	Pause
F4	Quick Save
Shift - F4	Quick Load
Ctrl - F4	Auto Save Load
F10	In-Game Options
F11	Toggle Display of Game Clock/Speed and Frame Rate
Alt - F	Enter Flare Mode
Page Up	Display Previous Messages
Ctrl - Shift - Z	All out "Banzai" computer player attack - allied computer players will assist you (single player only)
Ctrl - Alt - Z	All out "Banzai" computer player attack - allied computer players will not assist you (single player only)

Unit Commands

Shift	Show Goal Queue / Add Goal to Queue (with other key)
B	Unit Behaviors
G	Garrison / Populate a Building
L	Explore
M	Formations
P	Stop
D	Unload Transport or Fortress
Z	Patrol (Land Military Units Only)
Del	Kill First Selected Unit
Shift – Del	Kill All Selected Units

Unit Behaviors

Alt – A	Aggressive
Alt – D	Defend (Stand Ground)
Alt – G	Guard (Guards a location)
Alt – S	Scout

Citizens

A	Build Archery Range or AA Gun
B	Build Barracks
C	Build Siege Factory
D	Build Dock
E	Build House
F	Build Tank Factory
J	Build Granary/Farms
N	Build Settlement
O	Build Fortress
Q	Build Airport
R	Build Cyber Factory
S	Build Stable
T	Build Tower
U	Build University
V	Build Naval Yard
W	Build Wall
X	Build Cyber Lab
Y	Build Temple
Z	Build Hospital

Priests

C	Convert
----------	---------

Hot Keys

Prophets

A	Plague
C	Hurricane
E	Earthquake
F	Firestorm
R	Malaria
V	Volcano

Tempest

A	Anti-Matter Storm
R	Resonator

Hades

E	Teleport
T	Time Warp
V	Nano-Virus

Apollo

C	Ion Pulse
R	Repair
S	Diffraction Shield

Furies

D	Self-Destruct
---	---------------

Empire Earth

Poseidon

C	Assimilate
---	------------

Transports

D	Unload
---	--------

Strategist Heroes

C	Battle Cry
---	------------

Buildings

I	Set Rally Point
---	-----------------

Town Center / Capitol (H)

C	Create Citizen
E	Train Strategist Hero
R	Train Warrior Hero
B	Produce Spotting Balloon
D	Train Canine Scout (Dog)
A	Research Epoch Advance
G	Research Gold Mining Technologies
N	Research Hunting / Foraging Technologies
S	Research Iron Mining Technologies
T	Research Stone Mining Technologies
U	Research Wall and Tower Upgrades
W	Research Wood Cutting Technologies

Archery Range (Ctrl-A)

A	Train Foot Archers
C	Train Chariot and Cavalry Archers
E	Train Ranged Spear Throwers
F	Train Elephant Archer
X	Train Crossbow Man

Barracks (Ctrl-B)

A	Train Ranged Shock (Gun) Units and Sampson
B	Train Grenade Launcher and Bazooka
C	Train Medics
D	Train Elite Guard
E	Train Pierce (Spear) Units and Flame Thrower
F	Train Hand Cannoneer and Mortars
G	Train Machine Gunner
N	Train Barbarian
R	Train Sharp-shooters and Snipers
S	Train Melee Shock (Sword) Units and Stinger Soldier
T	Train Partisan
V	Train Viking
W	Train Rock Thrower

Dock (Ctrl-D)

B	Build Battleships
C	Build Cruisers (Anti-Air)
D	Build Frigates
F	Build Fishing Boats
G	Build Galley/Galleons
T	Build Transports

Stable (Ctrl-S)

C	Train Shock (Melee) Cavalry
E	Train Pierce (Spear) Cavalry
F	Train War Elephant
G	Train Gun Cavalry
S	Train Persian Cavalry

Siege Factory (Ctrl-C)

A	Build Anti-Tank (AT) Guns
B	Build Artillery
C	Build Siege Weapons
E	Build Field Cannon
G	Build Siege Cannon
R	Build Rams
S	Build Field Weapons (pre-gunpowder)
T	Build Siege Towers

Naval Yard (Ctrl-V)

C	Build Aircraft Carriers
G	Build Sea Kings (Anti-Sub)
S	Build Attack Submarines
T	Build Nuclear-Powered Missile Submarines

Tank Factory (Ctrl-F)

F	Build Mobile AA Units
S	Build Armor-Piercing (AP) Tanks
T	Build High-Explosive (HE) Tanks

Hot Keys

Airport (Ctrl-Q)

V	Set Atomic Bomber Rally Point
X	Set Bomber / Helicopter Rally Point
Z	Set Fighter Rally Point
A	Build Atomic Bombers
B	Build Bomber s
C	Build Anti-Tank (AT) Helicopters
E	Build Gunship Helicopters
F	Build Fighter/Bombers
G	Build Sea Kings (Anti-Sub)
R	Build Transport Helicopters
S	Build Fighters
T	Build Anti-Tank (AT) Airplanes

Aircraft Carrier (Ctrl-Q)

F	Build Fighter/Bombers
---	-----------------------

Cyber Factory (Ctrl-R)

A	Build Ares Cybers
C	Build Pandora Cybers
R	Build Hyperion Cybers
T	Build Minotaur Cybers
Z	Build Zeus Cyber

Cyber Lab (Ctrl-X)

A	Build Apollo Cyber
D	Build Hades Cyber
E	Build Poseidon Cyber
F	Build Furies Cyber
134 T	Build Tempest Cyber

Empire Earth

Temple (Ctrl-Y)

E	Train Priest
R	Train Prophet
A	Research Techs to Increase Temple Range
B	Research Tech to Allow Conversion of Buildings
C	Research Tech to Allow Conversion of Priests
D	Research Techs to Increase Prophet Speed
F	Research Techs to Increase Priest Hit Points
M	Research Tech to Increase Priest Recharge Rate
N	Research Techs to Increase Prophet Range
P	Research Techs to Increase Prophet Hit Points
S	Research Techs to Increase Priest Speed
T	Research Techs to Increase Priest Range

University

B	Research Techs to Increase Building Line of Sight
F	Research Techs to Increase Building Hit Points
R	Research Techs to Increase University Range
S	Research Techs to Increase Rate of Repair at Dock
T	Research Tech to Decrease Cost of Tributes

Hospital

A	Research Techs to Increase Citizen Attack and Hit Points
C	Research Techs to Increase Your Pop Cap
R	Research Techs to Increase Hospital Healing Rate
S	Research Techs to Increase Citizen Speed

Granary

F Research Techs to Increase Farming Rate

R Replant Farms

Wall

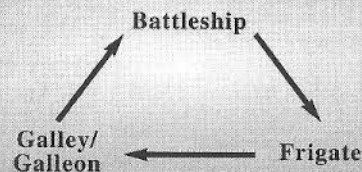
G Make Gate

APPENDIX B

UNIT RELATIONSHIPS

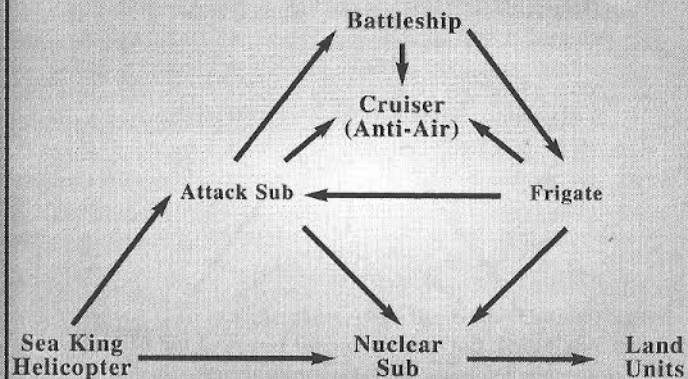
STONE - INDUSTRIAL AGE

NOTE: All Land, Sea, and Air relationships are based on unit cost. The cost, not the number, of the units must be equal for the relationships to hold.



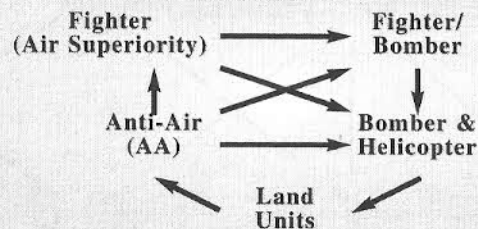
ATOMIC - NANO AGE

SEA

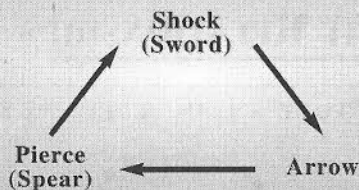


ATOMIC - NANO AGE

AIR

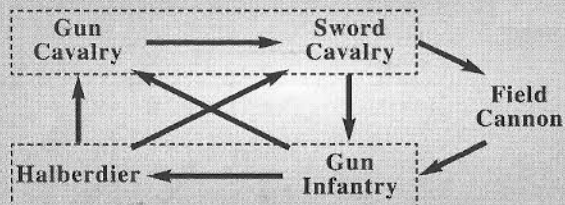


PREHISTORIC - MIDDLE AGES

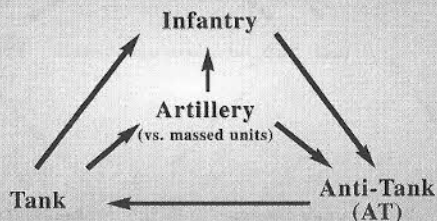


NOTE: See the Technology Tree Foldout for additional information on each type of unit in Empire Earth.

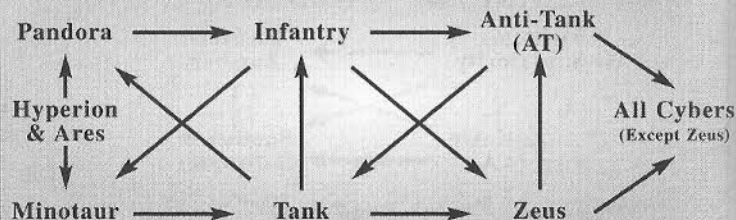
RENAISSANCE - INDUSTRIAL AGE



ATOMIC AGE (WWI - MODERN)



DIGITAL - NANO AGES



LAND

EMPIRE EARTH
CREDITS**Stainless Steel Studios, Inc.****Programmers**

Scott Marison - Lead
 Chad Dawson
 Dan Higgins
 Keith Patella
 Bob Scott
 Greg Seegert
 Shawn Shoemaker
 Brian Stephens
 Michael Tatro
 Charlie Cleveland
 Dan Johnson

Artists

Steve Ashley - Lead
 Josh Buck
 Jeff Carroll
 Jason Childress
 Eric Dannerhoj
 Cory Strader
 Ben Smith

Game Design

Rick "Mr. Grinch" Goodman
 Jon "Blood Donor" Alenson

Multiplayer Game Design

Richard "Methos" Bishop - Lead
 Mike "YoungGunZ" Enchino
 Damon "Stratus" Gauthier
 Ryan "Age of Egos" Geiler
 Nate "REDLINE" Jacques
 Sunny "Crexix" Sihota
 Ben "Ranger" Wilson

Single Player Game Design

Christopher "Eggman" Theriault - Lead
 Gordon "The Old Campaigner" Farrell
 Jason "The Rasher" Dillman
 Tim "Yogurt" Mitchell
 Ben Schneider
 GJ Snyder III
 Stephen "Lobby" Ryan

Producer

James Hsieh

Sound Designer

Scott Haraldsen

Documentation Specialist

Stefan B. Arnold

Director of Recruiting and Operations

Dara-Lynn C. Pelechatz

Credits

Operations

Brian Zuzelo
Katherine Kelly

Music

Steve Maitland
Ed Lima

Voice Actors

Nikolle Doolan
David J. Fielding
Jeremy Gottlieb
Ken Letendre
Frank Mitchell
Doug Weeks

Multiplayer Strike Team

Rich "Mrfixit" Andrews
Esben "Blackgrail" Johannsen
Willy "Willy" Annand
Jacob "High" Lendeldt
Tim "Grand Pooba" Campbell
James "Thump" Mecham
Teresa "Dana Ri" Cardwell
Alan "Vasago" Michaud
Che "Poisonberry" Chang
Sean "Zip" Morris
Paul "187" Clayton
Brian "Kleitius" Noonan
Mathieu "Lightning_CN"
Couillard
Robert Geoff "Malachi" Price
Keith "Iketh" Downes
Mike "FalofRome" Rudolph
Jon "Jonny Quest" Ebbert
Yalina "Anne" See
Daniel "Major Eloff" Eloff

Greg "Shaf" Shaffer
Gaspard "Elfanor" Gilot
Randy "Stalin" Solberg
Magnus H."Loko" Haslebo
Andrew "Kaban" Temlyakov
Kevin "Dhamon" Hoeschele
Jeff "Gutter Rat" Wehnes
Eric "VG Messiah" Holmberg-Weidler
Lila "Theta" Yee
Kristine "Nanogirl" Ishii
Miguel "Maynard" Bombach
Chris "Janman" Janson
Dustyn Brown
Ronnie "Jinx" Jenkins
Andrew "Frustration" Chen

Web Master

David Head

Morale Committee Chair-dog

Renko

Sierra Studios

Product Development

Richard Robinson - Executive Producer
Ross Perez - Producer, Sierra.com
Ron Daniels - Associate Producer, Sierra.com
Mike Nicolino - Engineering Manager, Sierra.com
Bill Dewey - Technical Engineer, Sierra.com

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Genevieve Ostergard - Director
Adam Kahn - Manager
Annie Eckles - Associate Manager
Stephane Vallet - International Public Relations

Marketing

Craig Davidson - Director of Marketing
Charles Grover Holtzclaw - Brand Manager
Adam Fossa - Associate Brand Manager
Cedric Marechal - International Brand Marketing
Claudia Kuehl - International Brand Marketing

Quality Assurance

Cambridge

Dave "WIGGLER" Collins - Lead Tester
Austin "WAAAAGH!!!" Habershaw - Tester
David "Stinkubus" Fielding - Lead Tester
Eric "Capt. Nipples" Krasnauskas - Tester
Tom "Player" Murray - Asst. Lead Tester
Blaine "Schism" Loder - Tester
Danah "Phoenix" Alexander - Tester
Dan "Valence" McClure - Tester
John "JoD" Cataldo - Tester
John "Jatrix" Shubert - Tester

Empire Earth

Bellevue

Gary "Koros" Stevens - Director
Ken "Sunshine" Eaton - Tester
Chad "Omega Red" Martin - Lead Tester
Jason "ButterTaco" Furler - Tester
Jim "Shadow Fu" Gentle - Senior Tester
Darren "DarrenTheCruel" Park - Tester
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Empire Earth

MARK CHURMS



Very special thanks to Mark Churms for the use of his stunning Alexander figure, featured on the Empire Earth box (from "Alexander at Issus, 333 BC"). Mark also contributed artwork for this manual, Empire Earth Calendar, and the official web site (EmpireEarth.com). Over the last decade, Mark has created numerous dramatic oil paintings of military history, from ancient times to the present day. Originally from Great Britain, and now residing in USA, Mark has risen to the top of his profession as a Military Artist.

Many history artists paint a limited range of subject matter, but Mark Churms has lent his brush to a huge diversity of historical subject matter. His artistic skill and attention to historical detail has earned him admiration, acclaim, and a huge following of military collectors.

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Mark Churms' amazing art graces the walls of countless museums and historic locations, and is also available for your home or office. Imagine the conversations, interest, and admiration that his art will inspire...

For more information, visit the artist's official website at:
www.markchurms.com.

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