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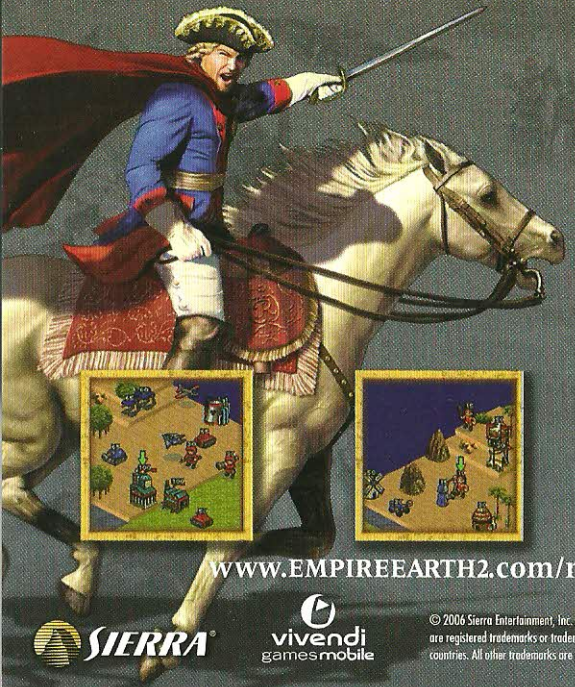

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USER'S GUIDE

EMPIRE EARTH II

PLATINUM EDITION

PC CD-ROM SOFTWARE

SIERRA

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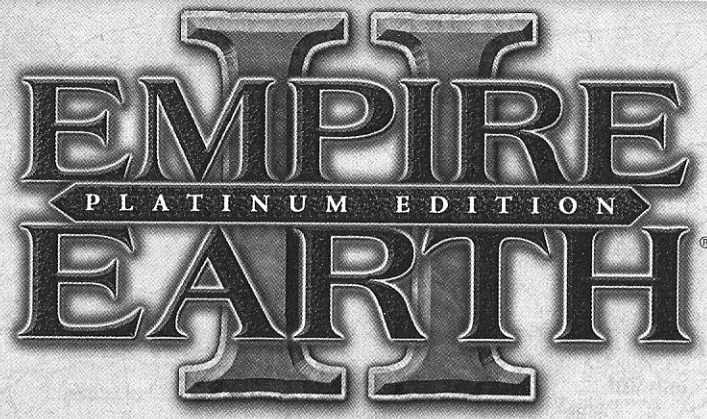

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I. Getting Started

Welcome to the Platinum Edition of **Empire Earth II**. The Platinum Edition combines the award-winning original **Empire Earth II** with the expansion, **Empire Earth II: The Art of Supremacy**. This manual covers the original game as well as the expansion pack, giving you all the information you need to start your conquest through time.

Items marked with **The Art of Supremacy** logo are features that only appear in the game's expansion. To take advantage of these features, make sure to install **The Art of Supremacy** expansion and get the full **EE II** experience!

Installation

To install **Empire Earth II**, place the CD-ROM into your CD-ROM drive. The auto-install should start automatically. If it doesn't for some reason, access **"My Computer"** *(by either double-clicking on the **My Computer** icon on your desktop or by going to **Start > My Computer** if you have **Windows® XP**)* and double-click on the icon that represents your CD-ROM drive. Double-click on **Setup.exe**, and the auto-install will start.

After the auto-install starts, follow the directions on the screen to install **Empire Earth II**.

After installation, launch the game. If it's your first time playing **EEII,** you'll be prompted to choose your skill level as an **RTS player.** The skill level you select determines overall game difficulty. You can also change these settings manually at any point before a game is started. Once you've made your selection, you'll be presented with the **Main Screen,** where you can choose what type of game you'd like to play, view a recording of a game, adjust your game settings and access the **Empire Earth Encyclopedia**. You can also view the credits for the game and access the game's map editor from the **Main Screen.**

After the auto-install starts, follow the directions on the screen to install **Empire Earth II.** Once installation is complete, begin the installation of **Empire Earth II: The Art of Supremacy.** As with **Empire Earth II,** once the auto install starts, follow the onscreen directions to install the game.

Before you can start playing **Empire Earth II**, you must first decide which type of game you'd like to play.

Game Types

There are two types of games in **Empire Earth II**: single-player and multiplayer.

Single-Player – The single-player game is made up of a short **Tutorial Campaign,** three **Campaigns** and the **Turning Points Collection.** In the **Campaigns,** you'll

play through some of the most exciting historical events of **Korea, Germany** and the **U.S.** In the **Turning Points Collection,** you'll have the opportunity to fight two of the most famous battles in history: the invasion of **Normandy** during **World War II** and the **Battle of the Three Kingdoms** in **China,** circa 230 – 480 AD.

From the **Single-Player Screen** you can also play **Skirmish** games against the computer, **Saved Games** and custom-made **Scenarios.**

Multiplayer – You can play multiplayer games over the Internet through **Gamespy.com** or through a **LAN** connection. In multiplayer games, you can play with or against up to nine other players. You can join a game created by someone else or host your own game. If you do choose to host your own game, you will have a wide range of choices to make, including the game type, gameplay settings, map type, and environment options. The types of games are:

Conquest – In a **conquest** game, you seek to completely destroy your enemies. To eliminate a player by **conquest**, you must destroy all his military units and all buildings capable of producing units. Teams can play **conquest.**

Crowns – Number. To win a **Crowns** game, you must win a certain number of crowns, specified by the host of the game.

Crowns – Time of Possession. The host specifies the amount of time in minutes that a player must have spent in possession of any combination of crowns in order to be declared the winner.

Territory Control – You must control a percentage of territories to win a territories game. The host decides how many territories are needed to win.

King of the Hill – At the beginning of a **King of the Hill** game, a neutral territory occupies the center of the map. The first player to capture and hold the **King of the Hill** structure in the neutral territory for a specified amount of time wins.

Capitols – In a **Capitols** game, your first **City Center** is your **Capitol** and cannot be destroyed; it can only be captured. If your **City Center** is captured, you have a host-configurable amount of time to reclaim it, or you are out of the game. You can continue to follow the action as an observer, but you cannot talk to other players still in the game.

Allied Capitols – Allied Capitols is just like **Capitols,** except you play on teams. As in **Capitols**, if your first **City Center** is captured and out of your control for that configurable period, you are out of the game. If, however, your teammate re-captures your **City Center,** control of the **Capitol** reverts to you, and you are back in action.

Regicide – Your duty in **Regicide** is to protect your king at all costs.

If your king is killed, you are out of the game. Team play is available in **Regicide.**

Hot Spots – In **Hot Spots,** the game host selects a number of locations on the map considered to be vital. When the game begins, the first hot spot is visible, and all players vie to capture it by building a **Fortress** upon it. Once a spot is captured, the next one is revealed. The person with the most hot spots at the end of the game wins. **Hot spots** can be played in teams.

Territory Hotspots – In this version of **Hotspots**, multiple territories will become hotspot areas and must be claimed. The player or team who can hold the majority of the hotspots for the duration of the timer will win the game.

Sole Survivor mode is an option available for three of the game types: **Conquest, Regicide** and **Capitols**. In this mode, there can be only one winner. Teams may be established during game setup and alliances may be entered into during the game, but when there is only one team remaining, all alliances are automatically broken. When a game is created with locked teams, all players on the same team contribute to satisfying the victory condition. Once this victory condition is met, all players on the team are declared winners and the game ends. So if 9 territories must be controlled for victory, and 3 players on a team together control 9 territories, they win. If a game is created with unlocked teams, alliances may still be entered into during the course of the game, but only one player may satisfy the victory conditions and win.

Tug of War – In a **Tug of War** match, players will fight across a string of maps that are hooked together. Units are persistent and carry over from map to map, and all buildings constructed will remain until destroyed. Each player (or team) has a base at either end of the map chain. The goal of **Tug of War** is to battle across the map chain to your opponent's home base and crush it. Destroying your enemy at their base will win the game, but players gain stronger defenses on each map as they are pushed backwards to their base. After each map, players will have a chance to recruit reinforcements to bolster their armies and continue the fight.

When you join a multiplayer game, you'll get to choose which civilization you'd like to lead. To help you decide, more information on each of the civilizations is presented later in this manual.

SETTING UP A GAME *(Multiplayer or Skirmish)*

Before you can start your own **Single-Player** or **Multiplayer** game, you must set parameters of the game. You will be able to select the civilization you would like to be, and what epoch you will be starting in, and you will be able to set the computer's skill level. You can also choose the number of citizens that all players will start with.

When a game is created, teams may be locked or unlocked. If teams are locked, then all players on the same team contribute to satisfy the victory condition. If unlocked, alliances may be changed during the course of the game, but only one player can be declared the winner.

Population capacity can be set in one of two ways. One way is to assign all players a fixed population limit that they cannot exceed. The other way is to use a global population capacity, which is divided evenly between all the players at the start of the game. This can be set using the **Population Redistribution** option in the **Advanced** tab. When players are eliminated, their population will be redistributed among the remaining players in the game.

When a player exits a multiplayer game, the **On Player Exit** selection determines what happens to his remaining units on the map. The options include having a fully functioning **AI** take over, having a purely defensive **AI** take over, or removing all the player's units and buildings from the world.

The game options are organized into four tabs: **GAME, ADVANCED, MAP** and **ENVIRONMENT**.

The **GAME** tab contains options for game pace, epoch range, starting resources, locking teams, enabling cooperative teams, maximum population capacity per city and whether or not there is an initial ceasefire. If a ceasefire is selected, no one can attack for the duration specified.

The **ADVANCED** tab contains options for game speed, enabling cheats, locking handicaps, enabling unbreakable treaties, city center population capacity, team placement and the state of the **shroud** and **fog of war** at the start of the game.

The **MAP** tab contains options related to the physical size of the map, its geography, climate, elevation, forestation, resource distribution and how many rivers (if any) are present on the map. There is also an option for loading custom maps.

In *Art of Supremacy*, players can also choose to have **Assymetrical Resources** as a resource option. This causes resources to be scattered anywhere on the map, forcing players to go out and hunt for supplies.

The **ENVIRONMENT** tab contains options for the cycling of the seasons, setting the duration in minutes of the season *(if seasons are enabled)*, the starting season, the time of day *(this determines the lighting used on the map)* and whether wind and weather are present on the map.

QUICK START *(Multiplayer or Skirmish)*

Quick Start is a game setup variant that allows players to begin the game with more units, buildings, and technologies than the normal default mode. To enable this option in a **Multiplayer game**, the host checks the box labeled **'Quick Start'** located in **Game Settings**. **Quick Start** is also available in **Single-Player Skirmish** mode. Once **Quick Start** is enabled, a drop-down list box becomes active with the following options: **Small, Medium** and **Large.** Each size level determines the number of troops and buildings that the player starts the game with.

When **Quick Start** is enabled, a **'Choose Forces'** button appears in the lower-right corner of the screen. Pressing this button brings up a panel with the options for choosing starting forces. There are four **Empire Types** to choose from: **Balanced, Military, Imperial** and **Economic**. Each one features a different make-up of starting troops and buildings geared towards that style of play.

Once an **Empire Type** is selected, the starting forces can be further refined to suit the player's style by selecting from the following options: **Standard, Aggressive** and **Defensive**. Each of these choices feature the icons and numbers of all the troops and buildings associated with that selection. The player can mouse over the individual icons and get a concise tool tip showing the unit type and quantity.

The **Choose Forces** button remains accessible until the player clicks **'Ready'** or **'Launch.'**

Players have the option to create their own **Custom Starting Force** for use in **Quick Start**. By using the allotted points, players can combine land, sea and air units along with buildings to build their own unique attack force.

Game Settings

Use the **Game Settings** to determine how **Empire Earth II** will look, sound and react. In the audio settings, you can decide whether or not you want to listen to the music and ambient sounds and also set the volume. Use the video options to set your screen resolution and determine how detailed the game graphics will be. The game settings allow you to set your scroll speed and your mouse-clicking speed, along with how frequently the game will auto-save. Here, you can also choose what type of **tool tips**, if any, you'd like to see. **Verbose Tool Tips** tell you everything you need to know about an object when you place your cursor over it. **Condensed Tool Tips** just show the basics when you place your cursor over an object. There are several other user interface options available in **Game Settings** as well. You can access the game settings from the **Game Screen** when you start the game or by clicking the **Game Settings** button on the right side of the **Main Screen** at any time during the game.

Game Interface

Player Info Display
Shows your player name, civilization and current Epoch.

Control Groups
Assign any combinations of units into numbered groups.

Scenario Information
Statistics window for Territory Control or Initial Cease Fire games.

Mini Map
Representation of the entire game map.

Toggle War Plan
War plan overlay on or off.

Territories
View or hide territory boundaries.

Coordinated Attack
Allows you to issue commands to multiple groups and then have them all execute orders simultaneously.

Idle Citizen
Reveal citizens not assigned to a task.

Flare
Create a marker to note an important area on the map.

Technology Tree
Reveal technologies available for research.

Diplomacy
Propose or review alliances and declare war.

War Plans
Create, send or review plans of attack.

Citizen Manager
Click the button to open the full-screen Citizen Manager, which can be used to control all your worker units at once.

Regional Power
Activates your special power

Crown Display
Monitor progress in each Crown area.

Actions Panel
Displays available actions for the selected unit.

Game Options Button
Opens the game settings screen.

Pause

Chat
Opens the text chat window.

Empire Earth II Encyclopedia
Opens the in-game help glossary.

Scenario Objectives
Recalls list of objectives in scenario games.

Crown Icon
Appears when a player has earned a crown. When you've earned a crown, a flashing icon appears. Click on it to choose your crown power. A meter in player color will indicate the time remaining.

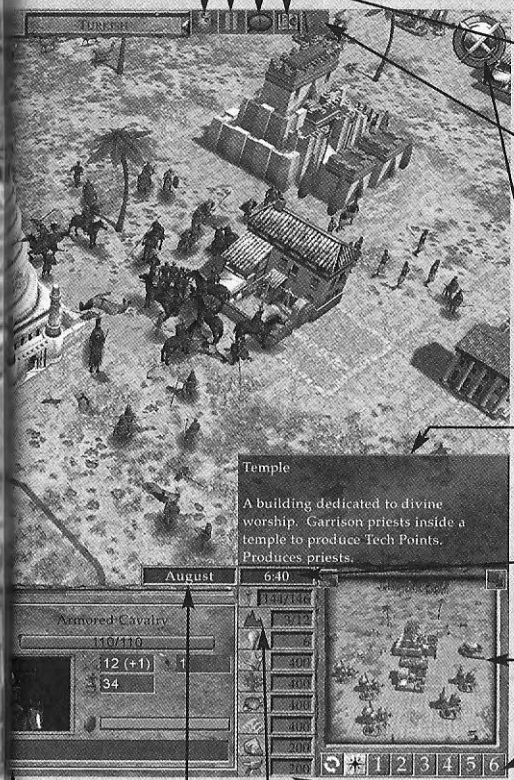
Verbose Tool Tips
Explanations of game objects will appear here when selected by the mouse. Turn off verbose tool tips in Game Settings.

Game Clock
Time elapsed during current game.

Picture-in-Picture
Your second window into the game world.

PIP View Hot Keys
Use the hot keys to anchor the PIP camera to a unit, control group or point on the map.

Resource Meter
Displays quantity of resources collected. Citizens may be assigned to or removed from a particular resource pile with left or right mouse clicks.



Calendar
Track the changing seasons by the changing months.

Information Panel
Show attributes of selected game objects.

Territory Indicator
Amount of territories in your empire.

Empire Earth® II Platinum Edition

Interface

Everything you need to know, see and do is a mouse click or two away in **Empire Earth II**. The buttons and tools on the **Main Screen** give you full control over everything in the game. Here is what you'll find on the **main screen**:

- **Picture-in-Picture** – The **Picture-in-Picture** *(PIP)* window is a second window into your game world. Most of the things you can do in the main 3-D view can also be done in the **PIP**.

- **War Plans** – Clicking on the **War Plans** button brings you to the **War Plans** section of the **Full Map Screen**, where you can create, send and review plans of attack with your allies.

- **Citizen Manager** – Clicking on the **Citizen Manager** button brings you to the **Citizen Manager** section of the **Full Map Screen,** where you can assign citizens to gather resources, help build or repair your buildings, create new **Farms, Oil Derricks** or **Uranium Mines** and review your current resource amounts.

- **Player Info Display** – In the **Player Info Display,** you'll see your name, your civilization and your current **Epoch**. When you have researched enough technologies *(6)* to advance to the next **Epoch**, the **Epoch** display becomes a button. Once you have enough technology points to advance to the next **Epoch**, the button will flash. Click it to advance to the next **Epoch**.

- **Control Groups Area** – You can assign any combination of units to a **Control Group**, which you can easily select later. To access the **Control Groups** area, click the **Fly-out** button to the left of the **Player Info** display.

- **Game Options** – Click the right **Fly-out** button to access the **Game**

Options button. Hitting the **ESC** key will also bring this panel up. The right **Fly-out** button also accesses **Chat** and the **Empire Earth Encyclopedia**, as well as the **Scenario Objectives** button if you are playing a scenario:

- **Chat** – The **Chat** button opens a window that allows you to send messages to others playing the game.

- **Empire Earth Encyclopedia** – Click the **Empire Earth Encyclopedia** button to access complete information on all the features of the game.

- **Scenario Objectives** – Clicking on the **Scenario Objectives** button brings you to the **Scenario Objectives** section of the **Full Map Screen**. Here you can review the current set of objectives for the scenario, including **Primary Objectives, Secondary Objectives** and **Lose Conditions.** When appropriate, color-coded flags corresponding to the objective are placed on the map. Mouse over a flag or an objective name to receive more information about the objective. There is also an **Information** button which will give you a briefing for the scenario, hints and historical background.

- **Technology Tree** – Click the **Technology Tree** button to see which technologies you can research. Mouse over each **technology** for a description. Click on a **technology** to research it.

- **Diplomacy** – Click the **Diplomacy** button to propose and review alliances, declare war or neutrality and tribute resources, units and territories.

- **Crown Display** – The **Crown Display** button shows the progress you are making in each of the **crown** areas. Mouse over the information for a particular **crown** to see current rankings for all players competing for that **crown.** Players are listed from top to bottom based on their qualification to win the **crown** and score. Only your score is visible by default, but you can use your **spy** to gather intelligence at another player's **city center**, which will make their crown score visible for a period of time. When a player has won a **crown,** the **crown** appears in the upper-right corner of the screen. If you win a **crown,** click on the **crown** icon to select your **crown** power. If you mouse over a crown icon, you can see who owns it and how much time remains.

- **Regional Power** – This button activates the timed **Regional Power** that your civilization can access *(see **VIII. Regional Powers** below)*.

- **Game Clock** – Displays the time elapsed since the start of the game.

- **Game Calendar** – Displays the current game month.

- **Verbose Tool Tips** – **Verbose Tool Tips** are displayed above the **Picture-in-Picture** screen. You can turn these on or off through the **Game Settings**.

- **Mini-Map Buttons** – There are several buttons on the **Mini-Map** to help you manage your world.

  Flare – To set a **flare** *(which can be helpful to communicate locations during multiplayer games)*, click the **Flare** button, then click a location either on the **Mini-Map** or on the **Main Screen.**

  Idle Citizen – Click the **Idle Citizen** button to select an **idle citizen** and assign the lay-about to a task. If you have more than one **idle citizen**, click the **Idle Citizen** button again to select another one.

  Coordinated Attack – Allows you to issue commands to multiple groups and then have them all execute orders simultaneously.

  Territories – Click the **Territories** button to view or hide the **territory boundaries** on the **Mini-Map.**

  Toggle Current War Plan – Allows you to view the most recent war plan sent to you on the **Mini-Map.**

Between campaign missions in *Art of Supremacy*, you will have the opportunity to enlist reinforcements for the next battle via the **Reinforcements Screen**. For each secondary objective you complete on a map, you will be able to gain more reinforcements for the next mission.

Unit and Building Interface

When you select one or more units or buildings, the interface splits into an **actions panel** *(on the left)* and an **information panel** *(on the right)*.

If you have a **single unit** or **building** selected, the **information panel** will show extended information for that unit, including name, health, attack damage, attack range, current conversion/capture loyalty, status from game powers and effects, and additional information depending on the type of unit or building.

If you have **multiple units** or **buildings** selected, the **information panel** will display a **single icon** for each type of **unit** or **building,** with a number indicating the number of that type selected and a red triangle with a number indicating how many are below a certain health threshold. You can select all **units** of a given type by **left-clicking** on its **icon** or deselect by **right-clicking**; clicking on the red triangle will only act on the damaged units. You can also **ALT+left-click** only the red triangle to select on the healthy units. You can also **SHIFT+left-click** to select multiple **types of units** in this manner.

If you have **selected** your own **unit** or **building**, the **actions panel** will display a set of buttons representing the set of available actions for that **unit.** If you have multiple **units** or **buildings selected**, the actions panel will only display buttons for the **active**

unit type in the **selection**. The **active unit type** has a **blue border** around its **icon** in the **information panel**, and you can change which **icon** is active using the **left** and **right bracket keys** ([,]).

Some of the **action buttons** will instantly give orders to the **selected units** when you **click** on them *(for example, Stop, Explore, Search and Destroy)*. Others will require additional input from the user, typically by **clicking** one or more times in the **game world** *(for example Move, Attack, Gather Resource)*.

When you select a **citizen**, you will see two buttons, **Civilian Structures** and **Military Structures**, which indicate the types of **buildings** your citizen can construct. Select one of these types, then select the specific building you'd like your citizen to construct. Move the cursor to the **Main Screen** to place the building. If a **green outline** of the building appears, you've selected a valid location. If a **yellow outline** appears, this area is not on a player-owned or allied territory, and it will take longer to build. If a **red outline** appears, you cannot place the building in that location and will have to keep looking.

You can also **select** another player's **unit** or **building.** When you do, you'll see who owns the **unit** or **building** and your diplomatic status towards the player.

Your World

When you begin a game of **Empire Earth II**, only a small portion of the world is visible to you. As you explore your surroundings, more and more of the world is revealed. You can see where you are generally, along with the land you have already explored, in the **Mini-Map** located in the bottom left of the screen. The portion of the world you can see is in your **line of sight**. Areas that you haven't explored are hidden by the **black shroud**. If you've explored an area but don't currently have **line of sight** there, the area is clouded by **the fog of war.**

Your Views

You have several different ways of keeping track of the world around you. The **Main Screen** displays your current view, and you can **select units** and **issue orders** from this screen. As mentioned above, the **Mini-Map** shows you where you have been and indicates where your units, buildings and resources are. You can also view the world via the **Full-Screen Map.** Access the **Full-Screen Map** by pressing **Tab**. From the **Full-Screen Map,** you can manage your citizens and make war plans.

To move the **Main Screen,** you can use the **arrow keys** or move the mouse off the edge of the screen. You can **zoom** the camera in and out using the **Page-Up/Page-Down keys** *(or using the mouse wheel if you have a wheeled mouse)*.

The **Picture-in-Picture** window is another fully functional window into the game. You can **left-click** or **drag** to **select units** and **give** them **orders** by **right-clicking** on **targets**, just as you can in the **main screen**. You can also select units in the **main**

screen and order them to the **PIP** location by **right-clicking** in the window. To adjust your view in the **Picture-in-Picture** window, mouse over the **PIP** and use the **arrow keys, Page-Up/Page-Down keys,** and **mouse wheel** just as you would in the **Main Screen.** If you do not have any units selected, you can also **right-click** and **drag on the terrain** in the **PIP** to move the camera around.

You can set up to six **bookmarked locations** or **units** in the **PIP,** so that you can easily keep track of **multiple units** or **points of interest.** To **bookmark** a location, set the **Main Screen** to that location and then **click** the **bookmark** button. To **bookmark** a **unit** or **building,** select the unit or building you wish to **bookmark** and **click** the **bookmark** button. To **view** a **bookmark** once it has been set, **click** the **bookmark** button again. To **clear** a **bookmark**, **right-click** on the **bookmark** button. You can cycle through your current **bookmarks** by clicking the **Cycle Bookmarks** button. There is also a **Flare bookmark** button, which will show the most recent **Flare** location.

To **copy** the **PIP view** to the **Main Screen**, click the **Copy PIP to Main Screen** button in the upper-left of the **PIP** window. To **swap** the **PIP** and **Main Screens,** click the **Swap Views** button in the upper-right of the **PIP** window.

II. Basic Concepts

There are a few basic concepts in **Empire Earth II** to employ in your strategy for world domination.

Epochs

As time passes, civilizations become more advanced. **Epochs** represent the changes in civilization over time. As you advance through the **epochs**, new and improved **buildings** and **units** become available to you.

To **advance** to a **new epoch**, you must first research technologies in the **Tech Tree.** When you have researched **6 technologies** and have the necessary **technology points,** you can advance to the next **epoch** by clicking the **Epoch** button.

You can choose, however, to remain in your current **epoch** to continue **researching technologies.** The more you research a certain **technology** area, the more **advanced** your **units** and **buildings** will become in the area. These special skills could come in handy down the road.

In fact, one of your most important strategic decisions will be when to advance **epochs.** Later **epochs** by definition grant you **better units** and **buildings,** but remaining in an earlier **epoch** longer to **research** additional **technologies** may ultimately give you an advantage over your enemies.

Cities and City Centers

The **City Center** is the **primary building** in your empire. It produces **Citizens** and is required to own a **territory. City Centers** are powerful and grant benefits to all units that lie within its range, also called your **city limits.**

To build a **City Center,** you must first have enough resources to build it. When you do, you can instruct your **citizen(s)** to construct the **City Center.** Once the **City Center** is constructed, you can view the territory within your **city limits** by moving your cursor over the **City Center.** You'll also see your **city limits** any time you build another **building** within its boundaries.

A Territory can only support one City Center at a time.

Mobile units heal when inside the **city limits** of your own **City Centers,** as well as those owned by your allies.

As you advance through the **epochs, city limits** become larger. You'll notice an increase in size in **Epochs 4, 7, 10** and **13.**

Citizens

Your **citizens** keep your civilization going. They collect **resources** and build and repair structures. **Citizens** are needed to help create and maintain your empire!

To **create** a **new citizen**, you must first construct a **City Center.** Once construction is complete, you can create a **new citizen** when you have the resources to do so by selecting the **City Center** and clicking the **Unit Construction** button.

One of the **citizens'** most important roles is **gathering resources**. These **resources** are used in the **construction** of **buildings** and the **creation** of **new units. Resources** fuel every civilization.

You can also use **citizens** to **garrison** certain **buildings**, making those buildings more efficient. Buildings that can be **garrisoned** include **Universities, Fortresses, Warehouses, Oil Derricks, Uranium Mines, City Centers** and **Towers. Temples** can also be garrisoned, but only by priests.

Crowns

Crowns measure your skills as a ruler. There are three **crowns**: **Military, Economic** and **Imperial.** If you are the best in one of these categories, you earn that **crown,** which gives you certain benefits. The first step to **winning** any **crown** is to **research** thoroughly the **technology** of the corresponding **crown** area. You must **research** all four **technologies** in the appropriate branch to earn a crown.

Military Crown – There are other factors that determine your **crown** score. For the **Military Crown,** the more enemies you kill and buildings you destroy or capture, the higher your **Military Crown** ranking will be. Your ranking also increases for every **military technology** you research and every **military building, military unit** and **wonder** you own.

Economic Crown – Your **Economic Crown** score will increase when you research **economic technologies, own economic buildings and wonders, operate trade routes, gather resources** and **foster trade.**

Imperial Crown – Your **Imperial Crown** score is based on how many **imperial technologies** you've researched and the number of **territories, roads, bridges, wonders, priests, spies** and **medics** you control. Your ranking also increases based on your current population level, the amount of resources you've captured and the number of **enemy units** you've converted.

If you earn a **crown,** you will have a choice of a special benefit. These benefits last for only a certain amount of time, so choose wisely and act quickly.

Technology

Civilizations grow more advanced through technology. The **technologies** you can **research** are displayed on the **Technology Tree.**

To obtain a new **technology,** you must acquire **technology points.** There are several ways to earn **technology points. Garrisoned priests** can earn them at **Temples,** and **garrisoned citizens** can accumulate them at **Universities.** You also earn **technology points** when you claim a **territory,** capture a **Temple** or **University** and occasionally when a **trade cart** visits **foreign Markets.** Once you have accumulated enough **technology points,** you can discover a **new technology.**

When you select the **Tech Tree** button, the bottom portion of the screen changes to reveal the types of technology you can research. Hold the cursor over a technology to view its description.

Population Capacity

The land can only support a limited number of **units.** This number is called the **population capacity.** Most **units** only contribute one point to the total number of **population capacity** points allowed, but some **larger units,** such as **mounted units,** contribute more. When you are creating **units,** you must carefully consider how to balance your military and non-military units.

You can increase your **population capacity** by **acquiring** new **territories** and **building** additional **City Centers** and by building **Houses.**

Resources

Before **buildings** can be **constructed** and **units created,** resources must be gathered. The four main resources are **food, wood, stone** and **gold.** There are also **special resources: tin** in **Epochs 1** through **6**, **iron** in **Epochs 4** through **9**, **saltpeter** in **Epochs 7** through **12**, **oil** in **Epochs 10** through **15** and **uranium** in **Epochs 13** through **15.**

To **collect** a **resource,** you must first find it. Once you've discovered a **resource,** you can instruct a **citizen** to begin gathering it by **selecting** the **citizen** and **clicking** on the **resource.** The **citizen** will continue to **gather** the **resource** until you tell him to stop. The exceptions are **oil** and **uranium.** To coax **oil** from the ground, **build** an **oil rig** over the **oil** and **garrison** the **rig.** Harvesting **uranium** is similar: **build** a **mine** over the **uranium** and **garrison** it to extract **uranium.**

Territories

The world is divided into **territories.** You can tell who owns each **territory** by the **color** of the **border.** A **solid border** means that the territory belongs to a player. A **dotted line** means that there is no **City Center** on the **territory,** so its ownership is in dispute. When a territory is in dispute, the owner gains no benefit from any houses he's constructed in the territory. This includes all population morale, fervor and resource drop-off bonuses. A **gray border** indicates an **unclaimed territory.**

To claim a **territory,** you must build a **City Center** in it, provided that this **territory** is adjacent to one you already own. If you want to claim a **territory** that does not border your own, you must build a **City Center** and a **Fortress** to protect it. There can only be one **City Center,** one **Temple,** one **Market,** one **University** and up to **six houses** on any single **territory** at a time. As well, you are limited as to the number of **Outposts, Fortresses, Anti-Aircraft Guns** and **Coastal Defenses** you construct in each **territory.** Your **units** and **buildings** will have an increased attack value when they operate within your **territory borders.**

Building houses in your **territories** grants even more benefits. **Resource gatherers** are more efficient and drop off additional goods. Your **units** *(as well as other friendly units)*, wanting to protect their home turf, inflict more damage on enemies *("Fervor")* and take on less damage themselves *("Morale")*.

You can **conquer** another player's **territory** by capturing his **City Center,** provided that the **territory** is adjacent to yours. If the **territory** is not adjacent to yours, you must capture the **City Center** and **either build or capture** a **Fortress** to take over. You can **construct buildings** on **territories** that are unclaimed or owned by another player, but there is a significant build time increase for doing so – and the **building-type limitations** always apply.

Weather

Weather conditions such as **snow, rain** and **wind** affect **units,** slowing their movement and reducing their range of sight. **Extreme weather** such as **blizzards** and **sandstorms** will increase these penalties. For example, **projectiles** fired upon **airborne targets** during a **sandstorm** may miss.

A wise **commander** will use **Outposts** to predict the **weather.** Use the knowledge of upcoming **weather conditions** to adapt your strategy and force compensation to your advantage.

III. Units

Creating Units

Each **unit** is created at a particular **building.** To create a **unit,** you must first build the appropriate **building.** When you have the necessary **resources,** you can create

the **unit** by selecting the **building** and **clicking** the **Unit Creation** button.

Selecting Units

To select a **unit, left-click** on it in the **main screen** or the **PIP.** You can **select several units** at the same time by **holding down** the **left mouse button** and **dragging** a box around the **units** you wish to select. **Double-left-clicking** on a **unit** will select all **units** of that type. **Hold down ALT** while **left-clicking** to select a formation of **units. Holding down shift** while **using any of these methods of selection** will add the **new units** to the **current selection.**

If you'd like to be able to easily **select** a **particular group** of **units** again, you can assign them to a **control group.** With your **desired units selected**, press the **control key** and select a number, **0-9**, or **select one of the empty slots** in the **control group** area. Then, when you want to **select** these **units** again, simply **press** the **number you've assigned** them to or **click** the **appropriate slot** in the **control group** area.

Upgrading Units

Each **military unit** can be **upgraded** to **veteran** and then to **elite status.** This **upgrade** will increase the **unit's abilities.** The name of the **unit** will change to show the upgrade. In EE II, units and buildings upgrade automatically based on epoch.

Units that perform exceptionally well can become **Heroes**. When either an RPS class or a single unit achieves enough kills, that unit will be promoted to a hero. Heroes have increased damage and hit points and can organize units into armies, giving them damage bonuses as well. A player can only have one hero of each type at any given time, and all heroes are easily recognizable by the H banner that flies over their heads.

Moving Units

To move your **selected units, right-click** on the **location** to which you'd like the **units** to move. This destination can be in the **main screen,** the **PIP** or the **Mini-Map.** You can also instruct them to **move** by **left-clicking** on the **move** button and **then left-clicking** on your **desired destination.**

You can tell a **single unit** or **group of units** to take on a **certain stance,** which **governs** the **unit's** behavior. You can also set the **stance** of all **units** of a **particular type** in the world by **selecting** the **unit** and **holding down** the **ALT key** and **choosing a stance;** this will also change the **stance** for **units** of that **type** which are subsequently produced. The **stances** that units can take are:

Aggressive – Aggressive **units** actively engage **units** within their lines of sight, and they will continue to pursue enemies until one side loses. If your **units** win the battle, they will return to their original position. Units set on aggressive will not return to their original location after they engage the enemy.

Defend – Units will attack any enemy unit that comes into their lines of sight, but they will not actively seek out or pursue enemies. If your **unit** wins the battle, it will move back to its original position.

Hold Position – Units will not move to engage an enemy, but will attack an enemy that enters its range.

Hold Fire – Units will not move or attack.

Cautious – Cautious units flee enemy **units,** avoiding contact at all costs.

You can also issue specific orders to your units. The orders are:

Attack Move – Your **units** will move to the location you specify, engaging enemies in battle along the way.

Explore – Units will explore the land, avoiding enemies.

Search and Destroy – Units will seek out enemies with the sole purpose of fighting them.

Attack – When told to attack, your **units** will engage the enemy, then return to their previous stance when the battle is done.

Attack Group of Units – Similar to Attack, but your selected **units** will distribute the target units they attack among those nearest the one you clicked on.

Attack Preferred Type of Units – Similar to **Attack,** but you specify that you would like the selected **units** to select future **attack targets** of the type you clicked on *(for example, you could use this to specify that you want a group of **Swordsmen** to direct most of their attacks towards **Bow Men**).*

Move – When given a simple move order, **units** move to the desired location, ignoring what their current stance is.

Rally Point – Buildings that create **units** can use this function to set a point where the new units that are produced will go once they are created.

Guard Unit – The **unit** will guard another specified **unit.**

Patrol – Units will follow a patrol path, engaging enemies that come within range.

Stop – Units will stop all movement.

Capture – Infantry units can be ordered to capture a building from the enemy.

Gather Resource – Citizens and **fishing ships** can be ordered to gather a resource.

Build/Repair – Citizens can be ordered to help build or repair one of your buildings.

Attack Ground – Orders the unit to fire its weapon at a specifed ground location.

Build Civilian Structures, Build Military Structures – Use these buttons to order your **citizens** to build a variety of **Civilian** or **Military buildings** and **structures.**

Auto-cast – Units with special powers can be ordered to automatically use them as their **default attack** by **right-clicking** on their special power button.

Coordinated Attack – Coordinated Attack allows you to queue up orders for **multiple units** and then execute them simultaneously. This is particularly useful when coordinating a large attack against an enemy target from different locations. To initiate a **Coordinated Attack**, first press the **apostrophe key.** This displays the **Coordinated Attack** icon in the upper left hand corner of the screen. Then **select** the units you want to participate and give them their **orders.** Only **attack** and **movement orders** are valid. When you are ready to go, press the **apostrophe key.** Now watch as your master plan unfolds.

Unit Types

There are many different **units** in **Empire Earth II**, and each serves its own purpose.

Citizens – Citizens are the "bread and butter" of your civilization, and all of their functions are discussed previously in this manual. They are created at **City Centers.**

Special Units – There are several **units** that serve a special, valuable function in your **civilization.** The **special units** are **priests, spies, scouts, medics** and **HERCs.**

Priests – Priests are created at the **Temple.** These powerful **units** have the ability to convert **enemy units** to your side. When **priests** are at full strength, they can convert an **enemy unit** within their range, but doing so will sap the **priest's**

strength. When the **priest recovers**, he can convert more **enemies**. **Priests** can also bless units within their range, granting these units a bonus.

Spies – Spies are versatile **units** that can provide you with a number of services. **Spies** are also very stealthy and may only be spotted by other **spies** and **outposts.** This applies to all players in the game, including your **allies.**

The services that spies can provide are:

Sabotage – The **spy** shuts down an enemy building.

Restore – A **spy** can also reverse the effects of sabotage on a building.

Toxic Contamination – The **spy** will poison another player's **Warehouse** or **City Center.** While poisoned, units within the city become ill and the goods stored at the **Warehouse** are tainted. When a **city center** or **warehouse** is contaminated, any **citizen** that drops off **resources** there also becomes contaminated. If this happens, the **citizen** takes damage for as long as it is contaminated.

Toxic Cleanup – If one of your **Warehouses** or **City Centers** has been contaminated, your **spy** can clean it up.

Gather Intelligence – To tell a **spy** to gather intelligence, select a **spy** and click the **Gather Intelligence** button. Then, select a neutral or enemy building. The **spy** will gain lines of sight of all buildings of that type. If you select a **City Center,** you'll be able to view all of that player's **crown** information. In addition, each time a **Spy** successfully **Gathers Intelligence**, you will be awarded some of the enemy's **Technology Points.**

Extraction – With **extraction,** you can smuggle your **spies** out of enemy territories.

Spies must be at 100 % power to conduct any of these actions. The ability to utilize some of these abilities must be researched in the Tech Tree.

Scouts – Scouts can be sent out to explore the land, uncovering resources and enemies. They are created at **City Centers.**

Medics – Medics can heal your damaged units on the battlefield. They can only **heal human units** and **units** that have a **visible human crew. Medics** are produced at the **University.**

Repair HERCs – Repair HERCs can fix the complex machinery of other **HERCs. HERCs** are produced at the **HERC Manufacturing Facility.**

Leaders – Leaders are noted dignitaries in your civilization, adept at military, economic or imperial skills. These **leaders** are so important that they should be protected at all costs. You may only have one **leader** at a time. Each **leader** has his or her **own powers,** some of which are **active powers** *(which means that you'll have to tell the leaders to employ them)* and some of which are **passive** *(which means that the power is always in effect)*. Sometimes you are blessed with a leader at the start of a scenario, but generally you have to earn them. When you win a **crown,** you temporarily gain the a **leader** of that type at your starting *(or oldest)* **city center.** If you have no city centers, you do not receive a leader.

Land

Land units are among the first military units that you can create.

Heavy Artillery – Heavy Artillery units inflict heavy damage from great distance. They are effective against **Heavy Infantry** units and **Light Mounted** units, but are vulnerable to **Light Infantry, Heavy Mounted** units and **Bombers.** The types of **Heavy Artillery** are the **Onager, Catapult, Trebuchet, Bombard Cannon, Siege Gun, Self-Propelled Artillery** and the **Net Fire Launcher**. **Heavy Artillery** is produced at the **workshop** and **factory**

Heavy Infantry – Heavy Infantry first become available in **Epoch 1.** They are good against **Light Artillery, Anti-Aircraft** units and **Light Mounted** units. **Light Infantry, Heavy Artillery** and **Bombers,** however, can exploit the **Heavy Infantry's** weaknesses. **Heavy Infantry** units are trained at the barracks. Heavy Infantry units include **Maceman, Spearman, Swordsman, Man at Arms, Pikeman, Musketeer, Halberdier, Regular, Rifleman, Machine Gunner, Assault Rifleman, Mini Gunner** and **Objective Force Warrior**.

Heavy Mounted – Heavy Mounted units are both quick and powerful and are able to withstand quite a bit of damage. They are made at the Stable until **Epoch 10**, then at the **Manufacturing Plant** from **Epoch 11** to **Epoch 15.** They are particularly damaging to **Light Infantry** and

Heavy Artillery. They are vulnerable to **Light Artillery, Light Mounted Infantry** and **Bombers.** The **Heavy Mounted** units are **Mounted Infantry, Armored Cavalry, Medieval Cavalry, Lancer, Imperial Lancer, Machine Gun Tank, Assault Tank, Main Battle Tank, Gun Helicopter, Minotaur Heavy HERC, Heavy Gun Helicopter** and **Myrmidon Heavy Tank**.

Light Artillery – They are effective against **Light Infantry** and **Heavy Mounted** units and vulnerable to **Light Mounted** and **Bomber units. Light Artillery** units include the **Stone Thrower, Scorpion, Ballista, Culverin, Field Gun, Field Artillery, AA Half-Track, Mobile Rocket Launcher (MRLS), Paladin Point Defense, Stinger HMMWV** and the **Fusion Caster. Light Artillery** can inflict quite a bit of damage and can also move faster than **Heavy Artillery**. They are manufactured at the **workshop** and the **factory.**

Light Infantry – Light Infantry provide a balance between speed and power. They are built at the **Barracks** and are especially good against **Heavy Artillery** and **Heavy Infantry** units. **Light Artillery, Heavy Mounted** and **Bomber** units are most effective against **Light Infantry** units. These units include the **Bow Man, Composite Bow Man, Crossbow Man, Grenade Pistoleer, Grenadier, Mortar, Incendiary Mortar** and **Bomblet Mortar.**

Light Mounted – Light Mounted units are built at the **Stable** and, after **Epoch 10**, the **Manufacturing Plant**. They are most damaging against **Light Artillery, Anti-Aircraft** and **Heavy Mounted** units. They are vulnerable to **Heavy Infantry, Heavy Artillery** and **Bomber** units. The **Light Mounted** units are the **Mounted Slinger, Mounted Skirmisher, Horse Archer, Carbineer, Dragoon, Gun Tank, Tank Destroyer, RPG Striker, Disruptor Medium Tank, Artemis Light HERCs** and **Heavy Missile Helicopter**.

Rams – Rams can be used to attack a variety of enemy **structures,** including **walls, palisades** and **buildings.** They become available in **Epoch 3.**

Siege Towers – Siege Towers are used for transporting troops across the battlefield. They become available in **Epoch 4.**

Sea

All sea units are built at the **Dock.**

Aircraft Carriers – Aircraft Carriers bring a little air power to the seas. The **Aircraft Carrier** first becomes available in **Epoch 11,** and a second type of aircraft carrier, the **Sea Archer**, becomes available in **Epoch 14.**

Battleships – Battleships are effective against land, sea and air units. The other battleships are **Missile Cruisers** and **Leviathans**. They are most effective against **Destroyers** and **X-Ships** and are vulnerable to **Submarines, Attack Submarines** and **Nuclear Bombers.** They are first available in **Epoch 11.**

Destroyers – The fast-moving **Destroyer** is particularly deadly against **Submarines** but is vulnerable against **Battleships** and **Missile Cruisers.** They have a variety of arms, including anti-aircraft guns and depth charges. The **Destroyer** becomes available in **Epoch 11.** Subsequent epochs witness the rise of the **Sensor Destroyer** and the **X-Ship**.

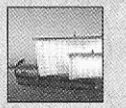
Fighting Sail – They are fast and very deadly. They are excellent against **Frigates** but are vulnerable to **Galleons**. The warships are the **Caravel**, the **Ship of the Line** and the **Iron Clad**. **Fighting Sail** first become available in **Epoch 6.**

Frigates – Flanked on both sides by cannons, the **Frigate** is designed to broadside other ships. They are especially damaging to **Galleons** but have trouble fending off **Warships.** They become available in **Epoch 6.** The frigates are the **Barque, Privateer** and **Frigate**.

Galleons – In **Epoch 6, Galleons** become available. They are tough ships, able to withstand and inflict a lot of damage. They are effective against **Warships** but vulnerable to **Frigates.** The **Galleons** are the **Galleass, Carrack** and **Galleon**.

Submarines – Submarines travel beneath the seas, unnoticed by all except for **Destroyers.** While it is under the sea, however, it cannot fire upon enemies. It must emerge from the deep to fire its missiles. **Destroyers** and **Nuclear Bombers** can inflict significant damage on **Submarines,**

but the **Submarine** can punish **Battleships. Submarines** are first available in **Epoch 11.** The other types of submarines are the **Attack Submarines** and the **Manta Submarine**.



Galley – Galleys are the earliest ships. In **Epoch 1,** the **Galley** is available, followed by the **Trireme** in **Epoch 3** and the **Decareme** in **Epoch 5.**

Air

Air units are built at the **Airport** and **Hangar. Helicopters, Observation Balloons** and **Satellites** are produced at the **Hangar,** while all fixed-wing aircraft are built at the **Airport.** They cruise the skies, firing upon other aircraft as well as ships and land units below.

Bombers – Bombers are especially good against **Land** Units and are vulnerable to **Fighters** and **Anti-Aircraft Guns. Bombers** are first available in **Epoch 11** with the advent of the **Twin Engine Bomber.** In **Epoch 12,** the **Quad Engine Bomber** is available, followed by the **Jet Engine Bomber** in **Epoch 13** and the **Stealth Bomber** in **Epoch 14.** The most advanced bomber is the **Orbital Bomber,** available to you in **Epoch 15.**

Fighters – Fighters are quick planes with long-range guns. **Fighters** are excellent against **Bombers** and **Tactical Bombers** but are vulnerable to other **Fighters.** The **Biplane** is the first **Fighter,** available in **Epoch 11.** The other **Fighters** are the **Interceptor**, the **Jet Fighter**, the **Stealth Fighter** and the **Atmospheric Fighter**.

Tactical Bomber – Tactical Bombers are very fast and can deliver significant payloads. They are especially effective against **Sea Units.** The earliest **Tactical Bomber** is the **Tri-Plane**, available in **Epoch 11.** The other **Tactical Bombers** are the **Dive Bomber**, the **Strike Fighter**, the **Stealth Tactical Bomber** and the **Smart Plane**.

Nuclear-Bombers – Nuclear Bombers are aircraft capable of carrying and delivering a **single thermonuclear device** onto a target. **Nuclear Bombers** are especially good against **Land Units** and are vulnerable to **Fighters** and **Anti-Aircraft Guns.** The **Nuclear Bomber** is first available in **Epoch 12.**

Non-Combat Units

There are several units that bring a lot of value to your civilization without going into combat.

Scout – A unit with fast movement and long **lines of sight,** the **Scout** is perfect for exploration. **Scouts** are built at the **City Center.**

Trade Cart – The **Trade Cart** transports valuable goods to and from cities. **Trade Carts** are made at **Markets.**

Fishing Ships – Fishing Ships haul the bounty of the seas to your shores. **Fishing Ships** are built at **Docks.**

Cargo Ships – Cargo Ships carry units across the waters. There is a limit to how much a **cargo ship** can carry. **Cargo Ships** are built at **Docks.**

Observation Balloon – The **Observation Balloon** allows you a bird's-eye view of the land, so you can plan your battle strategy or discover new resources. **Observation Balloons** are built at the **Hangar.** They are available in **Epoch 11.**

Transport Helicopter – The **Transport Helicopter** functions very much like a **Cargo Ship.** Use it to carry **units** from one place to another. **Transport Helicopters** are constructed at **Hangars.**

Paratrooper Plane & Heavy Paratrooper Plane – The **Paratrooper Plane** and **Heavy Paratrooper Plane** allow you to transport men into battle. The **infantry units** are already loaded in the plane when it is built. It is available in **Epoch 12. The Paratrooper Plane** and **Heavy Paratrooper Plane** are built at the **Airport.**

Satellite – The **Satellite** is capable of flying at high altitudes and transmitting visual and auditory information back to its base. It can only be detected by **outposts** and may only be attacked by **fighters.** The **Satellite** is built at the **Hangar.**

IV. Buildings

Without buildings, you cannot produce any units. The **buildings** in **Empire Earth II** are:

Air Defense – The **Air Defense** building's sole purpose is to attack enemy aircraft. It is developed just ahead of aircraft and is first available in **Epoch 10.**

Airport – All fixed-wing aircraft are made at the **Airport.** You can garrison planes at the **Airport.** The first **Airport** becomes available in **Epoch 11.**

Barracks – Infantry units are trained at the **Barracks.**

Bridge – **Bridges** span rivers, easing transportation.

City Centers – **City Centers** are discussed thoroughly in the first chapter of this manual.

Coastal Defense – **Coastal Defense** buildings protect your shores from enemy ships. They first become available in **Epoch 2.**

Dock – All boats are built at the **Dock.**

Farm – Workers grow food on the **Farm.** It is first available in **Epoch 2.**

Fortress – **Fortresses** defend your territories from invaders. If you garrison men at the **Fortress,** they will be better protected.

Hangar – **Observation Balloons, Helicopters** and **Satellites** can be created and garrisoned at the **Hangar. Observation Balloons** are built in **Hangars. The Hangar** first becomes available in **Epoch 13.**

HERC Manufacturing Facility – An advanced manufacturing facility where all **HERCs** are built. It becomes available in **Epoch 14.**

House – Your citizens enjoy a warm hearth in their **Houses. Houses** confer a bonus to your population capacity, as well as to **morale** and **fervor.**

Market – Goods are bought and sold at the **Market**, which is first available in **Epoch 2.** They have the ability to create **Trade Carts,** which are used to create trade routes with **Markets** from other territories.

Workshop – Pieces of **Heavy** and **Light Artillery** are made at the **Workshop,** and soldiers are trained to use them.

Outpost – At the **Outpost,** enemies are spotted long before they make inroads into your cities. These defensive structures can gain the ability to attack in **Epoch 1. Outposts** also have the ability to spot spies.

Palisade – **Palisades** lightly fortify your perimeter.

Roads – Roads increase the speed of any unit, friend or foe. To build a **Road,** select a citizen, then select the **Road** button. Place your cursor where you'd like the **Road** to start and **click your mouse** button. Then **drag the mouse** to draw the **Road.** The cost will be displayed. **Left-click** to place and bend the road. **Right-click** when your plan is complete, and the citizen will get to work.

Stable – Horses are bred and soldiers are taught to ride them at the **Stable.** All mounted units are produced here.

Temple – Temples house **priests,** who research ancient myths to devise new and exciting technology. **Temples** can be garrisoned with **Priests** to produce technology points.

University – Spies learn their craft here, and other wise men conduct research into **new technologies,** producing **tech points. Citizens** garrisoned at the **University** will increase the production of **tech points. Universities** also train **Medics** in the arts of healing.

Wall – Walls provide valuable protection to your lands against the onslaught of enemy forces. Be sure to build a gate into your **walls** to allow **citizens** and **soldiers** to get in and out. Wall connector sections can be upgraded into powerful **Wall Towers.**

Warehouse – The **Warehouse** stores all the goods your citizens gather and those procured by trade. You can garrison **citizens** here to increase the **Warehouse's** efficiency.

Missile Silo – The **Missile Silo** becomes available to you in **Epoch 13. ICBMs** are built at the silo, and they inflict devastating damage.

Focusing your production and excelling in certain areas will earn you **Flags** for your buildings. Building many units out of the same type of structure will gain a flag for that building type, making any unit that is produced there cheaper and faster to build. You can gain flags for every building group in *Empire Earth II*, so choose your specialization and build away!

V. Combat

Land is won and lost through combat. You have a varied military force at your disposal, and how you choose to use it can determine your success or failure as a world leader.

- **Attacks –** Each military unit has a default attack that it uses unless you instruct it otherwise. Attacks vary based on the type of unit.
- **Formations –** When you group units of the same type together into formations, they become more effective.

Land Formations

- **Wedge –** The most heavily armored units will line up in front, followed by the medium-armored units. The light units and any special units will follow behind.
- **Phalanx –** The Phalanx protects itself on three sides by packing its middle and rear with weaker units.
- **Staggered Line –** In a staggered line, your units are well mixed – units of the same type try to stay away from each other. This formation provides good protection against bombs and other weapons that have a wide-ranging effect.
- **Double Line –** Units in line formation are closely packed together, with ranged units placed in the rear and melee units in the front.

Sea Formations

- **Line –** Broadside-firing ships are most effective in the line formation.
- **Crescent –** Ships try to surround the enemy to deliver punishing blows.
- **Phalanx –** The **Phalanx** formation is a classic defensive formation that provides effective protection.

VI. Diplomacy

You can enlist other players to your aid and wage war against others through diplomacy.

Diplomatic States

Your relationships with other players in the world are defined through **diplomatic states.** Manage these relationships through the **Diplomacy Screen.** There are three diplomatic states: **allied, neutra**l and **hostile.**

Allies – You enter into an **alliance** when an **alliance proposal** that you create is accepted by another player or when you accept a **proposal** from another player. **Allies** can help each other in times of war, and trade between two allies is more profitable.

Alliances can break down for a couple of different reasons. If you declare war on an ally, your **alliance** is immediately dissolved. Some alliances have a time limit, and when the time limit expires, the alliance expires as well.

Various terms of the **alliance** can be altered, including **line-of-sight privileges, border rights** and **resource rights.** If those are not appealing enough to the player, the deal can be sweetened by sending the player a gift when proposing an **alliance.** Gifts can be as simple as resources or can include units and territories. If you have the upper hand, you can demand these instead, or even trade units for land or resources. The possiblities are limitless.

When you propose an **alliance** to another player, you can choose to send **tribute** and determine the rights that your ally will have to your lands.

Neutral – When another player is neutral towards you, he or she doesn't have any particular opinion of you. You can trade with neutral players, and you can also attack them. Of course, if you attack a neutral player, they may not feel so neutrally towards you anymore.

Hostile – When you are hostile towards another player, your cursor automatically changes to an attack cursor any time you mouse over the enemy's units.

Fealty – The expansion offers an additional Diplomatic state, **Fealty**. In this mode, losing players have the option of pledging their allegiance to another player to become their vassal. This becomes a locked alliance where the lord player has control of all of the vassal player's military units and takes a portion of their resources.

Tribute

To win the favor of other players – or to placate them – you can offer them **tribute.** You can send just about anything you have as **tribute – units, resources** and even **territories.**

Making War Plans

From the **War Plans Screen,** you can create detailed war plans to share with other players in advance of an attack planned on an enemy. **The War Plans Tool Box** helps you design your war plan. You can illustrate where other players should march and even dictate how they should go about getting there. **War plans** ensure that you and your allies are in agreement before any attack.

In *The Art of Supremacy*, you can also use war plans to execute coordinated attacks. By building a war plan and dragging your control groups onto different paths, you can issue orders to multiple groups simultaneously. Simply draw out a plan, assign control groups to different paths, and click execute. Your troops will all execute their orders in tandem, allowing for even greater precision in battle-field control!

VII. Civilizations and Regions

Each region and civilization in **Empire Earth II** has its own special **bonuses, granting advantages** over other regions and civilizations. Moreover, each civilization that takes full advantage of its environments has unique units that no other civilization has. The available unique unit changes in **Epochs 1, 6** and **11.**

Western

Dedicated students in western cultures lead to more productive **Universities. Universities** produce more **tech points** and are harder to capture. They also

have more **health.** When a western civilization captures a **City Center, Temple** or **University** from another culture, the Westerners absorb some of the enemy's knowledge, taking additional **tech points** from the enemy player.

- **Germans –** The German attribute is **Synthetic Materials.** The Germans are particularly adept at mining special resources. As a result, all units require fewer special resources. Furthermore, **Heavy Infantry** units have more health. The German unique units are the **Barbarian, Teutonic Knight** and **Jagdpanther Tank.**

- **British – Trading Companies** are Britain's special attribute. **Masters of the sea,** British **war galleys, fighting sails** and **battleships** inflict more damage than those of other **civilizations'**. The British unique units are the **Druid, Light Horse** and **MI6 agent.**

- **Romans –** Romans are known for their organized approach to warfare and their professional armies. The Roman power is **Art of War.** With this power, **Barracks, Workshops** and **Factories** cost less and **Heavy Infantry** inflicts more damage. Their unique units are the **Legionnaire, Mercenary** and **Arditi.**

- **Americans –** Americans foster a **Free Enterprise** system in their civilizations. All trade routes yield more gold than normal. Furthermore, **Fighters, Tactical Bombers** and **Bombers** can inflict more damage. America's units are the **Frontiersman, Minuteman** and **M-18 Hellcat.**

- **Greeks –** The **Socratic Method** originated in Greece, and it has a pronounced effect on the civilization. **Universities** cost less, and all light infantry have more health. Their units are the **Hoplite, Byzantine Lancer** and **Partisan.**

- **French –** The French attribute of **Aristocracy** provides privileges to all heavy mounted units, which as a result have more hit points. As a strong colonial power, French fortresses have additional hit points. The French unique units are the **Mangoneau, Cuirassiers** and the **Rafale D Stealth Fighter**.

- **Russian –** For Russians, **Autocracy** is their attribute. The autocracy of Russia means that factories and workshops cost less to construct. Additionally, light artillery units cause more damage. The unique units of the Russians are the **Varangian Warrior**, the **Licorn Howitzer** and the **T-90S Gun Missile Tank**.

Middle Eastern

The **Middle East** bridges the western and eastern world, and trade is lucrative here. **Middle Eastern** trade routes produce more **gold,** and **Markets** are more difficult to capture or destroy. Furthermore, when a **Middle Eastern** culture constructs a **Wonder, tech points** are instantly produced. In fact, enough **tech points** will be generated to allow the culture to instantly advance to the next **Epoch.**

- **Egyptians –** The Egyptian special attribute is **Monuments.** This enables the Egyptians to construct wonders for less. **Light Mounted** units also have more health. Its units are the **Royal Elephant, Bedouin** and **EIFV** *(Egyptian Infantry Fighting Vehicle).*

- **Turks –** The Turkish attribute is **Fortifications.** As evidenced by the famous walls of Constantinople, the Turks are masters of fortifications. **Walls, Gates** and **Towers** cost less, and **Palisades** and **Palisade Gates** have more health. Furthermore, **Heavy Artillery** inflicts more damage. The Turkish unique units are **Spahi, Janissary** and **Trench Gunner.**

- **Babylonians –** Babylonians were among the first lawmakers, and their attribute is **Rule of Law.** With **Rule of Law, Spies** recover their power faster and **Light Infantry** inflicts more damage. The Babylonian unique units are the **Assyrian Bow Man, Mameluke** and **Desert Fighter.**

Far Eastern

The **City Center** in Eastern cultures is a powerful place. It grants extra population capacity, is harder to capture and has more health. Furthermore, when you advance to a new **epoch,** you are blessed with one **free technology.** This **technology** will be chosen at random.

- **Korea –** The Korean special attribute is **Cultural Independence.** Korean units are particularly strong-willed and take longer to convert. All **Heavy Mounted** units inflict more damage. Its unique units are the **Hwarang, Hwacha** and **Mortar Team.**

- **Japan –** The **Bushido Code** governs Japanese culture. **Barracks, Stables** and **Manufacturing Plants** cost less, and **Fighters** and **Tactical Bombers** inflict more damage. Japan's unique units are the **Samurai, Ninja** and **Zero Fighter.**

- **China –** China's special attribute is **Governors.** With this attribute, **City Centers** are less expensive, and **Heavy Infantry** units have more health. China's unique units are the **Dragon Archer, Dragon Song** and **Type 96 Heavy Tank.**

Meso-American

Temples in Meso-American cultures are especially sacred, and the **priests** there can produce **tech points** more quickly. **Temples** are harder to capture and have more health. **Priests** themselves are quite powerful, too. When they convert an enemy, you will be granted additional **tech points,** provided that you and your enemy are in the same **epoch.**

If your enemy is one or more **epochs** ahead of you, you will earn an even higher number of **tech points** when you convert an enemy unit. If, however, your enemy is below your current **epoch,** you'll earn fewer points than you normally would when converting a unit.

- **Incas –** The Incan attribute is **Cities of Gold.** Citizens mine **gold** faster, and **Light Infantry** has more health. Its special units are the **Bola Thrower, Eagle Warrior** and **Thunder Gun Self-Propelled Artillery.**

- **Aztecs –** Aztecs are adept at **Pathfinding.** With this attribute, unit speed is not affected by poor weather. **Light Artillery** also inflicts more damage. The Aztec unique units are the **Atlatl Thrower, Jaguar Knight** and **Jungle Healer.**

- **Mayans –** Blessed with the **Power of Myth, Mayan Spies** and **Priests** recover their power faster. Both **Spies** and **Priests** also have more health. The Mayan unique units are the **Quetzal Warrior, Hornet Thrower** and **Sunray.**

African

The strength of the African region comes from the people that call this continent home. African citizens drop off more food than their counterparts in other civilizations, making it easier to feed your burgeoning empire. The fearsome infantries of these peoples have a strong warrior's spirit, allowing them to be trained at the barracks much faster. When constructing a fortress or temple, you will gain free houses (provided there is enough room for them). Finally, the African region gains a resistance bonus to enemy units attempting to capture any of their barracks.

- **Maasai –** The Maasai rely on their attribute, the **Spears of the Clan,** to protect their villages. All Maasai light infantry inflict additional damage, and helicopters also cause increased damage. The unique units of the Maasai are the **Morani Warriors,** the **Laibon** and the **Sirit Heavy Bomber.**

- **Zulu –** The warriors of the Zulu civilization can form a special battle formation, the **Beast Horns,** which lets them encircle an enemy and maximize their firepower. Zulu heavy infantry do more damage in this formation, and all Zulu heavy infantry have higher hit points, regardless of formation. The unique units of the Zulu are the **Iklwa Warrior, Inyanga Warrior** and the **Horns of the Impi.**

Players also have the ability to create their own **Custom Civilization** in the **Civilization Editor.** Choose which region you would like your civilization to be a part of, then mix and match any of the special powers, unique units, and technologies in any combination to make the civilization you want.

Native Tribes

Aside from regional opponents and allies, you may also encounter **Native Tribes** that populate the land. Unlike a regional opponent, Native Tribes have no interest in taking over the map, they only wish to defend their territory. Once you have encountered a native tribe, you can choose to either assimilate it, destroy it or ignore it completely. Should you choose to assimilate them and absorb them into your empire, however, there are powerful bonuses these tribes can bestow on your people.

To assimilate a native tribe, first claim a territory next to them so that you share a border with the tribe. Once that's complete, send one of your **Leader** or **Supreme Leader** units (which you earn from crowns) into the territory owned by the native tribe. Finally, propose an alliance. If the alliance is created successfully, the tribe will become an ally to you and give your civilization one of many powerful bonuses.

VIII. Regional Powers

In addition to the **Abilities** above, each **Region** in **Empire Earth II** has a unique set of **Powers** throughout the **Epochs. Regional Powers** are activated by **left-clicking** on the **Regional Power** button in the **UI.** All **Regional Powers** are timed, and the remaining time that the **Power** is in effect is shown counting down within the icon.

Western Regional Powers

Tribal Customs *(Epochs 1-5)* – All resource gathering *(not including Technology Points)* is increased.

Scientific Freedom *(Epochs 6-10)* – Technology research time is reduced.

Rapid Deployment *(Epochs 11-15)* – Any units garrisoned in the player's **Fortress** can be transported instantaneously to any target location to which you have **line-of-sight** (LOS).

Middle Eastern Regional Powers

Supreme Effort *(Epochs 1-5)* – Citizens' construction speed is increased.

Lost City *(Epochs 6-10)* – All units and buildings within the limits of a selected **City Center** become cloaked, invisible to all enemy units *(including Spies and Outposts)*. Any of the player's units entering the affected city limits becomes invisible.

Black Market *(Epochs 11-15)* – The player receives a percentage of all **market sales** and **trade route revenue** from neutral or enemy players.

Far Eastern Regional Powers

Citadel *(Epochs 1-5)* – Any **Walls, Wall Towers, Wall Gates, Palisades** and **Palisade Gates** in the player's territories become immune to damage.

Burgeoning Markets *(Epochs 6-10)* – Each time one of the player's **trade units** reaches a **market** or **dock,** the player receives an additional amount of each resource *(excluding Gold and Technology Points)* that he or she is currently harvesting.

Overtime *(Epochs 11-15)* – All units produced at the **Barracks, Stable, Workshop, Airport, Hangar** and **Docks** are built more quickly.

Meso-American Regional Powers

Mass Conversion *(Epochs 1-5)* – All player units receive max Morale and Fervor bonuses *(allowing them to do more and take less damage)*, as if the player had the maximum number of houses.

Favor of the Gods *(Epochs 6-10)* – Any land unit or building owned by the player that is currently in a **Territory** with a **Temple** has all incoming damage reduced.

Cloning Technology *(Epochs 11-15)* – Every time an **enemy** or **neutral unit** is converted, an exact duplicate of the unit appears next to the converted unit.

African Regional Powers

Spirit of the Tribe *(Epochs 1-5)* – All player units receive max Morale and Fervor bonuses *(allowing them to do more and take less damage)* as if the player had the maximum number of houses.

Bad Voudon *(Epochs 6-10)* – All enemy units within any of the player's territories take continuous damage for the duration of the power.

Warrior Heart *(Epochs 11-15)* – When this power is activated, all units in any player-owned army are healed as if within a city's healing radius. The healing effect lasts only for a period of time.

IX. Wonders

By building a **Wonder,** you will endow your civilization with certain benefits. There are three types of **Wonders,** corresponding to crown types: **Economic, Imperial** and **Military.** Each region has access to certain **Wonders.** Each **Wonder** provides a potent power that is active as long as the **Wonder** exists.

Western Wonders

Parthenon – Available in **Epochs 1-15,** the **Parthenon** grants the power of **Colonial Conquest.** With **Colonial Conquest**, territory-claiming requirements are reduced to a **barracks** and a **workshop** *(or factory if in Epochs 9-15)*.

Brandenburg Gate – When you build the **Brandenburg Gate,** you will have the **Spoils of War power.** With this power, you will earn one tech point for every five enemy units killed. It is available in **Epochs 6-15.**

Pentagon – Build the **Pentagon** to access the **Homeland Defense power.** With **Homeland Defense,** all of your **Houses** gain the ability to fire on enemy targets. The **Pentagon** is available in **Epochs 11-15.**

Middle Eastern Wonders

Sphinx – The **Sphinx' power** is the **Riddle of the Sphinx.** With this power, all of your buildings are completely immune to capture. It is available in **Epochs 1-15.**

Selimye Mosque – The power of this mosque is **Sultan's Reward.** It

can have the dramatic effect of granting the player a portion of the **gold** build cost for every enemy unit or building that the player destroys. It is available in **Epoch 6-15.**

Desalinization Plant – The desalinization plant provides **Life to the Desert. Citizens** gather food faster, and population capacity is increased.

Far Eastern Wonders

Tower of the Moon and Stars – This **wonder** grants you the **Farseeing power.** You have the **maximum line of sight** on all of your **buildings,** and you also have **line of sight** on all other players' **City Centers.** It is available in **Epochs 1-15.**

Forbidden Palace – The luxurious Forbidden Palace brings with it the power of **Splendor.** With **Splendor,** none of your resources are lost should any of your buildings be captured. When you capture other players' buildings, you receive an additional amount of resources. This **wonder** is available in **Epochs 6-15.**

Robotics Factory – Build the **Robotics Factory** to gain the **power of Automation.** While this power is in effect, a randomly-generated light-mounted and heavy-mounted unit appears at the **Robotics Factory** once every minute. It is available in **Epochs 11-15.**

Meso-American Wonders

Temple of the Great Jaguar – The power associated with this **wonder** is **Art of War.** With **Art of War,** all enemy players' housing provides the same **Morale/Fervor** bonus to your invading troops as to their defending troops. This **wonder** is available in **Epochs 1-15.**

Great Pyramid of Tenochtitlan – The **Great Pyramid of Tenochtitlan** grants the power of **Proselytize.** Whenever a unit is successfully converted, there is a chance that any nearby units will also be instantaneously converted. It is available in **Epochs 6-15.**

Solar Power Station – The **Solar Power Station** uses the energy the sun provides, creating the power of **Energy Efficiency.** When you build this **wonder,** building construction and repair costs are reduced. It is available in **Epochs 11-15.**

African Wonders

Manyatta of the Warriors - This powerful **wonder** produces one **Light Infantry** unit every minute, with a chance that the unit produced could be your civilization's unique unit (for the Epoch you're in). These units cost no resources, but do count against your population capacity. It is available in Epochs 1-15.

Market of Djenne - Once constructed, this **wonder** will allow you to share in the profits of all other players. Any time a trade route is completed for ANY player, you will receive a little gold. It is available in Epochs 6-15.

Sankore Institute - The Sankore Institute is a center of academic research and advancement that boosts your generation of **Tech Points** as long as it stands. This **wonder** is available in Epochs 11-15.

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VU Games Customer Support can be reached in the following ways:

Technical Support
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Customer Service
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Internet: http://support.vugames.com

Mail
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4247 South Minnewawa Avenue
Fresno, CA 93725

XII. System Specifications

Minimum Specification

1. Microsoft® Windows® 98/Me/2000/XP
2. NVIDIA® GeForce™ 3 or DirectX® 9.0c-compliant 64 MB 3D video card with hardware T&L and pixel shader support
3. 1.5 GHz Intel® Pentium® 4 or equivalent
4. 256 MB RAM or more
5. 3.0 GB of uncompressed hard disk space for game files
6. 24X or faster CD-ROM drive
7. DirectX-compatible Sound Card and speakers or headphones
8. Microsoft-compatible mouse and keyboard

Recommended Specification:

The recommended specification is exactly the same as the minimum specification with the following changes:

1. Microsoft® Windows® 98/Me/2000/XP
2. NVIDIA® GeForce™ 4 or DirectX® 9.0c-compliant 128 MB 3D video card with hardware T&L and pixel shader support
3. 2.2 GHz Intel® Pentium® 4 or equivalent
4. 512 MB RAM or more
5. 3.0 GB of uncompressed hard disk space for game files
6. 24X or faster CD-ROM drive
7. DirectX-compatible Sound Card and speakers or headphones
8. Microsoft-compatible mouse and keyboard
9. 56K dial-up modem or better for online play
10. One disc per player

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