

PRIMA® OFFICIAL GAME GUIDE

- MULTIPLAYER HINTS AND TIPS ✓
- UNIT AND STRUCTURE TABLES ✓
- ADVANCED COMBAT STRATEGIES ✓

ONLY FOR THE PC!

Visit us online at primagames.com

III EMPIRE EARTH®



BASED ON A GAME
RATED BY THE
ESRB



SIERRA™

CONTENTS

Chapter 1: The Basics	1	Chapter 20: America—		Light Infantry	269
Welcome to <i>Empire Earth II</i> ®	1	WWII: North Africa and Sicily	159	Heavy Infantry	271
Game Concepts	2	Chapter 21: America—		Light Artillery	276
The Epoch System	2	WWII: The Liberation of France	166	Heavy Artillery	278
Regions and Civilizations	5	Chapter 22: America—		Light Mounted	281
Economy	6	The Cold War: A Germany Divided	172	Heavy Mounted	284
Research and Technology	12	Chapter 23: America—		Siege Units	288
Crowns	13	The Cold War: Doomsday Countdown	179	Anti-Air Units	290
Diplomacy	14	Chapter 24: America—		Chapter 32: Sea Units	291
Weather	16	Cyborg Insurrection of 2058	186	War Galleys	291
Base Building	17	Chapter 25: America—		Fighting Sails	292
Building Placement	17	Cyborg Caloclysm	194	Frigates	292
Territories	17	Chapter 26: Turning Point—Normandy	201	Galleons	293
City Centers and City Limits	20	Chapter 27: Turning Point—		Battleships	294
Military Production Buildings	21	Three Kingdoms	208	Destroyers	294
Houses	22	Chapter 28: Multiplayer	215	Submarines	295
Defensive Structures	23	Tester Tips	215	Aircraft Carriers	296
Roads and Bridges	25	Basic Multiplayer Strategies	218	Chapter 33: Air Units	297
Temples and Universities	26	Practice	218	Bombers	297
Military Concepts and Strategies	27	Study the Relationships	219	Fighters	299
Unit Orders	27	Diplomacy	220	Tactical Bombers	300
The RPS System	28	The Chat Window	221	Paratrooper Planes	302
Military Control Groups	31	War Plans	221	Chapter 34: Special Forces	303
Upgrading Units	33	Economy	222	Citizens	303
Formations and Stances	33	Military Production	222	Fishing Ships	303
Special Units	35	Spying and Exploration	223	Leaders	304
Capturing Buildings	37	Spies and Observation Units	223	Medics and Repair Units	307
Managing Your Empire		Using the PIP	224	Priests	308
Advanced Interface Options	38	Game Types	224	Scouting Units	309
Control Groups	38	Capitols	224	Spies	310
Queued Orders	39	Conquest	225	Trade Units	312
PIP and Bookmarks	40	Crowns	225	Transports	313
Using Hotkeys	40	Hatpots	225	Chapter 35: Structures	314
Hotkey List	42	King of the Hill	226	Civilian Structures	314
Basic Controls	42	Repside	226	City Center	314
Camera and View Options	42	Territory Control	227	Farm	314
Unit Commands	45	Multiplayer Maps	227	House	315
Citizen Management	46	Battle for the Nile	228	Market	315
Building Hotkeys	47	Doughnut	229	Oil Derrick	316
Cheat Codes	49	Golden Triad	230	Temple	316
Chapter 2: Korea—		Indonesia	231	University	316
Land of the Morning Calm	50	Ink Blot	232	Uranium Mine	317
Chapter 3: Korea—Ancient Chosun	55	Spokes	233	Warehouse	317
Chapter 4: Korea—The Yen	61	Three Crowns	234	Bridges and Roads	317
Chapter 5: Korea—Overthrow	67	Thunda Down Under	235	Military Structures	318
Chapter 6: Korea—The Three Kingdoms	73	Triumvirate Tussle	236	Airport	318
Chapter 7: Korea—Unlikely Allies	79	Chapter 29: Regions and Civilizations	237	Anti-Air Defense	318
Chapter 8: Korea—Deception	85	Far Eastern Civilizations	237	Barracks	319
Chapter 9: Korea—Korea United	91	China	238	Coastal Defenses	319
Chapter 10: Germany—		Japan	239	Dock	319
Crusade in Prussia	97	Korea	240	Fortress	320
Chapter 11: Germany—		Westo-American Civilizations	241	Hangar	321
The Hanseatic League	103	Aztec	242	HERC Manufacturing Facility	321
Chapter 12: Germany—		Inca	243	Missile Silo	321
Defending the Order	109	Mayan	244	Outpost	321
Chapter 13: Germany—The Reformation	115	Middle Eastern Civilizations	244	Stable and Manufacturing Plant	322
Chapter 14: Germany—		Babylon	245	Workshop and Factory	322
Brandenburg Prussia	121	Egypt	246	Palisades and Walls	323
Chapter 15: Germany—		Turkey	247	Wonders	325
The Seven Years War	126	Western Civilizations	248	Brandenburg Gate	325
Chapter 16: Germany—		America	249	Desalination Plant	325
Resisting Napoleon	133	Britain	249	Forbidden Palace	325
Chapter 17: Germany—Blood and Iron	139	Germany	250	Great Pyramid of Tenochtitlan	325
Chapter 18: America—San Juan Hill	146	Greece	251	Parthenon	325
Chapter 19: America—		Rome	252	Pentagon	326
The Meuse-Argonne Offensive	152	Chapter 30: Research and Crowns	253	Robotics Factory	326
		Technology Research	253	Selimye Mosque	326
		Chapter 31: Land Units	268	Sphinx	326
		Unit Statistics	268	Solar Power Station	327
				Temple of the Great Jaguar	327
				Tower of the Moon and Stars	327

THE EPIC CONQUEST OF HISTORY LIVES ON

750 AD RENAISSANCE 1500 AD IMPERIAL AGE 1650 AD ENLIGHTENMENT 1800 AD INDUSTRIAL AGE 1900 AD MODERN AGE

Complete statistics on all common and civilization-specific units, including military, non-military, sea, land, and air



Maps for each scenario with all resources, bases, and cities labeled



DETAILED WALKTHROUGH OF THE KOREAN, GERMAN, AND AMERICAN CAMPAIGNS, AS WELL AS COMPLEX ANALYSIS OF BOTH TURNING POINTS



COMPREHENSIVE GUIDE TO MULTIPLAYER-SPECIFIC STRATEGIES, INCLUDING GAME-TESTED TIPS



EACH CIVILIZATION'S STRENGTHS AND WEAKNESSES BROKEN DOWN FOR YOUR EMPIRE-BUILDING ADVANTAGE



76155405

Ron Dulin

© 2006 Sierra Entertainment, Inc. All rights reserved. Empire Earth, Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. All other trademarks are property of their respective owners.

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

Visit us online at primagames.com