

EMPIRE EARTH

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I. Getting Started

Welcome to **Empire Earth II**. This brief guide provides you with information on the basics of how to play the game and what to expect as you lead your civilization to glory. For more detailed information, please consult the **Empire Earth Encyclopedia**, which you can easily access from the game.

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 **EE2** 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**.

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 multi-player 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.

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, then all players on the same team contribute to satisfying the victory condition. Once this victory condition is met, then 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 then they win. If a game is created with unlocked teams, then alliances may still be entered into during the course of the game, but only one player may satisfy the victory conditions and win.

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 *(Multi-player 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, you will also be able to set the computers 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, then 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.

In a **multiplayer** game, when a human player exits a 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 if there is an initial ceasefire. If a ceasefire is selected then 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.

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*), whether weather and wind 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**, **Economic**. Each one features a different make-up of starting troops and buildings that are 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**'.

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 determining 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 you the basics when you place your cursor over an object. There 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** anytime during the game.

Game Interface

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 the player to issue commands to your units with out having them react until you toggle it off.

Idle Citizen
Reveal citizens not assigned to a task.

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

War Plans
Create, send or review plans of attack.

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

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 onto or removed from a particular resource pile with left or right mouse clicks.

Territory Indicator
Amount of territories in your empire.

Information Panel
Show attributes of selected game objects.

Calendar
Track the changing seasons by the changing months.

Actions Panel
Displays available actions for selected unit.

Crown Display
Monitor progress in each Crown area.

Diplomacy
Propose or review alliances and declare war.

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

Technology Tree
Reveal technologies available for research.

Territory Control Status
controls: 3 of 12, (6 more to win)
controls: 2 of 12, (7 more to win)
controls: 2 of 12, (7 more to win)
controls: 3 of 12, (6 more to win)

Regional Power
Activates your special power

Temple
A building dedicated to divine worship. Garrison points inside a temple to produce Tech Points. From here priests.



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 things which you can do in the main 3D view you can also do 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**, and 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 you 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** and there **crown** score will be 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 has access to (*see VIII. Regional Powers below*).
- **GAME CLOCK** – Displays the time 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. Coordinated attack button.

Flare – To set a **flare** (*which can be helpful to communicate locations during multi-player 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 the player to issue commands to your units with out having them react until you toggle it off.

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**.

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**, and 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** – that indicate the types of **buildings** your citizen can build. Select one of these types, then select the specific building you'd like your citizen to build. 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 means 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 then **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 build 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 **Epoch 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. Building 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** deeply into the **technology** of the corresponding **crown** area. You must **research** all four **technologies** in the appropriate branch to qualify.



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 number of **territories, roads, bridges, wonders, priests, spies, and medics** you control. Your ranking also increases based on your current population level, 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**. Then, 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 also be **upgraded to veteran** and then **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.

Moving Units

To move your **selected units**, **right-click** on the **location** you'd like the **units** to **move** to. 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 near to the one you clicked on.

Attack Preferred Type of Units – Similar to **Attack**, but in addition 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 specified 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 line 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**. **HERC's** 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 the **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 the both quick and powerful, able to take on quite a bit of damage. They are made at the **Stable** until **Epoch 10**, and 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. It becomes 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 **Galleons** are effective against them. 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 take on 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 against **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 **line-of-sight**, the **Scout** is perfect for exploration. **Scouts** are built at the **city center**.



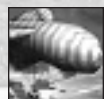
Trade Cart – The **Trade Cart** transports valuable goods to and from cities. **Trade Carts** are made at **Markets**.



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, though. **Cargo Ships** are built at **Docks**.



Observation Balloon – The **Observation Balloon** allows you a birds-eye view of the land, so you can plan your battle strategy or discover new resources. **Observation Balloons** are built at the **hangar**. It is 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. They 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 the 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**. They are first available in the **Epoch 2**.



Fortress – **Fortresses** defend your territories from invaders. If you garrison men at the **Fortress**, it provides better protection.



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, all **HERCs** are built here. It becomes available in **Epoch 14**.



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



Market – Goods are bought and sold at the **Market**. It is first available in the **Epoch 2**. They have the ability to create **Trade Carts**, these units 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, then **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 the **Epoch 13**. ICBMs are built at the silo, and they inflict devastating damage.

V. Combat

Land is won and lost through combat. You have a varied military force at your disposal, and how you choose to use them 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 in 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**. You manage these relationships through the **Diplomacy Screen**. There are three diplomatic states: **allied**, **neutral** and **hostile**.



Allies – You enter into an **alliance** when an **alliance proposal** that you create is accepted by another player, or 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 that is not appealing to the player the deal can be sweetened by sending a player a gift when proposing an **alliance** which can be as simple as resources but can include units and territories. And, if you have the upper hand you can demand these instead, or even trade of units for land or resources. The possibilities 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 any more.

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.

Phalanx – The **Phalanx** is a classic formation that can be used to protect vulnerable ships.

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.

VII. Civilizations and Regions

Each region and civilization in **Empire Earth II** has its own special **bonuses, granting advantages** over the other regions and civilizations. Further, each civilization, taking full advantage of their 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 less 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 other **civilizations' war galleys, fighting sails and battleships**. The British unique units are the **Druid, Light Horse, and M16 agent**.

- **Romans** – Romans are known for their organized approach to warfare and their professional armies. The Roman power is **Art of War**. With **Art of War, Barracks and 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 M18 Hellcat**.
- **Greeks** – The **Socratic Method** originated in Greece, and it has a pronounced affect on the civilization. **Universities** cost less, and all light infantry have more health. Their units are the **Hoplite, Byzantine Lancer and Partisan**.

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 law makers, and their attribute is **Rule of Law**. With **Rule of Law, Spies** recover their power faster. **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 and 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** if you convert an enemy unit. If, however, your enemy is below your current **epoch**, you'll earn less than 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**.

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 are reduced.

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

Middle Eastern Regional Powers

Supreme Effort (*Epochs 1 – 5*) Citizen's 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 effected city limits become invisible.

Black Market (*Epochs 11 – 15*) The player receives a percentage of all **market sales** and **trade route revenue** from a 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 they are currently harvesting.

Overtime (*Epochs 11 -1 5*) 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*) Any enemy units in or entering a **City Center** radius owned by the player have a chance of being instantly converted.

Favor of the Gods (*Epochs 6 – 10*) Any land unit or building owned by the player that is currently in a **Territory** that has 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.

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 Epoch 9+*).

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 **Sultans Reward**, and it can have a dramatic effect, 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 **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 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 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**.

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GETTING STARTED

Welcome to *Empire Earth® II: The Art of Supremacy*. This guide provides you with information on the many new features included in this expansion for Empire Earth II. For more detailed information on these and other features, please consult the *Empire Earth II Encyclopedia*, which you can access from the game's **Tools Screen**.

SYSTEM SPECIFICATIONS

Before installing or playing *Empire Earth® II: The Art of Supremacy*, please be sure that your computer meets or exceeds the following system requirements:

PC SINGLE-PLAYER SYSTEM REQUIRED

- NVIDIA® GeForce™ 3 or equivalent DirectX®9.0c-compliant 64 MB 3D video card with hardware T&L and pixel shader support
- Microsoft® Windows® 98/Me/2000/XP operating system
- 1.5 GHz Intel® Pentium® 4 processor or equivalent
- 256 MB RAM
- 1.5 GB of uncompressed hard disk space for game files
- DirectX®-compatible sound card and speakers or headphones
- Microsoft®-compatible mouse and keyboard

PC MULTIPLAYER SYSTEM REQUIRED

- NVIDIA® GeForce™ 4 or equivalent DirectX®9.0c-compliant 128 MB 3D video card with hardware T&L and pixel shader support
- Microsoft® Windows® 98/Me/2000/XP operating system
- 2.2 GHz Intel® Pentium® 4 processor or equivalent
- 512 MB RAM
- 1.5 GB of uncompressed hard disk space for game files
- DirectX®-compatible sound card and speakers or headphones
- Microsoft®-compatible mouse and keyboard
- 56K dial-up modem or better for online play
- 1 disc per player per computer

INSTALLATION

To install *Empire Earth II: The Art of Supremacy*, 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. In the file list, double-click on EE2XAutoRun.exe to begin auto-install.

After the auto-install starts, follow the directions on the screen to install *Empire Earth II: The Art of Supremacy*. After installation is complete, launch the game. You will be presented with the **Main Screen**, where you can choose what type of game to play, adjust game settings and more.

GAME TYPES

There are two new game types included with *Empire Earth II: The Art of Supremacy*: **Territory Hotspots** and **Tug of War**.

TERRITORY HOTSPOTS

Similar to a normal **Hotspots** game, in **Territory Hotspots** there are a number of territories on the map that are considered vital. Unlike normal **Hotspots**, all **Territory Hotspots** are revealed as soon as the game starts.

You gain control of a territory in the normal fashion of building a City Center, and a fortress when required, in the territory. To win the game, a player or team must control a simple majority of all the **Territory Hotspots** for a set amount of time. A countdown clock will appear to indicate how long the player or team must hold the **Territory Hotspots** to win.

To play a **Territory Hotspots** game, the game host chooses **Territory Hotspots** from the **Game Type** dropdown list and then selects the number of **Territory Hotspots** (1 – 15). The host can also choose whether or not **Starting Territories** should be **Hotspots**. If the **Starting Territories** checkbox is checked, the starting territories of all players are set to be **Hotspots**. If **Starting Territories** is not checked, no player's starting territory will be a **Hotspot**.

If playing with **Native Tribes** (described in a later section), a tribe may start on a **Territory Hotspot**. Assimilate or eliminate the tribe to claim the **Hotspot**.

TUG OF WAR

A **Tug of War** game is a match played on 3, 5, 7 or 9 maps between two players or two teams (the number of maps is chosen by the game host). Each match starts with players on a neutral center map. When one side wins, the battle shifts one map closer to the defeated player’s “home turf” map. For example, in a 3-map **Tug of War** match with two players, if Player 1 beats Player 2 on the center map, the battle moves on to Player 2’s home turf map. Should Player 2 then beat Player 1 on his home turf map, the battle is pushed back to the center map.



A player or team wins the **Tug of War** match in one of two ways:

1. When one side beats the opposing side on the opposing side’s home turf map, the victorious side wins the match. (Continuing the example from above, if Player 1 beats Player 2 on Player 2’s home turf map, Player 1 wins.)
2. After a set number of battles (which the host specifies during setup), the side further from its own home turf map (i.e., closer to the opposing side’s home turf map) is declared the winner.

When one side beats the opposing side on a map, the victorious player (or team) gets to bring any **Leaders** and **Heroes** they earned with them to the next map. Each side gets to choose new starting troops from the **Reinforcements Screen** before continuing on to the next battle. All players' **Epoch** and **Tech Tree** progress is transferred to the next map, and the war resumes.

At any time during a match, a player may elect to **Retreat** (available on the **Pause** panel by pressing the **Escape** key). When a player **Retreats**, he resigns and enters **Observer Mode** and must wait for the current battle to finish before being allowed to enter the **Reinforcement Screen**. The player can then choose new forces at the same time as the other players and will be eligible to enter the next map and play as normal.

In a **Tug of War** game, players' handicaps also shift as the battle moves from map to map. All players start on the center map with a handicap of **Good** (i.e., no advantage or disadvantage for any player). When a player (or team) wins and the battle shifts to the next map, the losing side has their handicap adjusted down towards **Average**, making it easier to play and hold their own against their opponent, OR the winning side has their handicap adjusted up towards **Expert**, making it harder for them to win.

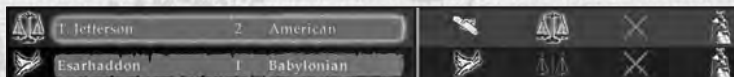
For example, let's say four players on two teams are playing a 5-map **Tug of War**. During the first battle, Team 1 beats Team 2 on the center map. When the battle moves one map closer to Team 2's home turf map, one of the two teams is chosen to have its handicap shifted. Let's say Team 1 is selected. Because Team 1 won the previous battle, one player on Team 1 has their handicap shifted up one to **Expert**, thus making it harder for Team 1 (and easier for Team 2) to win on the new map. Now let's assume Team 1 beats Team 2 again and the battle moves to Team 2's home turf. This time, Team 2 is randomly selected to have its handicap adjusted. One player on Team 2's handicap is shifted down to **Average** because they were the defeated team. This also makes it harder for Team 1 (and easier for Team 2) to win on the next map.

MULTIPLAYER AND SINGLE-PLAYER OPTIONS

In addition to the new game types, there are two new game setup options: **Asymmetrical Resources** and **Fealty Mode**.

ASYMMETRICAL RESOURCES

This new **Resource** option on the **Map** tab of the **Single-Player Skirmish** and **Multiplayer Setup** screens distributes resources unevenly across the map, even in the players' starting territories. Each player's starting territory will still be stocked with the basic resources (food, wood, stone and gold), but they may be strewn around the territory. Some territories may have more resources while others may have next to none. This makes some territories more strategically valuable than others.

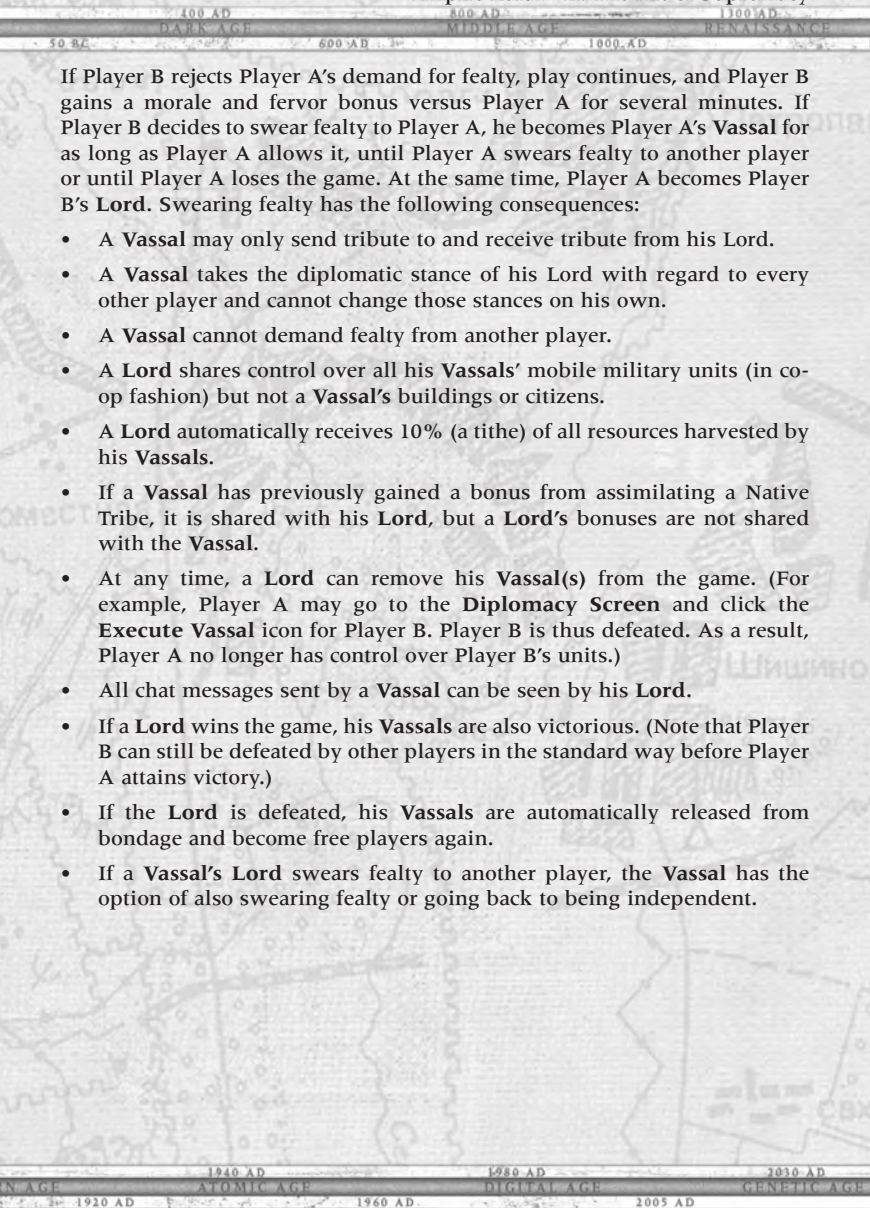


FEALTY MODE

Fealty is a new gameplay play mode. **Fealty** allows a player to demand allegiance from another player by forcing him/her into a kind of locked alliance. When setting up a **Conquest**, **Capitols** or **Regicide** game, you may now choose one of the following play modes from a dropdown list: **Normal**, **Locked Teams**, **Sole Survivor** or **Fealty**.

A player can demand the fealty of other players or swear fealty to any player at any time during the game, unless he is already a **Vassal** (i.e., he has already sworn fealty to someone). Being a **Vassal** essentially means surrendering your chance to win the game in exchange for the opportunity to keep playing and help someone else win.

When playing in **Fealty Mode**, an **Offer/Demand Fealty** icon is displayed on the **Diplomacy Screen** in each player row next to the **Declare War** icon. To offer or demand fealty to/from Player B, click the **Offer/Demand Fealty** icon in the row corresponding to that player. A message is sent to Player B stating the offer or demand. When Player B goes to the **Diplomacy Screen**, he'll see the **Offer/Demand Fealty** icon has changed to show a pending offer or demand in the row of Player A (the player who sent the offer or demand). Player B can click the flashing icon and then accept or reject Player A's demand or offer. (If Player B does nothing, the demand or offer eventually times out, and play continues.)



If Player B rejects Player A's demand for fealty, play continues, and Player B gains a morale and fervor bonus versus Player A for several minutes. If Player B decides to swear fealty to Player A, he becomes Player A's **Vassal** for as long as Player A allows it, until Player A swears fealty to another player or until Player A loses the game. At the same time, Player A becomes Player B's **Lord**. Swearing fealty has the following consequences:

- A **Vassal** may only send tribute to and receive tribute from his **Lord**.
- A **Vassal** takes the diplomatic stance of his **Lord** with regard to every other player and cannot change those stances on his own.
- A **Vassal** cannot demand fealty from another player.
- A **Lord** shares control over all his **Vassals'** mobile military units (in co-op fashion) but not a **Vassal's** buildings or citizens.
- A **Lord** automatically receives 10% (a tithe) of all resources harvested by his **Vassals**.
- If a **Vassal** has previously gained a bonus from assimilating a Native Tribe, it is shared with his **Lord**, but a **Lord's** bonuses are not shared with the **Vassal**.
- At any time, a **Lord** can remove his **Vassal(s)** from the game. (For example, Player A may go to the **Diplomacy Screen** and click the **Execute Vassal** icon for Player B. Player B is thus defeated. As a result, Player A no longer has control over Player B's units.)
- All chat messages sent by a **Vassal** can be seen by his **Lord**.
- If a **Lord** wins the game, his **Vassals** are also victorious. (Note that Player B can still be defeated by other players in the standard way before Player A attains victory.)
- If the **Lord** is defeated, his **Vassals** are automatically released from bondage and become free players again.
- If a **Vassal's Lord** swears fealty to another player, the **Vassal** has the option of also swearing fealty or going back to being independent.

CUSTOM CIVILIZATIONS

Empire Earth II: The Art of Supremacy gives you the opportunity to create your own **Custom Civilization** and lead it to glory. To create your own **Custom Civilization**, click the **Civilization Editor** button on the **Main Screen**. This will take you to the **Civilization Editor** screen where you can:

1. Select the **Region** to which your civilization belongs from the dropdown lists. Your civilization will get the bonuses associated with the region you choose.
2. Select the two **Civilization Attributes** you want your civilization to have from the dropdown lists. (For example, you could choose **+25% Heavy Infantry** hit points and **+25% Fortress** hit points.)



3. Select the **Unique Units** available to your civilization. From the dropdown lists, choose the unique units you want to use for each set of epochs.
4. Choose which **Technologies** you want to have automatically researched for your civilization when you start a game in an epoch beyond **Epoch 1**.
5. Optionally, you can create a list of city and territory names to use for your civilization by typing a name in the text box and clicking the **Add** button.

Choosing the technologies to “auto-research” requires a little more explanation. If, for example, you start a game with your **Custom Civilization** in **Epoch 4**, six technologies each from **Epochs 1, 2 and 3** are automatically researched for you at the start of the game (since you would have had to perform this research to go up each **Epoch** if you had started in **Epoch 1**).

On the **Civilization Editor Screen**, you can choose which technologies will be automatically researched in this situation. Every technology within each **Epoch** is displayed on the **Civilization Editor Screen** (use the arrow buttons to see them all). To choose a technology to auto-research, simply click on that technology to select it. You may choose up to six (6) technologies in each **Epoch**. Right-click to de-select a selected technology. If you decide not to choose all six in an **Epoch**, random techs will be chosen for you in a game to make up the difference.

You will notice that some technologies are “grayed out” and not selectable. Grayed-out technologies will be researched for you automatically, regardless of the six technologies you choose. You essentially get grayed-out techs for free.

Click the **Save** button to save your **Custom Civilization**. You can also **Load** or **Delete** an existing **Custom Civ** or clear the fields on the screen by clicking the appropriate button.

In **Multiplayer**, the **Allow Custom Civs** checkbox **MUST** be selected (i.e., checked) on the **Game Setup Screen** if you want to allow **Custom Civilizations** in the game. Otherwise, you must choose a **Standard Civ**.

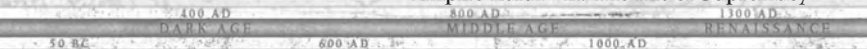
If allowed, **Custom Civs** appear below the **Standard Civs** in the **Civilization** dropdown list. In **Single-Player Skirmish** play, **Custom Civs** are always allowed.

In addition to using the existing **Quick-Start** forces, you can create your own Custom Force with which to begin a **Quick-Start** game (see **Creating Custom Forces**, next page). When the host selects a starting force size (small, medium or large), you can go to the **Choose Forces** screen and, instead of choosing one of the pre-made forces, click the **Load Custom** button. This displays a list of the **Custom Forces** you previously created. When you choose a **Custom Force** from this list, the composition of the force is displayed for you to review. Click the **Accept** button to confirm your choice.



To use a **Custom Force** in a **Quick-Start** game, you must create and save a force ahead of time. Click the **Starting Forces Editor** button on the **Main Screen**. This takes you to the Create Custom Quick-Start screen where you can build a **Custom Starting Force**.

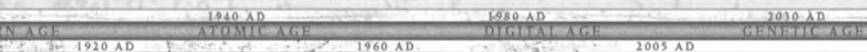
1650 AD	1650 AD	1800 AD	1900 AD
ENLIGHTENMENT	ENLIGHTENMENT	INDUSTRIAL AGE	MODERN AGE
1575 AD	1725 AD	1850 AD	



- **Epoch** – Displays units and buildings from the selected Epoch. (A Quick-Start force can be used in any Epoch-see next page.)
- **Civilization** – The **Civilization** from which you will select your Quick-Start force's units and buildings.
- **Force Size** – Sets the size of your force, which controls how many units and buildings you are allowed to buy. (Choosing **Edit All** lets you edit all force sizes at once. When you create a small force in a game where a larger force size is required, you are given larger numbers of the units and buildings you selected.)
- **Type of Units** – Displays units of the type selected: **Land, Naval, Air or All.**

To create a **Quick-Start** force, click on the unit and building icons in the **Available Forces** list. (Click an icon multiple times to select multiple units or buildings.) The number on each icon in the **Available Forces** list is the cost of that unit or building. The points you have available to spend are displayed above the list. When you purchase a unit or building, it appears in the **Purchased Forces** list. Numbers on icons in this list refer to the quantity you have purchased. Click on an icon in the **Purchased Forces** list to remove it.

You'll note when you change **Epochs** that the list of units and buildings changes. Units and buildings you purchase for one **Epoch** will automatically upgrade (or downgrade) depending on the **Epoch** in which you start a **Quick-Start** game. Icons marked with a star represent a family of units. A family of units gives you a different unit and usually a different quantity depending on the **Epoch** in which you start a game. For example, in **Epoch 1**, you see the **Bow Men** family. The roll-over tool tip indicates that it is 1.25 **Bow Men** or 1 **Mounted Slinger** or 0.5 **Gun Tanks** and that you are buying in quantities of 4. So if you purchased one package, in **Epoch 1** you would receive 5 **Bow Men**, in **Epoch 2** you would get 4 **Mounted Slings** and in **Epoch 11** you would get 2 **Gun Tanks**.



REINFORCEMENTS SCREEN

The **Reinforcements Screen** appears between scenarios in a campaign and allows you to select troops, resources and/or technologies to bring into the next scenario. The screen is similar to the **Quick-Start** screen, where you choose your forces before a skirmish, but also displays briefing information, including the scenario's objectives, history and hints. Icons depict the available reinforcements you can bring into the next scenario. Mousing over the icon will bring up a tool tip indicating how many of that item you will get. Normally, you will get to choose one of the displayed icons. However, depending on your performance during the previous scenario, you may be rewarded with additional choices.



NEW REGION AND CIVILIZATIONS

Empire Earth II: The Art of Supremacy adds two new **Western** civilizations: the **French** and the **Russians**. There is also an entire new **African Region** with two new civilizations: the **Maasai** and **Zulu**. All of the original civilizations have had their existing bonuses adjusted to blend with the bonuses available in the new **Custom Civilization** editor. Each region, including the new **African Region**, now specializes in a specific type of resource gathering as well. All the new civilizations are described below.

NEW WESTERN CIVILIZATIONS

The **Western Region** in *Empire Earth II: The Art of Supremacy* has two additional civilizations: the **French** and the **Russians**. These two new civilizations receive the same bonuses and powers as the other **Western** civs but have their own special abilities and unique units.

- **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.
- **Russian** – For **Russians**, **Autocracy** is their attribute. The autocracy of Russia means factories and workshops cost less to construct. Additionally, light artillery units cause more damage.

FRENCH UNIQUE UNITS



Name: Mangoneau

Class: Heavy Artillery

Epochs: 1-5

Produced at: Workshop

Description: A large, counterweight trebuchet capable of throwing massive projectiles with great force.



Name: Cuirassiers

Class: Heavy Mounted

Epochs: 6-10

Produced at: Stable

Description: Cuirassiers are heavy mounted units consisting of a strong warhorse and a skilled rider wearing a helmet and a breastplate or "cuirass." Napoleon regarded Cuirassiers as the fist of his Grande Armée, as their size and power provided the knock-out punch in many battles.



Name: Rafael D Stealth Fighter

Class: Fighter

Epochs: 11-15

Produced at: Airport

Description: The French designed, built and flew their own next generation fighter after pulling out of a joint European fighter project that did not fulfill their military needs. The **Rafael D** (for "discreet" or stealthy) is lightweight and sports a delta-canard aerodynamic design and built-in stealth technologies. Beyond "multi-role," The **Rafael D** is hailed as the first "omni-role" aircraft, capable of taking on differing combat missions simultaneously.

RUSSIAN UNIQUE UNITS



Name: Varangian Warrior

Class: Heavy Infantry

Epochs: 1-5

Produced at: Barracks

Description: The Varangians were a tribe of Vikings who settled, conquered and eventually unified an area of Eastern Europe in what is now part of **Russia**.



Name: Licorn Howitzer

Class: Light Artillery

Epochs: 6-10

Produced at: Factory

Description: Used extensively during the Napoleonic Wars, the **Licorn Howitzer** fires a massive 20-pound shot and was designed for use against infantry and cavalry.



Name: T-90S Gun Missile Tank

Class: Heavy Mounted 2

Epochs: 11-15

Produced at: Manufacturing Plant

Description: The T-90S Tank is armed with a 125 mm cannon.

NEW AFRICAN REGION

As the birthplace of humanity, Africa also witnessed the birth of tribes. Citizens drop off more food, cumulative with other drop-off bonuses, to better feed their tribe. Units are trained more quickly at barracks due to tribal rivalries that stretch back millennia. When constructing a temple or fortress, two free houses are built and placed automatically in the same territory (if there's room for them). Finally, the **African** region gains a resistance bonus to enemy units attempting to capture any of its barracks.

- **Maasai** – The **Maasai** rely on their special attribute, the **Spears** of the Clan, to protect their villages. When **Maasai** males reach a certain age, they are inducted as a group into a tight-knit warrior class, with the spear being the traditional weapon. All **Maasai** light infantry inflict additional damage, and helicopters also cause increased damage.
- **Zulu** – The classic **Zulu** military formation is the powerful **Beast Horns**, a crescent-shaped arrangement of warriors that is ideal for attacking a heavily-defended area or engaging an enemy who has deadly area-effect weapons. The horns formation attempts to envelope the enemy while minimizing damage and maximizing firepower. In addition to being able to form troops into the special **Beast Horns** formation, **Zulu** heavy infantry in the **Beast Horns** formation do additional damage. **Zulu** heavy infantry also have more hit points.

AFRICAN REGIONAL POWERS

SPIRIT OF THE TRIBE (EPOCHS 1 – 5)

All of the player's units receive the fullest **Morale** (inflicting more damage) and **Fervor** bonus (taking less damage) as if all the player's territories had the maximum number of houses.

BAD VOUDON (EPOCHS 6 – 10)

All enemy units within any of the player's territories take periodic 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 for a period of time.

MAASAI UNIQUE UNITS



Name: Morani Warriors

Class: Light Infantry

Epochs: 1-5

Produced at: Barracks

Description: All Maasai males are trained as warriors, called **Morani**, when they reach a certain age. The **Morani** are fearless fighters. They are traditionally armed with a spear, which can be thrown.



Name: Laibon

Class: Priest

Epochs: 6-10

Produced at: Temple

Description: A **Laibon** is a medicine man and the central figure in the Maasai religious system. The **Laibon** are involved in shamanistic curing, along with divination and prophecy. The **Laibon** unit can be set to auto-convert OR auto-heal units in range, but not both at once.



Name: Sirit Heavy Bomber

Class: Bomber

Epochs: 11-15

Produced at: Airport

Description: The group of warriors living together in a Maasai Manyatta (the warrior village) is referred to as a "Sirit." The **Sirit Heavy Bomber**, which takes its name from that tradition, has incendiary bombs and is heavily armored against AA guns.

ZULU UNIQUE UNITS



Name: Iklwa Warrior
Class: Heavy Infantry 2
Epochs: 1-5
Produced at: Barracks

Description: An Iklwa Warrior is a heavy infantry melee unit armed with a broad-bladed spear called an "Iklwa," which is designed for the cut-and-thrust techniques of close-quarters combat.



Name: Inyanga Warrior
Class: Medic
Epochs: 6-10
Produced at: University

Description: The Inyanga were Zulu medicine men who provided other warriors going into battle with magic potions (often causing them to vomit), which made them more fierce in battle. The Inyanga warrior can be either a medicine man that can heal OR a warrior that fights with a spear. The player decides which behavior to use, medic or warrior, but not both at once.



Name: Horns of the Impi
Class: Light Artillery 1
Epochs: 11-15
Produced at: Factory

Description: A light artillery piece that can fire pairs of deadly rockets. "Impi" was the word for the feared Zulu army under Shaka Zulu.

AFRICAN WONDERS

The **Maasai** and **Zulu** civilizations of the **African Region** have the following **Wonders** available to them:

- **Manyatta of the Warriors** – The traditional **Maasai Manyatta** was a village that all of the warriors of the tribe occupied, separate from the women, children and elders. Once this **Wonder** is built, it produces one **Light Infantry** unit every minute, and there is a chance each time that it will instead produce your civ's **Unique Unit** (for the **Epoch** you're in). These units cost no resources but do count against the population capacity (pop cap). It is available in **Epochs 1 – 15**.
- **Market of Djenne** – **Djenne** is the oldest known city in sub-Saharan Africa, and its legendary market thrived due to its prime location along major trade routes. Once you construct the **Market of Djenne**, you receive gold from any player's successful market trade routes. In other words, each time any trade unit in the world completes a trade, the player owning this wonder earns a little gold. It is available in **Epochs 6 – 15**.
- **Sankore Institute** – Named for the University of **Sankore**—the original center of Islamic learning and book trade located in Timbuktu—this famed modern research facility increases the generation rate of tech points while it stands. It is available in **Epochs 11 – 15**.

HEROES

Since the days of hand-to-hand combat, great warriors who have distinguished themselves in battle have been hailed as **Heroes**. The courage and charisma of **Heroes** can rally those around them to fight more fiercely. In *Empire Earth II: The Art of Supremacy*, a **Hero** can rise from among your troops to inspire others in battle or even to lead your entire empire to glory.



Heroes have the following abilities:

- **Prowess in Battle** – a **Hero** inflicts additional damage in combat and has more hit points.
- **Leadership** – a **Hero** can form an army and increase its combat readiness.
- **Political Savvy** – a **Hero** can become the Supreme Leader of your civilization (see next page).

There are two ways a **Hero** can rise from your military ranks:

1. A **Hero** can rise from a class of units that performs extremely well on the battlefield. If a **Rock-Paper-Scissors (RPS)** class achieves enough kills, one existing member of that class becomes a **Hero**. For example, if you train archers (light infantry) and together your archers make enough kills, then one archer (selected at random) becomes a **Hero**. (Note: **Heroes** cannot rise from some **RPS** classes, such as ships or fixed-wing aircraft.)
2. A single military unit that performs extremely well on the battlefield can become a **Hero**. If a specific unit makes enough kills by itself, it becomes a **Hero**. For example, if a **Main Battle Tank** by itself kills a set number of enemies, it becomes a **Hero**.

When either of these conditions is met, you receive a **Hero**. You may have more than one **Hero** at once, but only one **Hero** per class is allowed at a time. (For example, you cannot have two archer **Heroes** at once.) A **Hero** can be easily identified by the banner flying over its head.

HEROES CAN FORM ARMIES

An **Army** is a formation of units led by a **Hero**. To form an **Army**, select a group of units that contains at least one **Hero** and click the **Form Army** button on the **Hero's** action panel in the unit interface. (There is a limit on how big an **Army** can be.) All units currently in an **Army** can be recognized by a star pattern under their feet. The **Army** will endure unless the **Hero** is killed, the other units in the **Army** are killed or the **Army** is disbanded by the player. To disband an **Army**, click the **Disband Army** button in the **Hero's** unit interface. **Armies** can only be formed with land units, not ships or aircraft. Helicopter **Heroes** can form **Armies**, but only with other helicopters.

Units in an **Army** receive the following bonuses from the **Hero**:

- **Units** of the same type as the **Hero** receive a damage bonus and a hit point bonus.
- **Units** of a different type than the **Hero** receive a smaller damage and hit point bonus.

Once an **Army** is formed, clicking on any unit in the **Army** selects the entire **Army**. You can also select the **Army** by selecting the **Hero** banner. You cannot select individual units in the **Army** unless you first disband it.

SUPREME LEADERS

If you earn a **Military**, **Economic** or **Imperial Crown**, you have the option of choosing the new benefit: **Supreme Leader**. When **Supreme Leader** is chosen, you may select one of your existing **Heroes** or **Leaders** (from a dropdown list that appears with the selection of the benefit) to become your civilization's **Supreme Leader**. The **Hero** or **Leader** you select is then transformed into a **Supreme Leader**.

The **Supreme Leader** can be garrisoned in any **Fortress** to give an empire-wide bonus to the appropriate units: citizens for **Economic**, military units for **Military**, priests/spies for **Imperial**. The bonus endures until the **Supreme Leader** is killed. Alternatively, the **Supreme Leader** can be used outside of a **Fortress** to provide a bonus to units within his radius of effect, which is stronger than the bonus of a regular **Leader** or **Hero**.



SUPREME LEADER BONUSES

Depending on the type of **Crown** you earn, your **Supreme Leader** provides the following bonuses to your civilization when garrisoned in a fortress:

ECONOMIC

- Civ-wide: faster gather rate.
- Local area near the **Supreme Leader**: even faster gather rate.

IMPERIAL

- Civ-wide: increase in priest conversion range/LOS and faster priest/spy power recharge rate.
- Local area: immunity to conversion and even faster priest/spy power recharge rate.

MILITARY

- Civ-wide: damage increase (i.e., all units do more damage).
- Local area: larger damage increase.

FLAG POWERS

Flag Powers are a new benefit added for *Empire Earth II: The Art of Supremacy*. They are awarded for excellence in productivity. When you produce enough units from one type of building, or produce units and research enough related technologies, you receive a **Flag** and its associated power as a reward. **Flags** can be earned in the following areas and provide the following benefits (to a specific building):

- **Naval Power (Dock)** – Lower cost/build time for military vessels.
- **Air Power (Airport or Hangar)** – Lower cost/build time for fixed-wing aircraft or helicopters.
- **Infantry Power (Barracks)** – Lower cost/build time for infantry units.
- **Mobile Power (Stable or Manufacturing Plant)** – Lower cost/build time for mounted units or tanks.
- **Machine Power (Workshop or Factory)** – Lower cost/build time for artillery units.
- **Cultural Power (University)** – Lower cost/build time for spies and an increase in the tech point gather rate.
- **Religious Power (Temple)** – Lower cost/build time for priests and an increase in the tech point gather rate.
- **Financial Power (Market/Dock)** – Lower cost/build time for trade units, and the trade route drop-off amount is doubled while the trade time is halved.

EARNING AND USING FLAG POWERS

You earn a **Flag Power** by producing enough units from one type of building or by researching some related technologies and producing a smaller number of those units. For example, let's say you train a bunch of infantry and research some infantry-related technologies. Once you cross a certain threshold of production, you are rewarded with the **Infantry Power Flag**.

A **Flag** appears over the most effective of the associated buildings (in this example, a **Barracks**) signifying that the building (and only that building) has the benefits of the **Flag Power**. Once a **Flag** is awarded, it is permanent until the building is captured, destroyed or given as tribute to another player (then the **Flag** disappears, and you must earn a new one).

You may have multiple different **Flags**, but never more than one **Flag** of the same kind. If a **Dock** has the **Naval Power Flag** on it, you cannot also have a **Financial Power Flag** on the same **Dock** (or vice-versa). If a building with a **Flag** is captured, the power is lost. The player who captured the building may earn a **Flag** unless they already have a **Flag** of that type. The player who lost the building must then earn a new **Flag**. Unlike **Crowns**, you can earn a **Flag** even if another player already has that type of **Flag**.

NATIVE TRIBES

Native Tribes are groups of people who live in the game world. You will come across **Native Tribes** as you explore the map. Unlike computer players, **Native Tribes** are not players trying to build an empire. They are just part of the world, going about their business and living their lives.

When you encounter a **Native Tribe** (by entering the territory in which the **Tribe** lives), a chat message tells you the name of the **Tribe** you've met, and the location of their **City Center** is revealed to you.

You can trade with, assimilate (i.e., ally with) and fight **Native Tribes** as you see fit. Both trading and assimilating provide you with benefits, which are described on the next page.

On the **Diplomacy Screen**, the **Native Tribes** tab is enabled after you encounter a **Tribe**, allowing you to interact diplomatically with the **Tribe** and any other **Tribes** you meet). In addition to displaying the **Tribe's** name and diplomatic stance towards you, you can **Assimilate** a **Tribe**, set your stance to the **Tribe** to **Neutral** or **Declare War** on the **Tribe** by clicking the appropriate button.

- **Independent** – An independent **Tribe** is one that has not yet been assimilated by any player.
- **Assimilated by <Player>** – Indicates the **Tribe** has been assimilated by the specified player. If you have assimilated the **Tribe**, an icon is displayed to indicate what special power the **Tribe** has bestowed on you (see next page).
- **Berserk** – A berserk **Tribe** has lost its **City Center** and is seeking revenge on the player who captured or destroyed it.



ASSIMILATION OF NATIVE TRIBES

Assimilation is akin to forming an alliance with a player. When you assimilate a **Native Tribe**, the **Tribe** bestows upon you a special power.

To assimilate a **Tribe**, a player must share a territory border with the **Tribe** (except on islands maps), have a **Leader** or **Supreme Leader** unit in the **Tribe's** territory and successfully negotiate an alliance, which is accomplished in a similar fashion to proposing an alliance with a player. Click on the **Assimilate Tribe** button and select what tribute you want to offer to the **Tribe** to secure the alliance. The **Tribe** will take some time to mull over your roposal and may offer a counter proposal. A player can try to assimilate a hostile **Tribe** (if it has not already been assimilated by another player), but it will cost more to earn the **Tribe's** trust.

Once the player has entered an alliance with a **Native Tribe**, he or she automatically receives the territory the **Tribe** occupies (but not the **Tribe's** buildings or units). The player is also granted a special power from the **Tribe**, such as one of the following:

- **Fertility** – The pop cap of all player-owned city centers is increased.
- **Faith** – The Regional Power recharge time is decreased.
- **Migration** – The penalty for building in a foreign/unclaimed territory is reduced.
- **Herbs** – Units heal faster when garrisoned.
- **Traders** – Trade times are reduced.
- **Adobe** – Walls can be built for free and Tower upgrade times are reduced.
- **Determination** – Technologies are researched faster.
- **Warrior Spirit** – All infantry units are produced faster.
- **Scouting** – All mobile units have longer line of sight.
- **Community** – The drop-off bonus from houses is increased.

A **Tribe** must have a **City Center** in order to be assimilated and in order to bestow its special power. If the **Tribe's City Center** is captured or destroyed, the power is lost, and the **Tribe** can no longer be assimilated. If the player's **Leader** (or **Supreme Leader**) unit is killed or otherwise removed from the **Tribe's** territory, the **Tribe** will revert back to independent unless a new **Leader** is installed.

An assimilated **Tribe** takes on the diplomatic stance of its assimilator towards every other player (but remains neutral to the assimilator's allies). Any player that attacks an assimilated **Tribe** is automatically at war with the assimilator. In the case of unbreakable treaties, players cannot attack an assimilated **Tribe** if they are in an unbreakable treaty with the assimilator. No player can assimilate a **Tribe** that has already been assimilated by another player.

TRADING WITH NATIVE TRIBES

You may establish trade routes with a **Native Tribe** as if the **Tribe** were a regular player. Trading with a **Tribe** is very beneficial, as they are typically willing to give more than they get in return.

WAR WITH NATIVE TRIBES

If a player kills a unit or destroys a building belonging to a **Native Tribe**, or if a player constructs a building in a territory occupied by a **Tribe** he/she hasn't assimilated, then the **Tribe** automatically declares war on that player.

If a player destroys a **Tribe's City Center**, the remaining **Tribe** members go berserk and attempt to hunt down and kill the player's units.

A player can declare war against a **Tribe** by clicking the **Declare War** button on the **Native Tribes** tab on the **Diplomacy Screen**. Capturing a building from a **Native Tribe** provides a one-time influx of resources to the player. If a player totally wipes out a **Tribe**, the **Tribe** is removed from the map and the **Diplomacy Screen**, and its special power is lost for the remainder of the game.

NATIVE TRIBES - GAME SETUP

On the **Skirmish** and **Multiplayer** setup screens, you can select the number and type of **Native Tribes** you wish to have in the game. On the **Advanced** tab of the **Single-Player Skirmish** and **Multiplayer** lobby screens are three additional dropdown lists:

- **Amount** – Lets you choose how many **Native Tribes** are in the world: **None**, **Some** or **Many**.
- **Difficulty** – Lets you choose the difficulty of the **Native Tribes**, which affects how difficult they are to assimilate: **Easiest**, **Easier**, **Easy**, **Normal**, **Hard** or **Hardest**.
- **Force Size** – Lets you choose how large the **Native Tribes** are: **Small**, **Medium** or **Large**.

WAR PLANS – COMMANDING CONTROL GROUPS

In addition to making and sharing **War Plans** with other players, you can now use the **War Planner Screen** to assign move or attack-move orders to your **Control Groups**. (You make a **Control Group** by selecting units and then clicking an empty **Control Group** button in the upper left corner of the main screen or, alternatively, by clicking the CTRL + # hotkey combination, where # is any number 1 through 0 (10), to assign the selected units to one of the ten **Control Group** slots.)

On the **Options** tab of the **Full Screen Map**, there is now a **Control Groups** checkbox so you can choose whether or not to display your **Control Group** on the map. If this checkbox is checked, each of your **Control Groups** is displayed on the map as an icon. You can mouse over an icon to see the list of units in that **Control Group**. Click the icon or press its hotkey (1 – 0) to select the **Control Group**. Hold down the **Shift** key and press a **Control Group** number to select additional **Control Groups**.

Icons for each **Control Group** also appear on the **War Planner Screen's** unit interface. Clicking on one of these icons also selects that **Control Group**.

ISSUING ORDERS TO CONTROL GROUPS

Control Groups can be issued move or attack-move orders on the **War Planner Screen** in the following ways:

1. Select one or more **Control Groups**. Click the **Arrow** button and draw a path on the map. When you later click **Execute** (see next page), the selected **Control Group(s)** will go from the tail of the first arrow to the head of the last arrow drawn. If the group isn't currently at the tail-end of the arrow(s), it will move there first and then follow the specified path.
2. Select one or more **Control Groups**. Click on the **X** button and place it at a location on the map. When you later click **Execute**, the selected **Control Group(s)** will move to that location, choosing the most efficient path to get there.

3. Click on the icon for a **Control Group** and drag it over an **Arrow** or an **X** that's already on the map to add the **Control Group** to that **Arrow** or **X**. This can be done on your own **War Plan** or a plan sent to you by another player. (Note that the color of the **Arrow** or **X** need not be your player color.)

Control Groups that are attached to a war plan element will have a green or red "ghost" next to the war plan element. A green ghost indicates that the **Control Group** will use a regular **Move** to follow the war plan. A red ghost indicates the **Control Group** will perform an **Attack-Move**, instead. To switch between **Move** and **Attack-Move**, use the **Select Elements** tool and right-click on a **Control Group's** ghost.

When you receive a **War Plan** from another player, you can add **Control Groups** to the received **War Plan** in the same ways described above.

SAVING A WAR PLAN

You can create and save a **War Plan** for yourself. After you create a plan and assign your **Control Groups**, click the **Save War Plan** button. You can then execute your plan whenever you desire (see below).

EXECUTING ORDERS

Once you have sent, saved or accepted a **War Plan**, an **Execute** button will appear next to the **Create** button on the **War Planner Screen**. To have your **Control Groups** execute the **War Plan**, click the **Execute** button. Only your units (and not any other player's units) will carry out the **War Plan** when you click **Execute**, and your units won't carry out the plan until you click **Execute**. This lets you coordinate attacks with other players.

Note: If a **Control Group** is eliminated (e.g., all the units in it are killed) before you execute a **War Plan** it's a part of, that **Control Group** (obviously) can't participate in the plan. Bear this in mind and choose when to execute a **War Plan** wisely.

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 Hae Ju Chung
 Hugues St. Pierre
 Jae Suk Jo
 Jeff Desharnais
 John Carbone
 John Cataldo
 Joseph Wyman
 Joshua Landry
 Karen Wolff
 Ken Davis
 Kevin Moy
 Kevin Wasserman
 Lee Rosenberg
 Matt Corthell
 Matt Persing
 Mike Tuohy
 Nate Raymond
 Nick Greco
 Pete Calabria
 Shaun McDermott
 Stefan Arnold
 Steve Crowe
 Steve Nadeau
 Tara Teich
 Tom Murray
 Zach Magan

ADDITIONAL MAD DOC HELP

Alex O'Donald
 Andrew Andkjar
 Ben Morse
 Chris Lane

Dan Conti
 Jason Dunlop
 Jonathan Paton
 Karen Soh
 Matt Nordhaus
 Paul Elliott
 Ron Rosenberg
 Sandy O'Toole
 Shanti Gaudreault
 Steve Genovese

KuHyun Kang
 Yunjoo Kang
 Nicole Minyoung Jo
 "the Big Wuba Gooba"
 Christine Carbone
 John Carbone
 Carole Carbone
 Take-Out

...WITH ADDITIONAL HELP FROM...

J. Scott Brummit-
 voice talent

Cameron Willard/
 Nemo Sound-
 sound effects design and
 audio mixing

Original Music
 Composed by
 Michael G. Shapiro

With Additional
 Music by
 Matt Persing and
 Ken Davis

MAD DOC WOULD LIKE TO ESPECIALLY THANK...

Dr. J. David Davis (the
 original Mad Doctor)
 Molly Maloney
 David Bold
 Thelma Bold
 Greg Polanski
 Penny Polanski
 Rowan
 The Jakester
 Art Wyman
 Joyce Wyman
 Jaime Lane
 Kristen Pryor
 SoonKang Chung
 HwaSoon Seo
 HaeSoon Chung