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Empire Earth III Extended Electronic Manual

Welcome to the Empire Earth III extended electronic manual!! This special edition of the EE3 manual was created to provide updated information about the game including game adjustments and changes that were updated after the printed manual was completed, give users further details about game features that could not fit into the printed manual, and allow users to find the latest information about the game in a single location.



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I. Getting Started

So You Want to Conquer the World?

Thank you for purchasing Empire Earth III. This guide will provide you with the basic information you need to play the game and lead your civilization to dominance and glory.

Installation

To install Empire Earth III, place the Empire Earth III DVD-ROM into your DVD-ROM drive. The auto-run program should start automatically.

If the DVD does not launch automatically, double-click the “My Computer” icon on your desktop, then double-click on the icon that represents your DVD-ROM drive, and finally double-click on “EE3AutoRun.exe” to run the EE3 installation program.

Next, click the “Install” button to commence installation. Follow the directions on the screen to complete the installation process.

NOTE: Before running Empire Earth III, it is highly recommended that you have the latest drivers for your video card, audio card, and other relevant devices installed on your computer. Drivers can usually be downloaded from the manufacturer’s web site. It is also recommended that your operating system has the latest patches installed.

If you purchased this game via download, simply double-click on the file you just downloaded and follow the on-screen instructions. Note: You will not need to have a disc in the DVD-ROM drive to play.

Enter Key Code

You will be asked to enter the unique Key Code located on the back of the manual cover. Protect your Key Code – do not give it to anyone else or allow anyone else to use it. Put the game case in a safe, secure place; the DVD-ROM and Key Code will be required if you need to reinstall the game.

Launching EE3

After installation, launch the game. When you launch EE3 you will be presented with the Main Screen, where you can choose the game type to play

and adjust game options. Via the Tools menu you can view a recorded game, view game credits, access the map editor, and set up user profiles. You can also create a civilization.

Before you start playing Empire Earth III, you must select which type of game you'd like to play.

Game Types

There are two types of games in Empire Earth III: Single player and Multiplayer.

Single Player – There are three ways to play a Single Player Game:

Tutorial – The tutorials teach the basics of the game, from movement, to combat, to harvesting resources. Even if you have played the other games in the Empire Earth series, we highly recommend that you play the tutorials, as much has changed in Empire Earth III.

World Domination Game – World Domination mode is Empire Earth III's exciting Single Player campaign game. Conquer the globe as you take on other civilizations and native tribes within a realistic 3D map of Earth.

Main Campaign – Choose your region and difficulty level, and dive right in. The number and types of opponents are preset. This is the fastest way to get a World Domination game going, and is recommended for first-time players. Don't forget to play the tutorials!

Play Custom Game – This option allows you to choose your region, the number and type of opponents you face, difficulty level, and much more. Custom games allow you to fine tune the game to get it "just right" for you.

Skirmish – Play on a single map against one or more computer opponents. This option features full customization options: set the number and type of opponents, assign teams, choose your map, and much more. This is the perfect option for players seeking a quick, unique experience that is tailor-made to their style of play (see "Multiplayer" for a full list of options).

Multiplayer – You can play multiplayer games over the Internet through Gamespy, or via a LAN / Direct connection. In Multiplayer games, you can play with or against up to seven other players. You can join a game hosted by

someone else, or host your own game. If you choose to host your own game, you can select from all of the options listed below (this list is also applicable to the "Skirmish" games):

Number of players – To control the maximum number of players, you can change the "Open" player type to "Closed" by left-clicking on the pull down menu under "Player Type." To add AI players to the game, change the option to "AI," and select the difficulty level you want the AI to represent.

Team – To assign players to the same team, choose the appropriate number from this drop down. Players with the same number or on the same team.

Use Pre-made / Custom Civs – Enabling this option allows players to use civilizations that they have created using the custom civilization maker included with the game. By default, this option is set to "off."

Maximum / Minimum Era – These drop downs allow you to set the starting and ending eras for the technology in the game. The default option allows all five Eras to be played through, from Ancient to Future.

Use Quickstart – Selecting this option will give all players additional resources and units at the beginning of the game to allow for a faster start. When enabled, you can choose Small, Medium, or Large to set the starting army size. By default, this option is set to "On."

Lock Teams – This option allows you to specify that players may not break starting alliances or form new ones, effectively turning off most diplomacy options for the game. By default, this option is set to "off."

Teams Start Together – This option makes players on the same team start in adjacent territories on the map. By default, this option is set to "on."

Initial Cease Fire – This option allows you to set a time during which no attacks may be made against other players. This option is set to "None" by default.

Reveal Map – This option determines how "fog of war" behaves in the game. "Unrevealed" sets the map as black until explored. "Explored" sets the terrain as visible initially, but players cannot see anything that is being built by other players outside of their current units' line of

sight. In “revealed” mode, all players always have line of sight across the entire map. This option is set to “Explored” by default.

Cheats Enabled – This setting determines whether or not players are allowed to use cheat codes.

Game Speed – This option determines how fast the game plays. This setting affects all resource harvesting, animations, damage, etc. in the game. Choices are Slow, Normal, or Fast, with “Normal” as the default setting.

Game Options

Game Options – Game Options allow you to change the sound, video, and other settings to match your play style and your computer. There are two types of options:

Basic Options – These four options come up immediately when “Game Options” is selected from the main screen.

Resolution – Choose from a variety of resolution settings. Be aware that setting higher resolutions can have a detrimental effect on game performance.

Detail Level – Sets the overall detail levels in the game. This option allows you to choose between Highest Quality, Best Performance, and Default, which is the default settings for all computers and not your specific hardware. We recommend that you adjust your settings to improve performance or adjust detail levels. Be aware that boosting this setting to “Highest Quality” can have a detrimental effect on game performance.

Music Volume – Adjust the volume of the music in the game.

Sound Volume – Adjust the volume of the sound effects in the game.

Voice Volume - Adjust the volume of the voice-overs in the game.

Advanced Options – Set a wide variety of Video, Audio, and Game options in order to fine tune the game experience to your tastes or your

computer system. Note that changing settings in the Advanced Options may have a detrimental effect on the game’s performance.

Game Interface: everything you need is just a mouse click or two away!

Era Button

Tells current Era and can be clicked to advance to the next Era.

Control Groups

Assign any combination of units into numbered groups.

Resource Meter

Shows amount of each resource player has collected.

Population Meter

Show current and total possible unit population.



Game Clock

Displays the elapsed game time.

Diplomacy

Opens the diplomacy interface.

Events

An ongoing record of game events and objectives.

Minimap

Miniature version of the entire game map.

Pause Menu

Access the Pause menu to change settings or quit.

Flare

Flare an important area on the minimap for all allies to see.

Selection Panel

Shows currently selected unit(s) and their stats.

Command Card/Ability Panel

Shows all available unit abilities and any new abilities available for research.

The buttons and tools on the **Main Screen** give you full control over everything in the game. Here is what you will find on the main screen:

- **Event Log** - During the World Domination Campaign, players will encounter random Events.



The **Event Log** keeps track of all current events the player has encountered and what objectives must be met to complete them. There is also a history of events.

- **Diplomacy** - By clicking on the Diplomacy icon, players can open the Diplomacy Controls.



The Diplomacy Controls allow players to propose and review alliances, declare war or neutrality, and tribute resources, units, or even whole provinces (World Domination only).

- **Minimap** - The Minimap is a powerful tool that shows a miniature version of the entire battlefield.



Using the **Minimap**, players can look at the entire map, issue movement commands to selected units by right-clicking on the Minimap, as well as tracking enemy movement, resources, and more (if within line of sight). By using the Flare icon, players can flag important areas on the Minimap for allies (even AI allies) to take notice of.

- **Resources and Population** – These meters show how many resources you currently have in your stockpiles. Population is shown in the format “current population / population capacity.” Each region increases its population capacity by constructing certain buildings (see the chapters on each region). You cannot produce more units if you are at or over your population capacity.
- **Control Groups Area** - You can assign any combination of units to a Control Group, which you can easily select later.

- **Pause Menu** - Clicking this button will take you to the Pause menu where you can adjust audio/video settings, game settings, load/save your game, or quit the game.
- **Selection Panel** – Displays information about what is currently selected, such as a unit’s hit points and other attributes.
- **Ability Panel** – Gives access to the available abilities of the selected unit or building, including build buttons, research buttons, unit abilities, and combat actions.

Mouse Controls

The mouse controls for Empire Earth III are as follows:

1. **Right-Click** to perform the default action for selected units, such as move, attack, or garrison.
2. **Left-Click** to click a button, activate an ability, or follow-up a button click with a location choice, such as to place a building for construction or tell units where to perform an ability or combat action.

Turning the mouse wheel allows you to zoom the camera in and out.

Tutorials and Tooltips

Empire Earth III has several options for learning the basics of the game. In addition to this manual, we highly recommend that you play the Tutorials, which you can access through the Single Player menu. Tutorials teach the basics of the game, from movement, to combat, to harvesting resources. There is also a separate tutorial to get you started in World Domination mode.

Tooltips are provided throughout the game. A tooltip is a helpful reminder of what something does in the game. Just about everything in Empire Earth III has a tooltip: units, buildings, resources, and UI icons and buttons. To see a tooltip, simply move the mouse cursor over what you would like more information about, and leave it there for a moment. A tooltip will pop-up to provide more information. You may also choose to disable tooltips in the Advanced Game Options screen.

II. Basic Concepts

Map Features

In Empire Earth III there are four types of maps on which you will compete with others to assert your dominance. These four types of maps are:

- Arctic (cold and rocky with snow, ice, and mountain passes)
- Arid (hot and dry with deserts and canyons)
- Temperate (mild and covered with grass and rolling hills)
- Tropical (lush jungles with high mountains and waterfalls)

These four map types will be encountered in World Domination, Single Player skirmish and Multi-player. There are a number of features that are shared by each of these map types, as described below.

Territories

Each map is divided into sections called “territories,” which can be claimed and owned by players by building City Centers (see the sections on each region for details). Each territory can support a single City Center and a single Market, and as many other buildings as its boundaries will permit.

The number of territories varies from map to map, but will be never be fewer than two or more than twenty. As territories only exist on land, the number of territories per map is also determined by the amount of water that is present; the more water, oceans or seas on a map, the fewer territories will be present.

Terrain and Weather

Each map type in Empire Earth III will have markedly different terrain that is typical for the area of the Earth that it represents.

Each of the four distinct terrain types will have weather that is appropriate for that area. The type of weather on a map will vary by climate and intensity. For instance, an Arid climate map will either have Wind (low intensity) or Dust Storm (high intensity). Weather does not impact gameplay. Weather effects can be toggled “on” or “off” in the Advanced Video Options.

Treasures

Treasures are special items discovered by a player’s units as they explore and conquer the world. Treasures will appear as either buildings containing special units, or as “relics” (small items the player finds). By claiming a treasure the player will be provided with a one time benefit, either special units or resources. Some treasures are guarded, in which case the guards must be eliminated before the treasure can be claimed.

Native Tribes

Native Tribes are local to a province or map and are basically “mini-civilizations.” Native Tribes go about their lives in the game world, pursuing their goals, making the landscape more alive and providing potential rivals or allies for players. Native Tribes differ from AI players in that they are not trying to win the game.

Players can enter into normal alliances with Native Tribes, or a player can attempt to “assimilate” a tribe by increasing relations with the tribe past a certain threshold (i.e., beyond “Love” – see below).

Relations

Relations affect how AIs (full players and tribes) feel about the human player(s) or other AIs in the game. This gives another avenue besides military engagement for a human player to interact with AIs.

Each human player has a relationship with every AI (whether full player or tribe). This relationship is inherently symmetrical: for any two players there is one value of their relationship. Relations are displayed to the player as one of five values: Hate, Dislike, Indifference, Like, and Love.

AIs are much more likely to accept alliance proposals with players they *Love*, and can be more easily tempted into war against players they *Hate*. Similarly, there is an increased chance they will propose an alliance, or declare war of their own accord, against such players. A Native Tribe that is pushed beyond Love for a player becomes assimilated by that player (see the section on Diplomacy). There are also trading bonuses when trading with AIs that *Like* or *Love* your civilization.

Open the Diplomacy interface and hover the mouse pointer over a tribe or AI player’s button to see the current relation level. Pay attention to the relationship, as it may be easier to befriend an AI than to destroy it.

A number of things can affect relations, either positively or negatively, including Tributes, Trade, forming Alliances, Declaring War, etc. Additionally, each region has a unit with a special ability that affects relations with AIs:

- **Eastern Priests** can influence AI units to increase relations.
- **Middle Eastern Agents** can become permanent Emissaries in an AI’s City Center to increase relations.
- **Western Builders** can construct Monuments near an AI’s buildings to increase relations over time.

Resources

There are three types of resources in Empire Earth III: Raw Materials, Wealth and Tech Points.

Raw Materials

Maps can differ in the number and types of raw material sites they have. A map’s climate may also play a factor as to what types of sites are most likely to be there. The types of raw material sites are:

- Mines (Ore)
- Forests (Wood)
- Quarries (Stone)
- Fish schools (Fish)

Once collected, all Raw Materials are interchangeable and go into the same stockpile. Raw Materials are used primarily to purchase units and buildings.

A player must build a Warehouse adjacent to a Raw Material site in order to begin collecting the resource. Warehouses have three workers to start, but additional workers can be purchased by filling the slots in the Warehouse. Each additional worker costs more than the one previously purchased for that building.

Wealth

Wealth is generated by building a market and establishing trade routes. Once a market has been built, the Player’s first trade cart will appear and establish a trade route with the Player’s nearest City Center. Wealth is generated by each trade cart when it reaches its destination, either a City Center or Dock, and when it returns to its origin market. The amount of wealth that is generated is determined by the straight-line distance between the trade cart’s origin and its destination. The further away, the more wealth that is generated, but increased distance also exposes the trade cart to possible attack.

Markets, like Warehouses, have slots that can be purchased. Each slot represents a trade cart, which spawns a short time after the slot is purchased. Trade carts move along their routes automatically once a route is set up. You can change the destination of a route by selecting the market or the trade cart and right-clicking a new destination. In addition to Markets, each Dock is allowed one trade route with another dock via a trade ship. You can establish trade routes with other players if you first research the “Foreign Trade” technology.

Tech Points

The player purchases worker slots in the City Center to hire “scholars,” which generate a steady stream of tech points. City Centers do not come with any slots—all slots must be bought. All slots produce tech at the same static rate.

However, each new slot bought (per building) costs more than the previous slot. Tech research and Era advancement cost tech points, in addition to other resources.

Note: During battle mode in World Domination games, you don't need Scholars until the Modern Era, so you can't hire them in earlier eras.

Buildings & Units

In Empire Earth III you expand your civilization by constructing buildings and producing units to use against your enemies.

Building Construction

In order to build structures or buildings you must select a unit that can build and purchase a building by spending an amount of resources. Each region has a different way in which this is accomplished.

When the game begins, each region is provided with one of the following for the purpose of construction: a single builder (if you have chosen the West); five Peasants (if you are playing as the East – any infantry unit can build); or a City Center, if you are playing as the Mid East. Other buildings and units may be available too, depending on the region and chosen game options.

The UI panel for your initial builder unit will display a selection of buildings that can be purchased. The building that is purchased can be placed by left-clicking on the terrain where you want that particular building to be built. For the West and the East, the Builder or Infantryman will then move to the designated spot and construct the appropriate building. The Mid East City Center will spawn a packed version of the building, which can be moved and unpacked at a designated spot, when ordered.

Producing Units

Unit-producing buildings – such as Barracks, Stables, Workshops and Docks – will each display in their UI panels the number and types of units that can be constructed.

By left-clicking on the unit icon button in the building's display panel, you will spend the unit's cost in resources and purchase the unit. The unit will take a set amount of time to be produced and then the unit will emerge from the building. Each unit-producing building can set a 'rally flag,' when the building is selected, by right-clicking on the terrain away from the building. When a unit is produced it will move immediately to the rally flag.

Eras and Technology

Empire Earth III spans five unique Eras: Ancient, Medieval, Colonial, Modern, and Future. As the player advances through the eras some of his or her units will automatically upgrade when the player enters a new era, while others must be researched in order to be upgraded. Upgrades are researched at the building where the unit originated. Certain units also possess special abilities that can be used by the player in battle or other situations. Some unit abilities are available by default and others must be researched before they can be used. Abilities are researched on the unit that can have them.

The player advances into a new era by paying a specified cost in Technology points. To view the cost of advancing, the player just needs to place the mouse pointer over the button with the name of the current Era in the top right corner of the screen. When ready to advance (and you have enough Technology points), click the Era button.

Combat

While many options lay before you to grow your empire, combat is the primary way your civilization will defeat enemies and conquer the globe.

As any good commander knows, your units are only as effective as you make them. Study the info below and you will be conquering and pillaging in no time!

Unit Roles

Each unit in your empire has a specific role in combat. As you will see, combat works off of a rock/paper/scissor system. Each unit has a unit type they are strong against and very good at defeating. Each unit also has a unit type they are weak against which will kill them if you are not careful.

Basic Infantry

The Infantry unit is your most basic combat unit. Each region has a variety of Basic Infantry soldiers for you to choose from, some melee and some ranged. Infantry units are generally inexpensive and easy to kill, but they are dangerous in large numbers and have many special abilities that make them surprisingly useful and deadly. Infantry work best as a large attack group, or as escorts for larger weapons, but watch out for Field Guns!

Raider

What Raider units lack in armor, they more than make up for in speed. Your Raider units are your best scouts, and can cover ground rapidly, allowing you to locate and keep an eye on your enemies. Raiders are also excellent at destroying enemy Resource Workers and Trade Carts. Finally, Raiders also serve as great counters to enemy siege weapons due to their speed and weapon expertise.

Shock Cavalry

Shock Cavalry units are slow, powerful, and often covered head to toe in thick armor. These armored horse units excel at cutting down Basic Infantry, and can take out a group and ride away before the enemy even knows what happened.

Anti-Cavalry

Within your army, you also have specialized units for wiping out Cavalry. But keep them away from enemy Basic Infantry units, as Anti-Cavalry units are especially vulnerable to them.

Field Weapons

The Field weapon is your arsenal's compact artillery. Field Weapons are perfect for attacking large groups of slow-moving units such as Basic Infantry and Anti-Cavalry foot soldiers, and tearing them to shreds.

Siege Weapons

Siege Weapons are your largest engines of war on land. While very slow moving, Siege Weapons are devastatingly powerful when used against enemy structures. Even one siege weapon can destroy an enemy building, wall, or tower quickly. Siege Weapons are very vulnerable, however, due to their slow speed and inability to fight off any kind of short range or melee attack. Make sure to protect these important weapons with Infantry or Cavalry escorts.

Small Ships

Your navy is made up of two general classes of watercraft, one of which is the Small Ship type. Most small ships are useful for transporting land units, and all are great at putting holes in other ships.

Large Ships

Large Ships are often towering behemoths that wily commanders can use to bombard coastal targets from off shore. Most Large Ships can also transport units, but they are poor at fighting off any kind of direct attack from other ships.

Light Tanks

Light Tanks are highly mobile vehicles, but not well armored. They are strong against Basic Infantry, but weak versus Heavy Tanks.

Heavy Tanks

Heavy Tanks are armored vehicles with a strong punch. They excel at taking out other vehicles, but watch out for Anti-Tank weapons.

Anti-Tank

As the name implies, Anti-Tank weapons are

Heroes

From time to time, you will gain access to a powerful Hero that you can send forth into battle. Heroes are expensive but extremely powerful units with very unique and often deadly special abilities at their command. An army with a Hero in the lead is a force to be reckoned with!

Special Units

There are other units at your command that do not fit exactly into the above groups, such as fire ships and priests. These units have unique uses all their own that will become clear as you grow as a commander. Each region has its share of special and support units.

Unit Abilities

Many of the units in your army have access to special abilities that can give them an edge in combat. Some abilities your units already know, while others must be taught to them through research.



In the above picture, you can see the Command Card for a unit, at bottom-right. The icons on the top row represent the Combat Actions this unit can perform. Below that to the left are researchable items. To research something, simply click on the research button. The cost of the research is deducted from your resource stockpiles. Research takes a little time to perform, which is displayed as a time bar that goes across the icon as it is being researched.

To the right of the research buttons are icons that represent the abilities this unit can perform. Click on the icon to use an ability. For some abilities you will also have to click on a target or location to perform that ability there. Some abilities cost resources to use, and some have a “Cooldown,” which is a “rest” period certain abilities require after being used. During Cooldown, the ability cannot be used and you must wait for it to recharge before using that ability again.

At the bottom are buttons representing things this unit can build or produce, if anything. Hover the mouse pointer over any icon to see information about that item.

Combat Actions

Your soldiers and support personnel are highly skilled and well trained. As their commander, you have access to advanced tactics called Combat Actions that your units will carry out your command. Many Combat Actions are available, but some must be researched (at a City Center) before you can order your units to use them.

Combat Actions can be used by different types of units and therefore differ from unit abilities, which are unique to a specific unit. Combat Actions are a combination of unit formations and objectives for your units to carry out, all built around an intended goal. For example, if you are playing as the Mid East and you want a group of your units to set up an ambush near the edge of a forest, first select your units, then left-click the Ambush icon from the command card. Next, left-click the location where you want your units to set up the ambush. Your units will move to the target location, get into formation, and hide themselves. Then they will wait patiently to surprise attack any enemy units who are unlucky enough to cross their path.

There are a variety of Combat Actions available to your troops, including Capturing buildings, Charging at enemy units, and Exploring the map. Many of these Combat Actions have very powerful bonuses, and a seasoned commander making smart use of Combat Actions in battle will be difficult to stop.

To the right of the Combat Actions are three Unit Stances: Standard, Aggressive and Hold Position.

Air Combat

Controlling your air force is very similar to using unit abilities. After you build an Airport, you will be able to launch air strikes and other aerial missions from it. The kind of missions and the amount of damage they inflict depend on which

aircraft you have researched. Air Bases defend themselves automatically by sending out interceptor aircraft when enemy airplanes are detected.

To launch an air mission, choose an air mission icon from the airport by left-clicking the icon, then left-click again on the target. Once initiated, your planes will immediately take flight and follow your orders. In this way you can launch bombing runs, perform long range aerial recon, or fly a bombing run with escort fighters. There are several kinds of air missions on which you can send you aircraft. You should become familiar with all of your mission options once your empire has reached that level of technology.

Diplomacy

Diplomacy can be a smart alternative to fighting, depending on the situation and on your strategy. To access the Diplomacy controls, click the Diplomacy button in the main screen (upper-right).

There are three diplomatic states in Empire Earth 3: Allied, Neutral, and Enemies (also called “At War”). All states are mutual, so you cannot be the enemy of a player who is allied or neutral to you. Players can also “Assimilate” native tribes, which is a special type of alliance.

- **Allies** – Players who are allies cannot attack each other. Allies share line of sight (LOS) with each other by default. There are three basic types of alliances:
 - **Timed** – an alliance that lasts for a set time then expires, leaving players neutral to each other.
 - **Breakable** – players are allies until one declares war on the other.
 - **Whole Battle** – this is essentially an unbreakable alliance which lasts the whole battle.
- **Neutral** – Neutral players are allowed to attack each other, but only deliberately. The player must “force attack” by holding down the **Alt** hotkey while ordering the attack (right-click on target). Attacking a neutral player automatically declares war on that player.
- **Enemies** – Players who are enemies are in a state of war. Units will automatically attack each other on sight. Enemies cannot set up trade routes with each other.
- **Assimilated** – Assimilation is a special type of alliance. A Native Tribe is assimilated when you max out your Relations with the tribe. Assimilated tribes adopt the assimilating player’s diplomatic states with other players and will attempt to attack enemies of the assimilating player. Tribes also give a portion of the resources they collect to the player who assimilates them.

Making Alliances and Declaring War

You can easily send a basic alliance proposal or declare war on another player or a native tribe. When you bring up the Diplomacy controls, select the player you want to ally with or declare war on. A series of diplomatic option buttons appear. To instantly propose a Timed Alliance or a Breakable Alliance, click the appropriate button. The default timed alliance is 10 minutes.

To declare war on a player and become mutual enemies, click the Declare War button (next to the alliance buttons). To declare war on a neutral player, you can instead “force attack” that player’s units. Select units and order them to attack by holding the **Alt** key and attacking a target by right-clicking on it.

When a player sends an alliance or any kind of proposal to you, the Diplomacy button will blink. Click it and you’ll see the button of the player(s) who sent a proposal blinking. If only one proposal is pending, “Quick Response” buttons will appear by the player button, otherwise click the player button to see Quick Response options for that player’s proposal. The Quick Response buttons allow you to accept or reject a proposal instantly, or make a counter proposal (see Proposals below). Hover your mouse pointer over the buttons to see a tooltip that summarizes what the other player has proposed.

Tributes

Players can tribute resources, units and buildings to other players or Native Tribes. (This can be particularly effective at raising your Relations with a tribe.) In the Diplomacy controls, click the player you want to pay tribute to. Left-clicking a resource button instantly sends a fixed amount of resources to the selected player (hold the “Shift” key on the keyboard to send five times as much).

To tribute units or buildings, first select the units or buildings you want to tribute. Then click Diplomacy and select the player to tribute to. Click the Tribute Units button and the selected units or buildings are given to the selected player.

Proposals

For more diplomatic options, you can choose to send a proposal to another player (but not a Native Tribe). Click Diplomacy, select the player, and then click the Proposal button.

At the top of the Proposal panel are controls for proposing an Alliance or Neutrality. You may offer several types of alliances and also propose how much line of sight to share. Below that, there are two sections for offering and requesting various tributes as part of the proposal.



You may also offer or request a change of diplomatic state with a third party (see picture). These conditions go into effect only when the proposal has been accepted by both parties.

At the bottom of the panel are buttons to send, clear, or cancel the proposal. If you are reviewing a proposal sent by another player, you can accept, reject, or counter that proposal.

Important: in the Tributes section, the left side of the panel *always* shows what the player who sent the original proposal will give when the proposal is accepted. The Right side *always* shows what the player who originally received the proposal will give. So for example, if you send a proposal and offer 500 Wealth, you make that offer on the Left side. If at the same time you want the other player to give you 600 Raw Materials, you make that request on the Right side.

Change Status with this Player – You can offer or request to change diplomatic status with the named player, assuming the proposal is accepted. Choose one of the three diplomatic statuses in the Change Status field. Choose one of the other players in the province (i.e., not the receiving player) in the “With this Player” field.

A declaration of war with the third party happens immediately once the proposal is accepted. Choosing Alliance or Neutral automatically sends a proposal to the third party, which that player is allowed to accept or reject.

Note on World Domination Proposals: In World Domination games, you also have the option to tribute entire provinces while on the world level. Check the Tribute Province checkbox and select the province to offer or to request in tribute.

World Domination

World Domination is the single player campaign mode of Empire Earth III. Your goal is to expand across the globe and dominate the world. Computer AI players are trying to do the same thing, while local native tribes go about their business within many of the provinces. There are a number of additional features in World Domination games beyond the basic features that are available in Skirmish games.

Provinces

The map in World Domination is a globe, divided into provinces. Each province represents a single, Skirmish-style map. You can rotate the globe by clicking and dragging with the mouse.

World Resources

Each province is more or less rich in four types of resources:

- **Military** – the potential number of armies that can be supported by the province.
- **Imperial** – a measure of the potential imperial clout of the province. Imperial power can be spent on purchases and research.
- **Commerce** – a measure of the commercial potential of the province. Reserve Commerce can be spent on purchases and research.
- **Research** – a measure of the research potential of the province (some province do not have research value). The Research you generate is used primarily for advancing to the next Era.

The value of each resource is expressed as a number. The higher the number, the more valuable that province is for that resource (note: some values may be zero).

Province Designations

In order to exploit the potential value of world resources you must own the province and designate the province appropriately. There are four province designations that correspond to the four world resources. You can change the designation of a province, for example from Military to Commercial, and the

change takes effect the following turn. The four province designations are explained below.



Military Province

- Contributes to your overall army limit based on the Military value.
- Used to create armies (or modify them for free).



Commercial Province

- Produces Commerce each turn based on the Commercial value.
- Used to create world trade routes for extra Commercial income.



Imperial Province

- Produces Imperial power each turn based on the Imperial value.
- Used to create spies.
- Contributes to your spy limit (one spy is allowed per Imperial province you own).



Research Province

- Produces Research each turn based on the Research value.
- Research is used to advance Eras and for certain Empire Technologies.

World Mode vs. Battle Mode

In World Domination games, players play in two distinct modes:

- **World Mode** – strategic level played on a world map. Players collect world resources, advance Eras, use Empire Techs and control entire armies and stealthy spies. The world level is turn based.
- **Battle Mode** – very similar to Skirmish games. Players collect battle-level resources, research new units, research unit abilities for use during battle, and control individual units rather than whole armies. Battles are fought in real time.

At the beginning of a World Turn, any pending battles are resolved (the provinces flash red). Battles occur when you have an army in a non-friendly or unowned province, or another player has moved an army into a province you own. Double-click a province that is flashing red to resolve the battle pending there. You may choose to fight each battle in battle mode, which plays out in real-time on the province map, or choose “Auto Resolve” to have the battle instantly and automatically resolved for you, based on the strengths and weakness of each side involved in the battle. (You may auto-resolve against full AI players only, not Native Tribes.)

Note: Some Empire Techs can be used only in pending battles (see below).

After you resolve all your battles, you can produce and move world units, use Empire Techs (explained below), or advance to the next Era if you have accumulated enough Research. The turn does not end until you click the Advance Turn button (at the top-center of the World screen). Below that button is the current year, which loosely corresponds to the Era you are in and the turn you’re on. Hover the mouse pointer over to see the turn number.

World Events

World events are missions and quests that occur randomly (or when certain conditions are met) during a World Domination game. When world events occur, you are presented with a briefing that describes the situation, and are given objectives to complete. Completing an event will generally result in a reward or benefit. Some events are optional, so you can choose to accept or skip them.

If you decide to complete an event, accept it when asked, and then complete the given objectives. Some events are short and easy, some are long and hard, and some, when completed, spawn new events. You can opt to turn off events in the game options when you set up a custom game.

Armies

There are three world units: armies, spies, and trade vehicles. World units are mobile and appear as icons on the world map. Let’s look at armies first.

An Army is comprised of land units and/or naval units, up to a certain pop limit. To create an army, you **must** be below your army cap and have enough resources. (Your army cap is the sum of the military values of all your Military provinces.) Armies cost world resources to create and must be created in a Military province.

To create an army, click on a Military province to open the Province panel (or drag the Army icon in the upper-left of the UI into a Military province). In the panel, click on one of the two empty army icons (next to the Military value) and the Army Composition panel is displayed. If you already have one or two armies in this province, one or both icons will not be empty. Clicking on an active army icon will open that army in the Army Composition panel, allowing you to change its composition (which you may do for free if the army is in a Military province). You may not have more than two of your armies in a province at a time.



At the top of the panel is a bar displaying the army’s name. The default name is simply “army” and the number of the army, but you may double-click on the name to edit it. The same bar also acts as a population meter, filling up as you select units to put in the army.

Underneath the name bar are columns for each building type. Each column lists every unit that is available (according to your current era and researched units). Tooltips will appear over each unit icon, naming the unit and listing its information. Add units to the army by left-clicking on the desired unit icons (or right-click to reduce the number). When the pop cap bar is full, no additional units may be put in the army. (As you advance Eras, the maximum size of your armies goes up.)

All armies must contain at least one unit capable of constructing buildings (the unit will vary depending on which region you are playing). Army composition

is considered final once you move the army or end the turn, but you are allowed to modify the contents of an army for a cost if the army is in a province you own (modifying an army is free if it's in a Military province).

At the bottom of the screen is a set of template buttons. These are “quick fill” shortcuts: three are predefined (offensive, defensive, and naval) and three are player-defined. To create a player-defined template, fill up the army as desired then click on any of the three save buttons to save that template. Click the User buttons to load a saved template.

Army Health

Like individual units on the battle level, armies have a “health bar.” If you lose a battle, the armies involved are lost. If you win, your armies still take some damage. Armies are considered “at rest” if they don't move or attack for a turn. An army recovers health during each turn it is at rest, unless you are over your army cap.

On the battle level, units in a damaged army have their health capped at the same percentage. These units cannot be healed beyond the cap, but units produced during the battle will have full health.

Moving Armies

To move an Army, click on its icon on the world map (left-click to de-select a selected army). The mouse pointer changes to a “move” pointer. When you hover the pointer over a province, the province will highlight green if it is a valid province to move to, or will tint red if it is an invalid destination. Right-click in valid province to order the army to move there. Armies can generally move only one province per turn, but certain Empire Technologies can increase this. Moves don't take effect until you end the turn, so you can undo a move by moving the army back to its original province. You cannot have more than two of your armies in one province at a time.

To move any army over water (e.g., through an ocean province), the army must contain enough ships with transport capacity to carry all the land units in the army. The sum of the ships' capacities is called the army's “Cargo Capacity.” If the Cargo Capacity of the army is equal to or larger than the pop of all land units, you may move the army into water or on land (however, the ships won't be placed on land maps). The army icon on the map has an anchor on it when that army is allowed to move over water.

Note that moving armies into a province not owned by you or an ally is an act of war.

Withdrawing from Battle

You may withdraw your armies from a battle, retreating to safety, if you have enough units left on the map (if you do not you can opt to forfeit the province). During battle, click the Withdraw button (left side of screen). Your withdrawn armies will suffer some attrition, but will be available in the province they retreated to on the globe (withdrawing counts as a move for that turn).

Spies

Spies are stealthy world units that gather intelligence, commander trade, and assassinate enemy spies. Spies can also perform other special actions, which are available on the Empire Tech Tree. Spies are moved around the world map just like armies and also have a health bar. To create a spy, click on an Imperial province and then click the Spy icon in the Province Panel (or drag the Spy icon from the UI into an Imperial province). The number of spies you are allowed is equal to the number of Imperial provinces you have. You are allowed to have up to two spies at a time in a single province.

Spy Actions:

- **Gather Intelligence** – Spies automatically provide information on the province they occupy, and can see other world units in the province or any adjacent provinces. Spies can be seen only by other spies. You can research Superior Intel on the Empire Tech Tree to provide additional information, including the ability to view the composition of enemy armies.
- **Assassinate** – When spies of different players meet in the same province, they try to assassinate each other. Your spies have an advantage in friendly provinces, but are at a disadvantage in enemy provinces. If an assassination is successful, the assassinated spy (or spies) is removed from the map. If unsuccessful, the spy takes damage. Assassinations are attempted at the beginning of a turn.
- **Commandeer Trade** – When a spy is in the same province as a world trade vehicle belonging to another player, the spy automatically steals its commercial value for that trip. The vehicle's owner (and partner) gets nothing for that trip.
- **Empire Techs** – The following Empire Techs require a spy to use: Propaganda, Corruption, Sabotage, Fund Rebels, Tribal Subsidies, Coup d'Etat, and No-Spy Zone

World Trade

Each Commercial province you own can be the origin or destination of one trade route with yourself and one trade route with another player. The other end of the route must also be an Commercial province. You cannot trade with enemy

players (unless you are playing the Middle East and use the Black Market Empire Tech). Setting up a world trade route costs world resources.

To set up a route, click on a Commercial province you own to open the Province panel, and then click the Trade icon (next to the Commerce value in the panel). Valid destination provinces are highlighted green as you hover the mouse pointer over them. The Commercial values of the origin and destination provinces and the distance between them are factors in determining how valuable a trade route is. Create your trade route by clicking on the destination province. A world trade vehicle appears to represent the movement of goods between provinces. The trade vehicle automatically moves one province along the route each turn.

Each time the trade vehicle reaches its destination or returns to its origin, you get income from the route (which is added to your resource reserves). If you have a trade partner other than yourself, the partner gets a small bonus income equal to the Commercial value of his province. If your trade partner *likes* or *loves* you, you and your partner get an additional income bonus. You can delete an existing trade route by selecting the vehicle and deleting it, or by selecting the origin province and setting up a new route.

Spies in the same province automatically steal from trade vehicles, leaving the route owner (and partner) with nothing for that trip. An enemy army in the same province as a trade vehicle will automatically destroy the vehicle and the route.

Militias

Militias are local defensive forces. Every province you own is allowed one militia, which you buy and fill up just like an army. Also like armies, militias have a health bar, but militias are not mobile; they cannot be moved.

If you opt not to purchase a militia for a province, you'll still have a few basic buildings in the province, depending on the province's designation:

- A Military province will have a barracks and a stable/factory
- A Commercial province will have two markets
- An Imperial province will have two warehouses
- All province types have (at least) one City Center
 - NOTE: Due to territory ownership rules, West and East regions (but not Mid East) must have additional city centers to accommodate additional markets (and warehouses, if they are in different territories).
- Additionally, the Western region will have one builder and the Eastern region will have some infantry who can build.

If you decide to purchase a militia, the militia must include the above, but you can add anything else you want to it, including most types of buildings (but not walls). Each building takes up a certain amount of population for the purpose of creating militias. You can save one militia template for each of the three province designations.

Militias are destroyed if the province they are defending is conquered. You may also delete a militia if you wish, but you will not get any resources back.

World Technologies

In a World Domination game, technology research is handled a bit differently than in Skirmish games. First, you have the option in World Dom games to research Empire Techs, which are special technologies and powers that have a wide range of uses and effects. These are explained below.

On the regular or "Evolution" tech tree, what you can research depends on whether you are on the world level or the battle level.

- **World Level** – Research Era advancement, which costs world resources. Research on the world level is permanent for the duration of the game.
- **Battle Level** – Research units and unit abilities, including stat upgrades, which cost local (battle level) resources. Researching units is permanent, but researching abilities lasts only for the duration of the battle, so if you research a unit ability in one battle, you'll have to research it again in a different battle. You are essentially giving special equipment or training to the units participating in this specific battle.

Empire Techs

Empire Techs come in three flavors: Military, Commercial, and Imperial. Each of these flavors is additionally divided into three tiers, with more powerful techs generally being on higher tiers and requiring some lower-tier tech to be researched first. Once researched, Empire Techs appear in the Tech panel and are available to use, usually for a cost. Select the target (usually a province) if necessary, and then activate the tech you want by clicking on it. When used, it may take a turn for the effects to happen, depending on the tech.

Roads & Infrastructure

- **Military Tier 1**
- **Use Cost:** Pay per province
- **Description:** Build roads and infrastructure in your provinces to grant a free move to friendly armies or spies moving through it.



Propaganda

- **Military Tier 1**

- **Use Cost:** Pay per use
- **Description:** Spy Power. Move a spy into a province that contains one or more unfriendly armies and activate this power. The spy spreads anti-war propaganda, causing all non-allied armies in that province not to heal for a couple turns, even if they move from that province.



Resistance

- **Military Tier 2**
- **Use Cost:** Pay per use
- **Description:** Resistance fighters (extra units) augment your forces in the selected province for one battle.



Lightning Deployment

- **Military Tier 2**
- **Use Cost:** Pay per use
- **Description:** Move one army from an owned province into any other owned province in one turn, even if other provinces intervene.



Reinforcements

- **Military Tier 2**
- **Use Cost:** Pay per use and army is lost
- **Description:** Designate an army as reinforcements for one turn and select an adjacent province it's meant to reinforce. In a battle in the adjacent province, you can choose to call in your reinforcements, effectively getting an extra army's worth of units to fight with, although the army itself is disbanded on the world level.



Scorched Earth

- **Military Tier 3**
- **Use Cost:** Cheap, but units, army, and militia are lost
- **Description:** During battle, sacrifice your armies in the province and scorch the earth to halt all resource production (battle and world level) in the province for all players for several turns. There is a small chance the attempt will fail.



People's Army (Eastern Region Only)

- **Military Tier 3**
- **Use Cost:** Pay per army
- **Description:** Increase the size of a selected army. Allows you to add units beyond the normal pop limit.



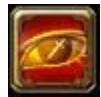
Shock and Awe (Western Region Only)

- **Military Tier 3**
- **Use Cost:** Pay per use
- **Description:** Select a province you have invaded (where a battle will be fought). When the battle begins, a wing of aircraft will carpet bomb the defender's base. Surviving buildings will produce units or gather resources at only half the normal production rate for a few minutes after the attack finishes.



Sneak Attack (Middle East Region Only)

- **Military Tier 3**
- **Use Cost:** Pay per use
- **Description:** Select an army. The army can be moved two provinces instead of just one, jumping over the intervening province and penetrating deeper into an enemy's empire. (Crossing water still requires ships.)



Corruption

- **Commercial Tier 1**
- **Use Cost:** Free after research
- **Description:** Spy Power. Any of your spies, when in an enemy province, automatically siphons off a percentage of world resources gathered in that province each turn. Two spies siphon off twice as much.



Supply Lines

- **Commercial Tier 1**
- **Use Cost:** Pay per use
- **Description:** Select a province in which a battle will be fought the following turn. For the duration of that battle you will receive additional drop-shippments of resources at periodic intervals.



Eminent Domain

- **Commercial Tier 2**
- **Use Cost:** Pay per use
- **Description:** Purchase outright any unowned province to which you have line of sight.



Sabotage

- **Commercial Tier 2**
- **Use Cost:** Pay per use (chance spy may perish)
- **Description:** Spy Power. Move a spy into a province owned by another player and order sabotage. The province's designation and the benefits it confers are taken away for one full turn. Additionally, there is a better than even chance of destroying Roads & Infrastructure, a Cultural Landmark, or a Production Center (if the province contains them), and the owner cannot rebuild for one full turn. There's a small chance the spy may not survive.



Production Center

- **Commercial Tier 2**
- **Use Cost:** Pay to build or rebuild
- **Description:** A Production Center is a special world-level structure that increases the world resource values of the province it is built in. You are allowed only one Production Center at a time, and the province in which it is built cannot have an army you own in it. You'll get more value out of the province depending on how you designated the province:
 - Commercial Province = more Commerce income per turn
 - Imperial Province = more Imperial income per turn
 - Military Province = higher army cap
 - Research Province = more Research income per turn



Fund Rebels

- **Commercial Tier 3**
- **Use Cost:** Pay per use
- **Description:** Spy Power. Move a spy into a province owned by another player. The spy funds the local tribes, which turn hostile to the province owner and attack on the following turn.



Hire Mercenary Army (Eastern Region Only)

- **Commercial Tier 3**



- **Use Cost:** Pay per use
- **Description:** Select a province (in which a battle will be fought) .When the battle begins, an army of independently-controlled mercenaries marches in and attacks your enemies. You may hire only one mercenary army per province.

Black Market (Middle East Region Only)

- **Commercial Tier 3**
- **Use Cost:** Pay when setting up trade route
- **Description:** Allows you to establish a black market trade route with enemies. All income produced by the route is taken from your enemy’s stockpile. Black market trade vehicles are stealthy to all other players, but can be spotted by a spy.



Sanctions (Western Region Only)

- **Commercial Tier 3**
- **Use Cost:** Pay per use
- **Description:** All resource gathering (world and battle level) in one target province is suspended for all players for a few turns. Trade routes run but produce no income.



Superior Intel

- **Imperial Tier 1**
- **Use Cost:** Free after research
- **Description:** Spy Power. When in a province, the spy automatically collects intelligence on the province’s designation, world-level structures, and you can look at the composition of armies and the militia in the same province as the spy.



Frontiers

- **Imperial Tier 1**
- **Use Cost:** Free after research
- **Description:** Increases world line of sight. You can see the owner and value of a province from two provinces away rather than one.



Tribal Subsidies

- **Imperial Tier 2**
- **Use Cost:** Pay per use
- **Description:** Spy Power. Significantly increases your relations with all tribes in an unowned province.



Patriotic Rally

- **Imperial Tier 2**
- **Use Cost:** Pay per use (and temporarily lose resource gathering)
- **Description:** When you pay for a Patriotic Rally (in a province you own), the province cannot be invaded for one full turn. But due to the rally no world-level income is gathered in the province for that turn. Once used you cannot have another rally for a full turn.



Cultural Landmark

- **Imperial Tier 2**
- **Use Cost:** Pay to build or rebuild
- **Description:** A Cultural Landmark is a special world-level structure that is so revered that foreign armies will not invade the province in which it is constructed. Additionally, a Cultural Landmark brings in +1 Commerce each turn, regardless of what the province is designated. You are allowed only one



Cultural Landmark at a time, and it cannot be built in a Military province. It takes one turn to construct (or to remove and rebuild in a different province). No armies (friendly or otherwise) are allowed in the Cultural Landmark’s province. To invade a province with a Cultural Landmark, you may either try to Sabotage it with a spy or cut the province off from the rest of the owner’s empire (i.e., so it’s not adjacent to any other province in that player’s empire).

Coup d’Etat

- **Imperial Tier 3**
- **Use Cost:** Pay per use
- **Description:** Spy Power. Move your spy into a province owned by another player, which has at least one of that player’s armies in it, and attempt a Coup d’Etat (chance of success goes down the more armies there are). If the Coup is successful the province becomes yours the following turn. Any world buildings and armies are destroyed.



Border Growth (Eastern Region Only)

- **Imperial Tier 3**
- **Use Cost:** Pay per province taken
- **Description:** Your empire automatically tries to expand every few turns, taking over an adjacent, unowned province (if any). Each province costs resources to take. If you don’t have enough resources, the border growth fails.



No-Spy Zone (Middle East Region Only)

- **Imperial Tier 3**
- **Use Cost:** Pay per use (and uses up a spy)
- **Description:** Spy Power. Move a spy into province you own and designate a No-Spy Zone there. Your spy is used up setting up the Zone (it takes one turn) and from then on no foreign spies are allowed in that province. You can have only one No-Spy Zone..



Foment Revolt (Western Region Only)

- **Imperial Tier 3**
- **Use Cost:** Pay per use (armies increase cost)
- **Description:** Select a province owned by another player that is adjacent to a province you own and foment a revolt there. The following turn, the province breaks away from the other player and becomes an unowned province. The cost of fomenting a revolt goes up as there are more foreign armies in the province, but the armies are destroyed.



III. Western Region

Western troops fight from a position of strength. In one-on-one combat with similar enemies in the same Era, Western units nearly always win. They’re tougher and do more damage than units from other regions, and even their buildings are tougher. This strength comes at a cost. They must fight with quality, for they can’t afford to produce quantity. Western Empires also have more technological options, and will often specialize in an existing unit rather than produce an entirely new unit. In the Future, the West relies heavily on robotic and autonomous weapons.

Building Construction

The Western philosophy feels that you need the right person for the right job. Constructing buildings is best done by professionals, so you'll need to hire dedicated Builders at your City Center to erect your structures.

Territory Control

Controlling a territory requires building a City Center there to establish a base of power. Except for the City Center, Western buildings can only be placed in already-owned territories. Western defenses include walls, towers, fortresses, and anti-aircraft emplacements to guard the homeland.

Population

Supporting the forces requires a stable home. Western empires build houses to provide population space for their military.

Unique Combat Action and Empire Techs

Combat Action

- **Recuperate** - Modern units in the West can heal themselves while standing still and not fighting.

Empire Techs (World Domination only)

- **Shock and Awe** – Activate this on a province before invading. A large number of bombers make a run over the province, heavily damaging the enemy before your troops arrive.
- **Sanctions** – Shuts down all resource gathering and trade in the province, on both a global and local level. No one (including the Western player levying Sanctions) can gather any kind of resources from the province for a number of turns.
- **Foment Revolt** – Causes a civil revolt in an enemy province neighboring your empire. This causes that player to lose control of the province.

Buildings, Units, and Unit Abilities

City Center – In addition to controlling territories, produces the vitally important Builder line. City Centers provide a slow trickle of wealth and raw materials. Additionally, hiring “Scholars” at the City Center is the only way to gain the Tech point resource.

- **Builder** (Ancient) – The mainstay of the Western empire, and the only unit capable of constructing buildings for the Western region (along with the upgraded versions of the Builder).
 - Build - Can construct new buildings.
 - Repair - Western Builders are the only mobile unit capable of repairing a building. Buildings can slowly heal themselves (if told to do so), but Builders get the job done more quickly.
 - Monuments - Western artificers create impressive testaments to their empire's greatness. Putting these monuments in the territory of a Native Tribe will positively sway that tribe's opinion of you, eventually convincing that tribe to join your empire if you otherwise treat them nicely.
 - Research Faster Construction (Ancient) - All builders construct buildings and structures faster
- **Guildsman** (Medieval) – A tougher version of the Builder
 - Land Grab – Representing government interests, a Guildsman can outright purchase buildings from rival players. The cost to buy buildings this way goes directly into the enemy's coffers.
- **Contractor** (Colonial) – The builder of the Colonial times of expansion.
 - Fix Vehicle – With a greater understanding of mechanical engineering, Contractors (and later Engineers) can repair your vehicles. They make a great support team for your cannons, and later on, tanks, artillery, and HERCs.
- **Engineer** (Modern) – The ultimate builder unit.

Barracks – Produces infantry units

- **Javelin** (Ancient) – Moderate powered short-ranged infantry.
 - Spear Thong – Spears go farther and strike harder with this enhancement device.
 - Research Better Fire Rate – Reduces delay between attacks.
- **Short Sword** (Ancient) - Slow melee unit, ideal for taking out enemy anti-cavalry.

- Torch – Allows swordsmen to throw torches onto buildings, setting them on fire.
- Research Pierce-Resistance Armor – Trains swordsmen to block and dodge arrows or other ranged weapons, reducing damage received.
- **Pikeman** (Ancient) – Strong, anti-cavalry unit wielding a spear.
- **Short Bow** (Ancient) – Quick, ranged unit.
- **Long Sword** (Medieval) – The strongest swordsman.
- **Longbow** (Medieval) – A quick archer with greater range than the Short Bow.
 - Armor Piercing Arrow – Increased damage dealt to cavalry units.
- **Berserker** (Medieval Hero) – This melee hero does great damage himself, but his real power is inspiring rage in those around him. For a brief while, units automatically attack the nearest enemy, inflicting *and* receiving double damage the entire time. Note: You *lose control* of the affected units while they go berserk!
- **Musketeer** (Colonial) – Basic gunman of the Colonial era.
- **Congreve Rockets** (Colonial) – These early handheld explosive units are excellent for taking down buildings.
 - Flash-bang – Stuns most units in an area of effect. This will affect your units if they are too close!
- **Rifleman** (Modern) – Modern ranged unit
 - Tear Gas – Allows your Riflemen to shut down a building for a few seconds by filling the building with irritating gas.
- **Robo-soldier** (Future) – The Future of infantry combat
 - Jet Pack – Allows Robo-Soldiers to fly short distances over land or water.
 - Tear Gas – Targets a building. The canister of teargas explodes in a cloud, preventing the building from performing any activity for awhile (Stops production and gathering).

Stables – Produces Cavalry units

- **Javelin Cavalry** (Ancient) – Speedy ranged cavalry unit, excellent for raiding enemy economies.
- **Horseman Raider** (Ancient) – Heavy melee cavalry excelling at taking down infantry
- **Barbarian** (Medieval) – A quicker version of the Javelin Cavalry
- **Knight** (Medieval) – A strong, tough cavalry unit
 - Decreased Population Count – Reduces the needed supplies that Knights consume
- **Hussar** (Colonial) – Fast, fearful cavalry
 - Dread – Each time a Hussar slays an enemy, the nearest enemy unit in sight Panics for a few seconds, stopping whatever it is doing to flee from the Hussar.
- **Dragoon** (Colonial) - Heavy mounted unit carrying a carbine

Factories – The evolution of stables, producing various tanks and other vehicles of destruction.

- **Mark IV Tank** (Modern) – A heavy hitting vehicle of destruction. A mainstay of modern Western militaries.
- **Flame Tank** (Modern) – Lighter tank excellent at burning away infantry.
 - Research Improved Light Armor – Upgrades the armor on Flame Tanks to better protect against heavy weapons like other tanks
- **Titan Tank** (Future) – The most powerful tank on the battlefield.
 - Reactive Armor – Specifically made to counter enemy tanks, this armor halves the amount of damage taken from other tanks.
- **ARV** (Future) – Light, armed robotic vehicle that cooks enemy units.
 - Microwave Gun – This initially weak attack increases over time, dramatically powering up damage done as long as the attack is focused on a single area.
- **Halftrack HERC** (Future Hero) – A mighty and versatile machine.

- Quantum Singularity Gun – Creates a black hole at a location, which will eventually suck in all units in an area. Mobile units automatically attempt to flee.

Workshop – Produces siege units for destroying buildings and field guns for peppering large areas.

- **Onager** (Ancient) – Single-arm catapult designed to take down buildings.
- **Siege Tower** (Ancient) – Large, well-armored infantry transport that deposits attackers over enemy walls.
- **Lithobolos** (Ancient) – Medium-sized stone-thrower. Excellent against infantry and support units.
- **Chiero-ballista** (Medieval) – Upgraded anti-infantry field weapon, now with arrows.
- **Counterweight Trebuchet** (Medieval) – A more advanced tosser of rocks. Excels against buildings.
- **Bronze Cannon** (Colonial) – Early gunpowder field gun
 - Grapeshot – Fires a shorter, stronger volley into a cone-shaped area.
- **88mm Gun** (Modern) – A powerful, long range field gun. Good anti-tank weapon.
 - Anti-Air – Allows the 88 to target air units in addition to ground units.
- **Howitzer** (Modern) – Long range building destroyer.
 - Mustard Gas – Large-scale area effect that slows down and damages all units caught inside, including yours!
- **Atomic Annie** (Modern Hero) – Medium vehicle with conventional and special attacks.
 - Flash-bang – Stuns units in a small area of effect.
 - Tactical Nuke – Long range, nasty explosive missile weapon. Buildings surviving the blast are set on fire. The targeted area becomes irradiated for a short time, damaging any mobile units entering the area.

Dock - A shipyard that produces military and trade ships, and fishing vessels. Nearly all military ships can carry ground troops.

- **Fishing Boats** – Allow you to claim fishing resources, providing raw materials for your empire.
- **Trade Ships** – Travels to other docks to exchange goods, generating wealth. Purchase by hiring a worker slot.
 - Increased Speed – Picks up some wind to further the flow of funds.
- **Pentekonter** (Ancient) – Small, quick ship, good for defeating other ships.
- **Siege Ship** (Ancient) – Large, slow ship with a long range attack good against immobile targets.
- **Longship** (Medieval) – Viking-style longship, faster than the Pentekonter.
- **Steam Frigate** (Colonial) – Coal powered ship, excellent against other less maneuverable ships.
 - Depth Charges – Steam ships can be equipped with Depth Charges to hunt down submarines.
- **Ship of the Line** (Colonial) – Queen of the seas, a large sailing ship with a strong attack.
 - Full Broadside – Fires all cannons at the same time in one large attack.
- **Dreadnaught** (Modern) – Large steel battleship with modern weaponry, excellent against buildings.
 - Train Gunmen – Dreadnaughts can train infantry onboard, providing great flexibility for their strikes on land.
- **Attack Sub** (Modern) – Submarines are, of course, excellent against other ships. They are also stealthy, unable to be seen except by detector units.
- **Hydrofoil** (Modern) – This western Destroyer is quick, and capable of detecting and attacking submarines.
- **Aircraft Carrier** (Modern) – These act as mobile Airfields, capable of sending the same missions as a normal Air base.
 - SONAR – Carriers can be equipped to spot submarines, making them less vulnerable to that terror from the deep.

- **Strategic Sub** (Future) – A faster but conventional submarine that can only be spotted by detectors.
 - SLCM – Strategic Submarines can be equipped with surface-to-surface missiles, giving them the ability to attack land as well as sea targets.
- **Battlesub** (Future) – This sub carries a single powerful large gun, and is also a stealthy transport ship.

Air Base – Launches air-strikes and reconnaissance missions. Western Airbases, with their superior planes and technology, clearly rule the skies.

- **Biplane** (Modern) – Basic plane capable of performing either fighter or bomber missions, but not especially good at either task.
 - **Increased Damage** (Modern) – An excellent upgrade that increased the damage done by Biplanes, Jets, or UAVs
- **UAV** (Future) – An Unmanned Aerial Vehicle VTOL, the ultimate fighter plane.
- **Behemoth Bomber** (Modern) – Large bomber with prop engines.
 - **Increase Area of Effect** – Enlarges the splash damage caused by this plane when doing bombing missions.
- **Viper Bomber** (Modern) – The most powerful bomber plane
 - **Increased Damage** – Increases raw damage dealt when dropping bombs
- **VTOL Transport** (Future) – Large helicopter capable of transporting ground units a long distance, over sea or land.
- **Anti-Tank Helicopter** (Modern) – Attack chopper capable of acting independently, and free from terrain restrictions.
- **Lightning Sphere** (Future) – A mobile lightning storm. When activated, the Lightning Sphere radiates electrical damage at the nearest other unit. Beware: If this lightning doesn't find enemies to strike, it will overload the Sphere itself, damaging it. When deactivated, the Lightning Sphere slowly repairs itself.

• **Mission Types**

- **Aerial Recon** - Launches an air recon mission.
- **Bombing Run** - Launches a bombing mission.
- **Escorted Bombing Run** - Launches a bombing mission escorted by attack aircraft.

- **Fortresses** – Powerful building capable of repelling strong attacks. Garrison units inside to strengthen the attack.

- **Resistance to Rocks** - Reduces damage dealt to Fortresses and Walls caused by rock ammo.
- **Research Range Boost** – Extends the zone of control that in which Fortresses can inflict damage.
- **Increased Hit Points** – Makes the Western Fortress one of the most difficult buildings to take down.

• **Anti-Air Emplacements**

- **Anti-Air Gun** – Anti-air building that protects an area from enemy air missions, helicopters, flying HERCs, etc.
- **SAM Emplacement** – Surface-to-Air-Missile, the best anti-air defense the West can get.

- **Tower** - Defensive structure that can attack enemies.
 - **Detect** – can gain the ability to detect stealthy units.

- **Wall** - Defensive structure that creates a barrier to ground units. Units can occupy the top of the wall (via constructed access points) and attack.

- **Market** - Generates wealth by setting up trade routes.
 - **Trade Carts** – Transfers goods from Markets to City Centers or Docks. Extra carts can be purchased at the Market by hiring worker slots. Longer routes are more valuable.
 - **Foreign Trade** – allows you to trade with other players (except enemies).

- **Warehouse** - Accumulates raw materials from resource sites. Additional workers can be purchased to increase the rate of resource gathering.

IV. Middle Eastern Region

The Middle East specializes in cavalry units and excels at the element of surprise as well as hit and run tactics. They are a mobile faction which can pick up and move most of their buildings to relocate or set up a forward base. As the Masters of Mobility, this faction primarily relies on, and is excellent at, ambush, harassment, and raiding. The Middle East cannot build walls or towers, but their fortresses are strong and also provide room for their population. In the Future, the Middle East fields a number of clever modifications to traditional (and not-so-traditional) weapons.

Building Construction

The Middle East has the unique ability of producing buildings exclusively inside its City Centers. Once purchased and produced, the building rolls out onto the battlefield in mobile cart form. The cart can then be ordered to move to a desired destination and deploy (unpack) into building form. Most buildings can also be re-packed and moved to a new location.

Territory Control

The Middle East lays claim to a territory by moving a City Center in cart form into the desired territory and unpacking it there. The Middle East can also build in any territory, even if another player already owns it. (West and East players cannot build in territories owned by another player.) But you can't take control of a territory if someone else already owns it.

The Middle East cannot construct walls or towers, but can construct Fortresses for defense, as well as to increase its pop cap.

Population

The Middle East must build Fortresses, which are sturdier than the West's houses, to increase its population limit.

Unique Combat Action and Empire Techs

Combat Action

- **Ambush** – Select units and order them to set up an Ambush at a location. The units set up in the selected area and become stealthy, then spring out on unsuspecting enemies getting a one-time attack bonus.

Empire Techs (World Domination only)

- **Sneak Attack** – Select an army to prepare for a Sneak Attack. The army is allowed to move two provinces instead of one, “jumping over” the middle province.
- **Black Market** – Set up black market world trade routes with enemies. All resources received from the route are stolen from the enemy's stockpile.
- **No-Spy Zone** – a Spy power that allows you to designate one province as a No-Spy Zone (at the expense of the spy). No foreign spies are allowed to enter the province.

Buildings, Units, and Unit Abilities

City Center – All Middle East buildings are produced here as well as Scout and Espionage units. You may also purchase “Scholar” slots to gather the Tech Point resource.

- **Scout** (Ancient) – A quick-moving scouting unit with good line of sight but no attack, and is a detector able to spot stealthy units. Can act as a permanent emissary in an AI player's city center to improve relations.
 - Emissary – able to permanently garrison a foreign City Center (AI or Tribe) to boost relations with that AI or tribe.
 - Infiltrate – Allows the scout to sneak through walls.
- **Prophet** (Ancient Hero) – Wiseman with no conventional attack but who can call down a Plague of Frogs to panic enemy units in a large area. Is also a detector of stealthy units.
 - Plague of Frogs - Does a small amount of damage, and has a chance of converting the affected units.
- **Assassin** (Medieval) – A support infantry unit tougher than its predecessor, the Scout. It has an attack and has all the Scout's abilities, but can also learn to sabotage.
 - Sabotage – Sets an explosive on a target building, which eventually explodes and does damage as well as temporarily halting production in the affected building.

- **Operative** (Modern) - Support infantry that is tougher and more powerful than its predecessor, the Assassin. It has the same abilities as the Assassin, plus he can learn to detonate a Dirty Bomb.
 - Dirty Bomb – Sets a bomb which explodes doing high damage and irradiating the area for a period of time. Units in the irradiated zone take damage over time.

Hospital – A mobile field hospital that heals units in an area of effect around the building. Upgrades into a better hospital.

Barracks – Produces infantry units.

- **Axeman** (Ancient) - Basic melee infantry with medium attack and a bonus vs. siege weapons.
- **Slingers** (Ancient) - Basic ranged infantry who throws rocks with a leather sling. They have medium hit points and damage.
- **Sappers** (Ancient) – A support infantry specialized in destroying structures from a distance with the tunnel-digging sap ability.
 - Sap – Destroy structures by digging a tunnel from a distance and undermining the structure.
- **Armored Axeman** (Medieval) - These are your professional melee infantry. They are tougher than the regular Axeman.
- **Staff Slingers** (Medieval) - Ranged infantry, more powerful than the Slinger. They are strong against anti-cavalry units.
- **Naffatin** (Medieval) - Support infantry upgrade of the Sapper with a short-range Nafta Bomb attack that affects an area. Can learn the detonate ability to self-destruct, dealing large amounts of damage to all units in the area.
 - Nafta Bomb – Explosive weapon hurled at the enemy which explodes doing damage over an area.
 - Sap - Destroy structures by digging a tunnel from a distance and undermining the structure.
 - Detonate – Naffatin can self-destruct causing area of effect damage at the cost of your unit's destruction.
- **Trench Gunner** (Colonial) - Ranged infantry with a large-caliber weapon.

- **Mujaheddin** (Modern) – Sturdy, ranged support infantry with a decent attack that's good against tanks. He also can gain the ability to Detonate.
 - Land Mine – An explosive device that the unit plants in the ground. They explode when an enemy comes too close, damaging all units in the area.
- **Revolutionary Guard** (Modern) - Cheap and competent ranged infantry. This unit has camouflage, which grants the unit invisibility to non-detectors while standing still.
- **Guerrilla Leader** (Modern Hero) – A strong hero unit armed with a gun and leadership skills.
 - Dig Tunnel – The hero digs a tunnel which, when complete, can covertly transport infantry underground from one tunnel entrance to another.
 - Rally (passive) – Infantry around the hero cannot be panicked or stunned, do more damage, and take less damage.
- **Rocket Soldier** (Future) – powerful soldier armed with a rocket launcher, especially good for punching through tank armor.
 - Camo – the unit becomes totally camouflaged when standing still and not attacking.

Stables – produces cavalry units, becomes a Factory in the Modern Era.

- **Usabari** (Ancient) - Spear-carrying, camel-mounted cavalry. Strong vs. other cavalry.
 - Camel Stench – Area of effect ability that panics nearby enemy cavalry.
- **Parthian Horse Archer** (Ancient) – A speedy, ranged cavalry unit. By constantly moving and firing, this unit can harass enemy troops effectively.
 - Parthian Shot (Passive) – this unit can shoot in any direction while moving.
- **Scythe Chariot** (Ancient) – Heavy melee cavalry that chews up infantry.
 - Trample (Passive) – In addition to its normal attack, this unit will trample enemy units for damage by riding close to them.
 - Terrorize – Induce panic in a target unit, causing it to flee.

- **War Cart** (Ancient) - Slow moving but tough, old-school chariot with two archers. A bit like an ancient tank.
- **Cataphract** (Medieval) - Armored heavy melee cavalry.
 - Trample (Passive) – In addition to its normal attack, this unit will trample enemy units for damage by riding close to them.
 - Terrorize – Induce panic in a target unit.
- **Mameluke Archer** (Colonial) - Ranged cavalry, that is more advanced than the Parthian Horse Archer.
 - Raid (Passive) - receives a resource bonus for destroying units and buildings.
- **Bedouin Camel Rider** (Colonial) - Medium ranged cavalry, especially effective as a harassment unit.
 - Parthian Shot (Passive) – this unit can shoot in any direction while moving.
 - Camel Stench – Area of effect ability that panics nearby enemy cavalry.
 - Raid (Passive) - receives a resource bonus for destroying units and buildings.

Factory (Modern) - Produces armed vehicles for ground assaults.

- **Motorcycle Machine Gun** (Modern) - Light tank consisting of a motorcycle with a sidecar machine gun.
- **Technical** (Modern) - Super-mobile, modified pickup truck with a mounted machine gun and the ability to transport infantry.
 - Technical RPG - target tank or artillery unit takes damage and becomes stunned. Stunned units cannot move or attack.
- **Mobile Mortar** (Modern) – Two guys on a speedy motor scooter with a personal mortar tube.
- **Phase Tank** (Future Hero) – A heavily-modified military vehicle that hovers above the ground. It is armed with machine guns and a special EMP weapon.
 - Cloak (Passive) – The Phase Tank renders itself and all nearby friendly units invisible, even to detector units. Cloaked units become briefly visible when attacking.
 - EMP Burst – Mechanical vehicles in a large radius around the tank take damage and are temporarily stunned, unable to move or attack.

Concealed Factory (Modern)- A special factory that is stealthy; it cannot be seen except by units that are detectors.

Workshop – produces siege weapons, field guns, and mobile anti-air units.

- **Ram** (Ancient) – Slow but powerful siege weapon with a melee attack against buildings.
 - Reduced Damage from Arrows – decreases the damage done by arrows.
- **Juggernaut** (Medieval) – An even more powerful ram.
- **Mangonel** (Medieval) - Basic mobile field gun. It is strong against infantry and support units.
 - Great Nafta Bomb – An early explosive projectile that does high damage over an area.
- **Bombard Cannon** (Colonial) - Heavy siege weapon with a powerful, long range attack but low fire rate.
- **Sahi Cannon** (Colonial) - Advanced field gun with a larger area of damage than the Mangonel.
- **Scud Missile** (Modern) - Highly mobile, long-ranged siege weapon which fires missiles. Fragile and somewhat inaccurate, but stealthy, so it can only be spotted by detector units or when it is moving.
- **SA-4** (Modern) - Semi-mobile anti-aircraft gun. It takes time to set up for attack after movement.
- **Mobile Assault Vehicle** (Future) - Highly mobile, long-ranged launcher that can function as both siege and field weapon. It has stealth so it cannot be spotted except by detector units or when it is moving.
 - Radiation Attack – The Mobile Assault Vehicle's missiles will briefly irradiate the target, causing damage to units in the area
- **ZU 23 MM** (Future) – Mobile anti-aircraft support artillery. It can detect stealthy units with advanced radar.

Dock - A shipyard that produces naval units and can be a destination for trade vehicles. Most ships can transport units.

- **Reed Ship** (Ancient) - Early ship with both offense and transport capabilities.
- **Fire Ships** - Non-transport ships laden with hay and dry grass. They can burn itself to deal damage to nearby naval units. Upgradeable in the Colonial Era.

- Burn - The Fire ship sets itself on fire to deal damage to nearby naval units.
- Explode (Colonial) - The Fire ship explodes to deal burst damage to nearby naval units.
- **Fishing Ships** – Small vessels that fish to gather raw materials.
- **Trade Raft/ Trade Dhow** - Small ships which travel aquatic trade routes. Purchase by buying a worker slot.
- **Trade Oil Tanker** (Modern) - Large tanker ship which travels aquatic trade routes.
 - Detonate – Oil Tankers can self-destruct to damage over a wide area.
- **Liburna** (Medieval) - Small and fast ship, designed for harassing other naval vessels.
- **Galley** (Medieval) – Large oared ship with a mangonel mounted on deck.
 - Great Nafta Bomb – An early explosive projectile that does high damage over an area.
- **Dhow** (Colonial) - Light ship modified for combat.
 - Raid (Passive) - receives a resource bonus for destroying units and buildings.
- **Galleas** (Colonial) - Large warship with both oars and sails.
- **Patrol Boat** (Modern) - Small, fast ship with decent damage. It is stealthy and can only be spotted by detector units.
- **Destroyer** (Modern) - Versatile ship often used to escort larger ships or control important sea routes. It is capable of fighting against both air and sea units. It can detect stealthy units.
- **Explosive Powerboat** (Modern) - Non-transport ship packed with explosives. It can sacrifice itself to explode on a target naval unit to deal high damage. It is stealthy, so it cannot be spotted except by detector units.
 - Explode - The Explosive Dingy explodes to deal burst damage to nearby naval units.
- **Hovercraft** (Future) - Floating fortress with long-range weapons and that can travel over both land and water. It is also a detector of stealthy units.
- **Arsenal Ship** (Future) – Big barge armed with powerful bombardment weapons. It is visible when attacking, but otherwise has extreme stealth and so cannot be spotted even by detector units.

Airbase – Launches air-strikes and reconnaissance missions

- **F4-Djin** (Modern) – Basic fighter-bomber.
- **Rotor Transport** (Modern) – Large helicopter capable of transporting infantry units over long distance.
- **Sa'eqeh** – Fast and expensive fighter-bomber with a stealth capability.
- **Mission Types**
 - Aerial Recon - Launches an air recon mission.
 - Bombing Run - Launches a bombing mission.
 - Escorted Bombing Run - Launches a bombing mission escorted by attack aircraft.

Missile Base – A small missile silo which launches missile strikes at great range.

- **Shahab-4** – A long-range, single-warhead missile with good range.
- Multiple Independent Re-Entry Vehicle – A powerful missile with multiple warheads that damage a wide area.

Fortress - Defensive structure that can garrison units and fire on enemies. Attack strength increases with more garrisoned units. Middle East Fortresses also increase pop cap.

- Boiling Oil (Medieval) – Area of effect ability that does damage to all units around the fortress.

Bazaar - Generates wealth by setting up trade routes.

- **Trade Vehicles** – Automated trade vehicles that generate wealth. Additional trade vehicles can be purchased to increase revenue by hiring worker slots. Longer routes are more valuable.

Warehouse - Accumulates raw material resources from resource sites. Additional workers can be purchased to increase the rate of resource gathering.

V. Far Eastern Region

The Far East relies heavily on large quantities of cheap, agile infantry units through the first three Eras. This means that in order to dominate you'll need to play aggressively and strive to turn a numerical advantage into territory control and a strong economy. In the Future, the Far East develops genetic engineering and can field a menagerie of powerful beasts. The Far East region may not be as technologically advanced as the West or as mobile and wily as the Middle East, but they can roll over any opponent with the weight of numbers if well commanded.

Building Construction

Most Far Eastern infantry units can construct buildings. Rather than training a special builder unit or manufacturing buildings out of a Ministry (City Center), your multipurpose infantry units are skilled builders as well as combat troops.

Territory Control

Like the West, the Far East can construct buildings (excluding a Ministry) only in a territory it owns. To own a territory, you must build or capture a Ministry in the territory. You cannot own or build in a territory already owned by another player. Destroy their City Center or Ministry, then build your own to take control.

The Far East can construct walls, towers, and fortresses to help defend territories it controls. Towers also have an anti-air capability.

Population

Most Far Eastern buildings contribute to population, especially military production buildings. If you need to increase your pop cap, simply construct another building.

Unique Combat Action and Empire Techs

Combat Action

- **Dig In** – Infantry create field fortifications and take position behind them, giving them a strong defensive bonus. It takes time to set up and take down the barriers and units who are dug in cannot be moved.

Empire Techs (World Domination only)

- **People's Army** – Allows you to field larger armies than the other regions.
- **Hire Mercenary Army** – Invade a province with an extra, allied army fighting at your side.
- **Border Growth** – Every few turns, your empire expands automatically by taking over an adjacent, unowned province if one is available. Each province taken costs resources.

Buildings, Units, and Unit Abilities

- **Ministry** - the center of your government, used for controlling territories. You may also purchase "Scholar" slots to gather the Tech Point resource.
 - **Peasant** (Ancient) - Cheap melee infantry with a surplus spear that does light damage.
 - **Shaman** (Ancient) – wise religious unit who can detect stealthy units and has several special abilities.
 - Discipline (Passive) – the unit cannot be stunned or panicked by any means.
 - Enlighten – convert other units to your side.
 - Influence – influence a unit or building of an AI or native tribe to improve Relations and make them friendlier.
 - Second Sight – briefly lift the fog of war in a targeted area.
 - **Monk** (Medieval) – upgrade of Shaman with some additional abilities.
 - Self Immolate - sets himself on fire. The monk dies but some of the units in the area may be converted.
 - Instant Karma - Target a rival's unit. When the unit attacks a target, karma reflects the attack back on the unit, so the unit takes the damage and the target does not..
 - **Healer** (Colonial Hero).
 - Restore Health – all friendly units in the

area are healed.

- Reanimate – the Healer can reanimate the dead, which crawl up from the ground to do their master's bidding. There's a cool down time between uses.
- **Barracks** - produces infantry units (most infantry can construct buildings).
 - **Halberdier** (Ancient) - Armored melee unit that excels vs. cavalry.
 - **Swordsman** (Ancient) - Inexpensive melee unit with light armor.
 - **Recurved Bow** (Ancient) - Cheap ranged unit with good LOS.
 - Fire Arrows (Passive) - sets appropriate targets on fire (damage over time).
 - **Martial Swordsmen** (Medieval) – A well-trained swordsman with medium armor.
 - **Fire Lance** (Medieval) - An armored spearman with a primitive gunpowder attack.
 - Fire Blast – Short range, area effect gunpowder attack that deals good damage.
 - **Crossbowman** (Medieval) - Ranged infantry with a crossbow that does more damage but has shorter range than the Recurved bow.
 - **Zen Master** (Medieval Hero) - A tough, disciplined, and heroic warrior.
 - Detects Stealthy Units (passive)
 - Inspiration (passive) - surrounding friendly units can't be panicked, stunned or converted.
 - Flying Tiger – massive martial arts attack that deals big damage to surrounding cavalry and infantry.
 - **Bees Nest Launcher** (Colonial) - Ranged infantry unit that attacks with rocket-propelled arrows.
 - Pyrrhus (Passive) – explodes on death, damaging enemies around him.
 - **Gatling Gun** (Colonial) - Ranged infantry with

rapid rate of fire. The weapon has a short setup/take-down time.

- **Arquebusier** (Colonial) - Cheap gun infantry with light armor and medium range.
 - **Machine Cannon** (Modern) - Ranged infantry with a more powerful attack than the Gatling Gun.
 - **Rifle Infantry** (Modern) - Basic modern gun infantry.
 - Lunge Anti-Tank Mine – suicide attack with a mine on a pole, good against armored vehicles.
 - **Mortar Infantry** (Modern) - Infantry that fires explosive mortar shells, good range but slow rate of fire.
 - **Super Soldier** (Future) - Fast and agile genetically-engineered humanoid mutant armed with two guns.
 - Roid Rage – The mutant pumps itself full of stimulants, becoming faster and immune to death for a short period of time.
 - **Hulking Mutant** (Future/Hero) - Massive, genetically-engineered creature with an extremely powerful melee attack.
 - Daze - The Hulking Mutant slams its fists on the ground, stunning all units in a large radius.
- **Stable** - produces cavalry units, becomes a Factory in the Modern Era.
 - **Chariot Archer** (Ancient) - Ranged cavalry, does light damage.
 - **Mongol Cavalry Archer** (Medieval) – Fast light cavalry with a good range and rate of fire.
 - Parthian Shot (Passive) – this unit can move and shoot at the same time.
 - **Samurai Cavalry** (Medieval) - Heavy melee cavalry that attacks with a sword.
 - Fragmentation Grenade – a thrown explosive that's good against infantry.

- **Factory** (Modern) - Produces tanks for hard hitting ground assaults.
 - **Tankette** (Modern) - Small tank that fires a small-caliber shell at a quick rate.
 - **Amphibious APC** - Armored Personnel Carrier tank. Can transport infantry over land or, more slowly, over water.
 - **Mantis Tank** (Modern) - Tank with good armor and range.
 - **Gastropod Tank** (Future) – Genetically-engineered tank crawler.
 - Acid Globule – The tank fires a projectile of potent acid.
 - **Kabutogani** (Future) – Genetically-engineered Armored Personnel Carrier tank. Able to transport infantry and can and shoot critter bombs.
 - Critter Bomb – The Genetic APC spits out a mobile bomb, which attacks the target.
- **Workshop** - produces siege weapons and field guns.
 - **Cloud Ladder** (Ancient) - Enclosed wheeled transport vehicle that extends a ladder for scaling walls.
 - Siege Arrow – Crew will shoot large siege arrows against enemy buildings.
 - **Double Crossbow** (Ancient) – A field gun that fires huge arrow projectiles. Strong against infantry.
 - Dragon Bolts – Adds more projectiles to the attack for damage over a larger area.
 - **Traction Trebuchet** (Medieval) – a human-powered siege trebuchet with fair range but a relatively good rate of fire.
 - 10.000 Enemy Bomb – A noxious gas bomb that slows and damages infantry en mass.
 - **Mortar** (Colonial) - Gunpowder artillery with better range than the Traction Trebuchet.
 - Bomblets – inherently fires a mass of small bombs, which explode over an area. Good vs. infantry.

- **Field Cannon** (Colonial) - Basic direct fire field gun with good range.
- **Self-Propelled Gun** (Modern) – Armored, mobile artillery with a long range and good damage.
 - Bio-Sludge (Future) – A shell containing a toxic biological sludge that contaminates an area, damaging units over time.
- **Malaysian Scorpion** (Future) – A large, genetically-engineered creature, based on scorpion DNA, with a short-range, area of affect, attack..
- **Dock** - A shipyard that produces naval units and can be a destination for trade vehicles. Most ships can transport units.
 - **Covered Boat** (Ancient) - Small oared ship with a ranged attack proportional to how many troops are being carried.
 - **Tower Ship** (Ancient) - Large, multi-decked ship with oars. Fires siege-sized crossbow bolts over medium range.
 - **Fishing Boat/Junk/Ship** – Small vessels that fish to gather raw materials.
 - **Trade Ships** - Ship for creating trade routes with other docks. Hire a worker slot to produce a trade ship.
 - **Paddle Boat** (Medieval) – Small, quick, paddle-powered warship.
 - Dragon Fire – The Paddle Boat is armed with a fire-spewing deck gun. Short range but good damage.
 - **Paddle Ship** (Medieval) - Large, expensive ship powered by paddle wheels outfitted with deck-mounted trebuchets. Good ship to shore bombardment.
 - **Turtle Boat** (Colonial) - Armored, medium-sized ship armed with cannon. Equipped with oars and also sails for faster movement.
 - **Iron Clad** (Colonial) - Moderately sized and tough ship with powerful artillery aboard.
 - **Sub** (Modern) - Submarine capable of

transporting units. Must surface to fire.

- Stealth - when underwater the sub can only be spotted by detector units.
- Detector - detects other stealthy units
- **Flattop** (Modern) - Medium-sized aircraft carrier that launches air missions (see Airbase).
- **Cephalopod Sub** (Future) - Genetically engineered marine creature that fires stinger torpedoes.
- **Cyborg Battleship** (Future) - Hybrid vessel of machine and living tissue. Has protective shell and single long-range gun.
 - Critter Bomb - Melee vehicle spawned from the bomb launched by Cyborg Battleship.
- **Airbase** (Modern) - Launches air missions. The strength and type of missions available depend on the aircraft you research.
 - **Dive Bomber** (Modern) – Early, prop-driven fighter-bomber.
 - **Divine Wind Fighter** (Modern) – A basic fighter with jet propulsion, armed with missiles.
 - **Cyborg Drone** (Future) – A fighter-bomber with a bio-mechanical brain, armed with a powerful gun.
 - **Zombie Bomber** (Future) – A genetically-engineered flying creature that flies a special type of kamikaze mission which, instead of doing damage, converts enemies near the crash using genetically-engineered microorganisms.
 - **Mission Types**
 - Aerial Recon - Launches an air recon mission.
 - Bombing Run - Launches a bombing mission.
 - Escorted Bombing Run - Launches a bombing mission escorted by attack aircraft.

- Kamikaze Misooin– Jet Fighter crashes into selected target, dealing heavy damage to it and nearby units.
- **Zombie Bombing Run** – the Zombie Bomber crashes into the selected target, doing damage and releasing a cloud of tiny parasites which burrow into nearby organic units and may convert them after a few seconds.
- **Fortress** - Defensive structure that can garrison units and fire on enemies. Attack strength increases with more garrisoned units.
- **Tower** - Defensive structure that can attack enemies. The Far East towers have an anti-air capability
- **Wall** - Defensive structure that creates a barrier to ground units. Units can occupy the top of the wall (via constructed access points) and attack.
- **Market** - Generates wealth by setting up trade routes.
 - **Silk Peddler/Wagon/Truck** – an automated trade vehicle that generates wealth. Additional trade vehicles can be purchased to increase revenue. Longer routes are more valuable.
- **Warehouse** - Accumulates raw material resources from resource sites. Additional workers can be purchased to increase the rate of resource gathering.

VI. Customer Support

PLEASE READ THE FOLLOWING SECTION CAREFULLY!

IF YOU PURCHASED THIS GAME VIA DOWNLOAD YOU WILL NEED TO CONTACT TECHNICAL SUPPORT AT THE WEBSITE YOU PURCHASED FROM FOR ALL INSTALLATION, PURCHASING, DOWNLOAD ISSUES AND REFUNDS.

Before contacting Technical Support, please refer to the Troubleshooting section in the readme, make sure you have the latest drivers for your video card and sound card, and check if there are any online updates on the Empire Earth 3 website (<http://www.empireearth.com>).

=====

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Phone: (800) 757-7707, 10:00 AM-8:00 PM M-F EST

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Hours: Monday-Friday 10AM – 8PM, Eastern Time

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North America

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Disk and/or Manual Replacement / Product Returns: *
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VII. System Specifications

Minimum System Requirements

- **1.7 GHz Intel® Pentium® 4, AMD® Athlon™ XP processor or equivalent**
- **NVIDIA® GeForce® 6000 series graphics card or equivalent DirectX® 9.0c-compliant 128 MB 3D video card supporting Hardware T&L and Shader Model 2.0 or higher**
- **512 MB RAM**
- **1.5 GB Virtual Memory paging file recommended as well**
- **6.5 GB of uncompressed hard disk space for game files**
- **Microsoft® Windows® 32-BIT XP or Windows Vista™ operating system**
- **DirectX® 9.0c (included)**
- **DirectX®-compatible sound card and speakers or headphones**
- **DVD drive**

- Microsoft®-compatible mouse and keyboard
- Internet Connection: Cable/DSL or faster for online play

Recommended System Requirements

- 3.2 GHz Intel® Pentium® 4, AMD® Athlon™ 64 3500+ or faster processor (dual core Pentium® D, Core™ 2 Duo or Athlon™ X2/FX processor recommended).
- NVIDIA® GeForce® 7000 series graphics card or equivalent DirectX® 9.0c-compliant 256 MB 3D video card supporting Hardware T&L and Shader Model 3.0 or higher (512 MB SLI compatible 3D video cards recommended)
- 1 GB RAM or more
- GB Virtual Memory paging file recommended as well
- 6.5 GB of uncompressed hard disk space for game files
- Microsoft® Windows® 32-BIT XP or Windows Vista™ operating system
- DirectX® 9.0c (included)
- DirectX®-compatible sound card and speakers or headphones
- DVD drive
- Microsoft®-compatible mouse and keyboard
- Internet Connection: HIGH SPEED Cable/DSL/LAN for faster online play

Updates and Patches

Check the Empire Earth III website (www.empireearth.com or www.sierra.com) for any updated or patches prior to playing the game. Please note that patches and updates may be automatically downloaded and applied when you log into an online game.

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SPECIAL THANKS

Bruce Hack, Jean-Francois Grollemund, Pascal Brochier, Terri Durham, Michel Allard, Ed Bober, David Bond, Oliver Bourke, Charlotte Bourke, Doug Broadhurst, Chih Yao Chuang, Angelina Coley, Brian Contreras, Everett Covington, Peter Della Penna, Ryan French, Tom Gastall, Alan Gould, Mark Halacy, Todd Hartwig, David R. Jenkins Jr., Audwin Joya, Korhee Kinney, Kathy Kinzer and the Intel team, Rob Kohout, Jonathan P. LeMaitre, Bob Loya, Sean Meurer, Eric Mirabal, Glenn Oliver, Allen Petrowski, Leslie Pirritano and the NVIDIA team, Sergio Prado, Aaron Pulkka, Kelly Ryan, Marcus Sanford, Ryan Stacey, Ray Tang, Terence Stephenson, Nicholas Thibault, Ed Trillo, Matthew Weigang, Charles Yam, Dexter Yu, Richard Zerbel, and Kelly Zmak