

## Chapter 1 : Empire Earth 2 Heaven - Strategy - Technology Guide

*Empire Earth II, also called EE2, is a real-time strategy computer game developed by Mad Doc Software and published by Vivendi Universal on April 26, It is a sequel to the bestselling game Empire Earth, which was developed by the now-defunct Stainless Steel Studios.*

This guide is not design to give all-finished strategies some of them but none ultimate, you should take the time to work your own , but it will provide some hints and tips so you can reflect on the game and your personal way of playing, create new strategies, and finally, I hope so, to get better. All what I say here is my personal oversight of the game, and I am sure that other ways exist: First point, when you start a game, you should always think that your opponent is an expert, to motivate yourself, and get use to play well Economy: Always produce your citizens continuously, in all the TC Town Center and Forums that you have Never have idle citizen: To develop your base, you need to look at 2 things: Personally I would highly recommend a tower to defend yourself during the first 15 minutes. Further more, houses demands 50 Wood times 4 total , and that choice will definitely slow down your development for a while. You choose to do some house? In that case, try to place your houses in a way so they are in between 2TC reminder: However, against a range army, it remains impossible and you will need your army to defend your citizens. You choose the tower?: Insist on protecting your main citizens groups: If there are only 2 accesses to your camp, blocking one of them with a tower may be a good idea sometimes. It could be very efficient to leave your camp without any defenses, to place a support tower in attack. It is often being seen from age 10 onward, because of long range and power of towers, but a lot of players forget that it could be very useful at other ages as well. In anyway, defense using a wall bring your expansion potential down. Then, at a point in the game, you will not have a choice anymore, and your army will do your defense. If you do have a lot more army than your opponent, but he is hassling you so much that it becomes impossible to leave your camp without any danger, in that case, the best solution would probably be to leave a small group of army to push back the small and non stopping attacks, et send the rest to the enemy camp to finish him. After a while, the tower becomes obsolete, and it is best to place your army like if you had house as defense. If you have house, place your army where the economy is the most important If you notice a hill close by that may be on the pass leading to your camp, then have no second thought, put your army on it reminder: It is certainly the most important point, whatever RTS game. Indeed, you can have a better army and a better economy than your opponent, but if you do not know how to properly attack, and he can defend properly, you could loose even though you are superior during the game. It is probably the worst thing to do!! The most efficient solution would be to separate your army in smaller groups, and hassle him as much as possible to weakened his economy. Further more, by acting like that, he will have a hard time to guess your army size, and you will push him to defend himself, canceling any further attack, and reducing his economy. However, if you do not have any house, the adequate solution would be the same as before, be extra careful to keep your army alive during the hassling part, because if your economy is strong, your can quite shortly keep up then exceed your opponent army. In that case, with a proper boom, attacking is not a must, because a massive attack would probably lead to a miss by the time you reach the enemy camp, he will have more army than you. However, as usual, if you can hassle without too much loss, it is a good solution to keep him in his camp, while you will take even a greater economical and military advance. Here again, the solution is the same: In those 2 last cases, there is another solution, which is build 4 houses in attack, then a TC with peons in, in order to get the resistance bonus: This is extremely important to micromanage properly your units at the same time as expending your economy. Do not forget that using hotkeys is suppose to gain time, so if you have to constantly look at your keyboard, it is doubtful that the speed increase will be great. If you are using those groups for a massive attack, ideally you should then separate each units types into different groups for instances: The 2 small groups should attack constantly one after another. For example, the 1st group is going to attack at the top of the enemy base, generally, even if you surprise him at that point, this attack should not do a lot of damage as your opponent is going to react very fast by sending all his army there. Of course, this is the second attack which is suppose to do a lot of damage, by

attacking at the bottom of the enemy camp, where the enemy army is missing in action. During that time, the first group which you asked to flee the battle, could for instance, come back by behind. When you feel that your opponent is getting disorganized, send the main of your army through the front of the camp, where you did not conduct any attack yet. Doing those attacks is very important: During a large attack, do not forget your production, economic as well as military, and also, place the rally point of barracks, factories etc quite close to the action. If you have to go back, do not forget to remove those rally points and bring back the units that were on the way. Army diversity and upgrades: As much as possible, try to balance your military production by creating 2 units using different resources: On the top of that, it will allow you to change era, and even more relevant, to change your army according to the one of your enemy and try to surprise him. Looking at the units you use, you need at least 2 kinds of different units in a way that some are piercing, and the other one shock for example. You should know as well that long-range units are way more efficient when produced massively. A mass archer, especially with a hero warrior, would be very hard to handle even with cavalries or shock infantries. For range units, the most important is to increase the range, first of all, it will make your hassling easier to handle, and also they will kill a lot more units before being attacked especially if the enemy units is composed of close combat units. Next would be attack upgrade, quite important, but then again only when your army is quite big. Always start your game by creating a dog, even before starting your citizens. Scouting is very important whatever game it is; this is the scout that will allow you to organize your defense and your attack as explained in above chapter. It will allow you to discover your camp as well as the enemy one, to evaluate the enemy choices in terms of army, rushing attitude or booming attitude, his defense tower localization or houses. To use the scout properly: First explore your camp in circles, to find your food forage, hippo, hunt place, your forest, and your mines, your camp configuration surrounding hills, places, et access possibilities. Following to that, try to find as soon as possible the enemy camp, explore as best as possible, by avoiding the peon concentration that might kill your dog, your minimum discoveries should be what mine is he using, and what military building is he constructing, in order to guess what units is he going to produce. Once you do have all those information, you should be able to adapt your strategies according to his weaknesses. During long games, it is almost a must to produce another dog to explore others part of the map. At ages 9 and 10, do not forget that you have a balloon, having a safe spot of exploration as long as the enemy does not have anti aerial units. First of all you must know that harvesting speed of all resources goes faster and faster when you progress into the ages. However, producing the units is as costly, as long and their speed is the same all along. That means, in theory, that booming is much easier in advanced ages. To do so, you must know what your opponent is doing rush, fast boom or regular, etc.. Do it really right next to the mine, and no space at all. If you want to put one settlement between 2 mines, ensure that no more than 2 spaces lie in between, otherwise, a second settlement is more profitable. Just assign enough peons to produce continuously from 1 TC. At the same time, peons on Wood, and finally peons on a mine. Theoretically, once your military building is done, you should have enough wood to build a settlement on forage or hunting ground -Rush with a good economy, here you do 2 settlements on food and mine, you will then be slower on the rush, but stronger economy. If you notice your enemy rushing faster than you, bring back the hippos under the tower to protect your food production. If your opponent is booming, take your hippos as soon as possible, and try to kill the enemy hunting ground. You need to assign more peons than necessary on food at the beginning more than a rush, but less than a boom, then a classic development with 2 settlements. You should then have more food unused. At just about the same time of starting your military production or later on depending of the era, you will garrison the mine settlement, and then you will assign some more peons on food to ensure continuous peon production from the 2 TC. However, do not fool yourself, if this strategies looks good and all, it is still quite hard to do properly to get the efficiency. Of course, depending on the era, it is more or less hard to resist to some rush. Therefore, you are even more vulnerable to a rush. Further more, against a player doing a classic boom, military production happen a little later than his, but on a huge scale. Give it a try, but be mindful!

Different strategies depending on the ages: Except stated otherwise, the following strategies will use Austria civ, and are mainly for 1v1 on a small map

Age 1: At this age, harvesting food can only be done by hunting and forage, it is therefore very important to properly control and defend the food spots -The most classical

strategies: Do not forget to quickly upgrade speed and attack at least. This strategy is completely based on hassling the opponent. After a while, you must rapidly start slingers, and then upgrade age 3 latest at min to get the bows -Mass pikeman: This strategy is possible only if hunting is near and quite massive. Here again, it is a must to upgrade speed and attack. Do not produce bows and save your gold to go age 3, and then produce cav to counter the enemy archers that your opponent will have done for sure. You will also need to build some farms to ensure continuous production of peons, pikeman and cav. This strategies is based on a slinger mass and then, quite fast, bows. Houses will do your defense, and that will allow a good defense especially against maceman which are such peon killers. The attacks will happen at age 3 with bows, rapidly supported by cavalries. The strategy is then totally different: First of all, you must be sure that your enemy did not build houses or a tower on the food spot. The attack needs to be done exactly at the moment where the opponent is going age 2, so his economy will be the lowest. The principle is to take all your peons at F11 6: You will then do a settlement and start harvesting the forage and exploit his camp. Even if it seem quite late, you will normally weakened your opponent so much, that you will be in a stronghold position on his own ground, and your economy will be times stronger that his. Possible strategies are the same than age 1, except that rush pikeman is more efficient and the slinger boom is more risky due to earlier battles. Leaving 3 strategies possibilities: The goal in that case is to kill as much peons as possible while avoiding the enemy army -Mass pikeman then fast age 4: At this age, there are 2 main strategies, rush cav archers with Assyrien Empire or defense with cavalries then fast age 5 with Austria -Rush cav archers: If your opponent does the same, the game will be a mass cav archers production with upgrades as fast as possible , a very good micro management of the units, and a very good hassling.

### Chapter 2 : theinnatdunvilla.com - Empire Earth II - Unofficial Patch ()

*Empire Earth II/Crusade in Prussia. The first level of the German campaign is easy, yet fun. As the leader of the Teutonic order, your task will be to establish a commandery in Prussia, and to convert or submit the locals.*

As usual, make sure to have enough citizens gathering each resource. You start out with two heroes. In your barracks, start making any kind of infantry. Once you have a group of 10 or so men, send them to An-Hui, nearby the Chinese capitol. In the meanwhile, build a university somewhere, and put two monks in the temple built in Silla. The two Korean factions seem stuck in the Dark Age, but China is not. Once you have two monks producing technology points, make a handful more. When you have four or five ready, take your main army and head west toward Kangwon-do. Once you defeat the few defenders, a secondary objective will pop up: Wonhyo is a monk wandering in the city. Converting him is not required, but it will save you some time and money: Destroy the wall north, and head to Pyonganbuk-do, the main city of Paekche. By the time you arrive, the Chinese will probably have trampled to death most of the defenders. Destroy anything that stands on your way, and order your infantry to capture the City Center, before the Chinese does. While your capturing this city, the Chinese will receive one or possibly two huge waves of reinforcements, and will likely try to take new territories. If possible, take them before him: Reinforcement for the Chinese. He will likely get that many units three or four times. You should also start to make an army now. The Chinese use mostly Medieval cavalry, Men-at-arms and trebuchets, with some monks and siege towers. A mix of your own Cavalry, Crossbowmen and Ballistae will take care of him easily. Add to this a whole lot of siege machines heavy ram is the best choice. Once Paekche is dead, the Chinese will rush toward Koguryo capital, in the northwest corner. Do not follow him with your main army, but take the infantry you let in An-Hui. Go west, stay behind the Chinese main army, and when the towers and fortresses are down, rush toward the Purple city center and capture it. Since it takes a few minutes to capture a City Center, you can build up your army, and possibly exploit the game: You can also bring your army inside his walls, or destroy the bridges, to prevent him from attacking you. Hopefully, by the time the Chinese turns on you, you have reached the sixth epoch and have an army large enough to defeat him. As soon as he betrays you, take out his main base and his main army which will be on the other side of the map if all goes well. From now on, you simply have to destroy the small bases he likely built in former Koguryo territory. Once that is done, you may capture the remaining territories.

*This walkthrough for Empire Earth 2 [PC] has been posted at 03 Jun by billy coen and is called "Skirmish Guide". If walkthrough is usable don't forgot thumbs up billy coen and share this with your freinds.*

Gameplay[ edit ] Empire Earth is a history-based real-time strategy game. Empire Earth uses 3D graphics. It also incorporates a "hero" system. Heroes can be built at the town center or capital. There are two types of heroes, Strategist heroes who heal surrounding units and can demoralize enemy units while Warrior heroes give morale to surrounding units and have a greater attack power. Finally, the player has the option of creating their own civilization with unique bonuses. Empire Earth has a rather extensive map editor included. Epochs are the ages a player passes through in Empire Earth. Each of these epochs represents an age within history. In Empire Earth, the last two ages Digital and Nano Ages are set into the moderate future at the time of release in In the Art of Conquest, a third future age, the Space Age, is available. It deals with space colonization. Each epoch brings new technologies and units. Epoch advancement requires additional buildings to be built and the costs of advancing increases as more epochs are attained, although the ability to gather the required resources greatly increases as well. With new epochs, some new units are available at the cost of having to abandon the ability to produce old units, though any old units still alive are kept. An extra epoch, the Space Age , is available in Empire Earth: The Art of Conquest. Some units such as infantry are available in every epoch and can be created at the Barracks. Other units such as archers are available from the Stone age to the Renaissance and are created at Archery Ranges. Siege weapons such as catapults are produced at Siege Factories, they are available starting from the Bronze Age until the Dark Ages and are later substituted by the trebuchet in the Middle Ages throughout the Imperial age, finally being replaced by cannons in the Renaissance. In the Atomic Age -World War I epoch some new buildings are made available to the player, such as Airports, Tank Factories, and Naval Yards where certain planes, tanks , and submarines , etc. In the Digital age Cyber Factories and Laboratories are available and can produce many types of mechs , which are known as Cybers in Empire Earth. Technologies to improve farming can be researched at the granary. Health related technologies can be researched at a hospital. Education upgrades are found in the university, which can protect units from being converted. Economic upgrades are found in the town center or capitol. These upgrades will increase the rate at which resources are gathered. Shown here are; Galley left middle , Frigate lower middle , Battleship top , and Cruiser upper middle which are the main ships until galleys are replaced by submarines in the Atomic age. Cruisers are available from the Imperial Age. Empire Earth has 21 civilizations, [9] with two additional ones in The Art of Conquest. Civilizations are predetermined in scenarios, but chosen by the player shortly after the beginning of random map games. Each civilization has several bonuses such as increased speed or decreased cost for a type of unit. Any civilization can be played in any epoch but will only be powerful in ages that use units that it has bonuses for. In scenarios, the player receives "civ points" for completing various tasks. The following are the available civilizations, grouped into their recommended epochs. With the exception of the futuristic Novaya Russia and Rebel Forces, all civilizations in Empire Earth are based upon history. Campaigns[ edit ] Like many other real-time strategy games, Empire Earth has single-player campaigns. However, unlike some games, each scenario has a story to tell and the player takes part in that story. Apart from the Russian campaign, the mission " Operation Sealion " in the German campaign, and possibly the first four scenarios in the Greek campaign, all of the battles in the campaigns are based on true events. Learning campaign[ edit ] The first campaign in Empire Earth is the Learning campaign. This campaign is where players are taught how to play Empire Earth. This campaign is available in both the original game and The Art of Conquest. This campaign is not required to be played in order and is divided into two parts. The first part is about the rise of Phoenicia. The second part is about the rise of the Byzantine Empire. Greek campaign[ edit ] The first real campaign focuses on Ancient Greece. The opening five scenarios of eight scenarios total focus on the rise of Greece. The story tells of the early Helladic people from Anatoly, the Trojan War , the rise of Athens by unifying Attica , and the first years of the Peloponnesian War. There are some fictional elements as well such as the Trojan horse being given to the Ithacans by the gods.

The sixth scenario of the campaign is about the life of Alexander the Great. The following scenario is about the Battle of the Granicus , Battle of Issus , and the siege of Tyre. The final scenario is the Battle of Gaugamela , the capture of Babylon and the battle for the Persian Gates , a mountain pass beyond which lies Persepolis , the ceremonial capital of Persia. The campaign ends when Alexander and his army enters Persepolis and Alexander manages to escape an assassination attempt while visiting the tomb of Xerxes I of Persia.

**English campaign[ edit ]** The English campaign is about the struggles between England and France for superiority in Europe. The first three scenarios of eight total are about William I of England , his victory against the rebellion from the barons with the help of Henry I of France in , and the Battle of Hastings in . The first part is the internal unrest of Lollards while the second part sees the occupation of Harfleur and the Battle of Agincourt.

**German campaign[ edit ]** In the German campaign, the first four scenariosâ€”out of seven totalâ€”take place during World War I and feature the Manfred von Richthofen , the Red Baron. The player follows Richthofen through his early days of flight and the development of his "Flying Circus. In the next three missions, the player protects shipments of war materials into Germany, directs German forces at the Battle of Verdun , and directs the Kaiserschlacht at the Battle of the Somme. The first scenario introduces the Blitzkrieg , in which the player has to conquer Poland , Scandinavia , and France before an American - Soviet alliance makes it impossible. The next mission deals with the German U-boat and naval blockade of Great Britain and the Battle of Britain , which features the battleship Bismarck facing off against the Home Fleet. In the final scenarioâ€”the never-attempted Operation Sealion â€”the player leads German forces in an invasion of Great Britain under the famous Field Marshal Erwin Rommel , ultimately annexing the United Kingdom to the Greater German Reich and thwarting a surprise attack by the U. S.

**Russian campaign[ edit ]** In the Russian campaign, the player leads Novaya Russia, a reconstruction of the Russian Federation. The game begins in , with the Russian political dissident Grigor Stoyanovich heading up a full-sized civil war from Volgograd , followed by a seizure of power in the Kremlin. In the third scenario the now-old Grigor appoints his robotic bodyguard as his successor, crushes a coup in Moscow with help from loyalist forces, and finally succumbs to heart problems. China had been building a time machine , but the Russian forces destroy it, narrowly averting a time paradox. By this time, Novaya Russia has control over much of Eurasia. In the penultimate scenario, during an attempted invasion of the United States in , General Sergei Molotov finally realizes that Grigor II became mad with power, and deserts. They arrived just a few minutes late, as Grigor already left Voronezh. In addition, Grigor II realized their plans and took the time machine, fortifying Volgograd with a sizeable detachment of cybernetic forces.

**Development and release[ edit ]** Empire Earth was announced by Stainless Steel Studios on March 31, , with an intended release date of the early half of . They mentioned many aspects of the game, including the use of heroes, unit upgrades, the availability of civilizations, economic build up, and polishing of the final product. Empire Earth also made appearances at E3 and E3 about its progress, and a beta test and movie for it were released in early August . It contains both the original game and the expansion pack, manuals , and technology trees for both games, hotkey reference and the official strategy guide.

**Legacy[ edit ]** Empire Earth spawned several sequels and eventually an expansion pack. The Art of Conquest online game-play system, were permanently shut down by Activision.

*Empire Earth 2 - The Technology Guide* by Mokon, One\_Dead\_Angel. May 5, Technology in Empire Earth II plays a vital role in who wins and who loses.

Tweet Empire Earth 2 Walkthrough: And most important we have 2 other walkthroughs for Empire Earth 2, read them all! Moral and Fevor 2. Resources and Technology 1. Gathering and Using Resources 6. Geography and Weather 3. Art of Supremacy Expansion 1. What to do first 9. Legal Junk This FAQ may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advanced written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. All trademarks and copyrights contained in this guide are owned by the trademark and copyright holders. Foreword This FAQ is here to help you beat a single player skirmish game without using cheat codes. In the window that pops up, type the section number. Also if you know any gameplay hints or something I missed send me an e-mail at the adress at the bottom. And now to the important stuff. First decide what you need to build. Then go to the building where it is created and click on it. A grid-like section should show up. The colorful squares are units you can build. Click on the unit you want or press the hotkey Section 6. A bar will appear on the bottom of its tab. This is a timer. When full, the unit will be ready to deploy. Each time a unit is created, it takes away from your resources Section 5. Most units are designed to fight but there are units that perform other duties. For your military units you can tell them to patrol an area by clicking on the tab and drawing out a path for them with the flags and when you are done right click. In order to see the entire map as it is at that exact moment, you must have overlapping fields of vision all around the map. Or you can see the past if your units have been to a place but are not there any more. Anyway, you can also assign fighting units to move to a position and attack everything on the way. They can also guard a building or unit by right clicking it with the army unit selected. The Search and Destroy task sends your unit out to find the enemy unit of your choice. After they kill that one, they will track down other units on their own. Finally you can instruct a unit to move to a certain location. You really need many units working together to be effective. In order to do this you have to group them. You can either drag a box around the units to select more than one TYPE of unit i. Double clicking selects all of the clicked on units on the screen. This puts it on the same number tab at the top of the screen. To access the units later, click the tab. You can do this with any unit including non-military ones. All units can attack and be groups although sending citizens on a raid makes no sense. There are 5 types of stances. Cautious- Flee at first sight of danger. Goal is to stay alive. Defend- Units will stay in one location and attack all enemies within their LOS but will not pursue hostiles. Hold Position- Only attacks enemies that come right at them. Good for defending a building. Aggressive- Unit will attack everything in LOS and will pursue. After battle, will stay where battle ended until another order is given. Hold Fire-Unit will do nothing until you change the command. Depends on type of unit. Not really important but units moving in a mass and not spread out are a target for weapons with splash damage. Simply select a unit then right click the building you want it in. A list of the units will appear and you can click on the ones you want available. This is attributed to the Moral and Fevor of the units. Having a City Center in the territory provides a small bonus and each house provides more and more. The higher the Moral and Fevor of units, the more of a bonus they get. But remember, the enemy is receiving the same bonuses when you attack on their home ground. These units can also convert buildings. Infantry have a bonus against Heavy Infantry and Heavy Artillery. Can also convert buildings. There are two groups of H. In Group 2 of H. Artillery receive bonuses against Heavy Mounted and Light Infantry. Artillery are good against Heavy Infantry and Light Mounted. Infantry and Heavy Artillery. Artillery and Heavy Mounted. Bonus against Light Infantry and Heavy Artillery. They harvest resources Section 5. Good for exploring the map. Can steal technology and sabotage buildings. Repair, Light, Heavy, and Electronic Warfare. Used to build special buildings. Not useful for buildings that fight back because they must touch the building to work. To use, garrison 3. Build a market to use as the home and then another somewhere else to be destination. Each time the cart reaches one of these buildings, GOLD is made and

added to your total. Bonus against all aircraft. The Galley can carry a small number of units onboard. Bonus against Fighting Sail. Receive bonus against Frigate. But the only way that the ship actually attacks is anti-aircraft. Bonus against Bombers and Tactical Bombers. Costs same as Fighter 3. Simply designate a drop point and the plane will fly in and drop the units and then disappear. Missile, Gun, and Transport. Missile- Has many rockets for Air to Ground attack. Bonus against Light Artillery and Heavy Mounted. Gun- Fires radioactive shells at ground targets to destroy them. Transport- Used to transport land units. Can only be seen by outposts and only attacked by fighters. Can make Citizens 3. Only 1 per territory. Only 6 per territory. Can make Trade Carts 3. Can make priests 3. Only 7 per territory. Can make Fighters 3.

### Chapter 5 : PC Cheats - Empire Earth II Wiki Guide - IGN

*Once again, you will have to fight Paekche and Koguryo, but this time, you are on the offensive. Unlike what you've seen in Unlikely Allies, the two other Korean factions won't put up much of a fight this time.*

Edit Empire Earth II has several new gameplay features from the original gameplay of Empire Earth, such as the Picture-in-Picture window, a small window within the game interface which allows the player to control activities such as unit and building construction. The Citizen Manager can be configured to tell a citizen what to do if they have no set task, and the Diplomacy System allows the player to make tributes and manage alliances and wars with other players. The War Planner is another new addition, which is a map of the game that the player can display and use to coordinate attacks with allies. Weather, another new feature, changes over time on the map and affects the look of the map and performance of units and, in the case of airplanes in thunderstorms, hit points. Besides campaigns and special scenarios, there is also a skirmish mode where the player can play against a computer player. The player can also play against other human players. Unlike campaigns or scenarios, the winning conditions never change. There are eight different game modes in skirmish mode, which can also be played in Multiplayer. The Multiplayer GameSpy servers were taken offline on 10 October.

**Epochs** Edit There are 15 epochs in the game, each representing a part of history. As the player advances through the epochs, new and improved units and structures become available. Some of the epochs in EE2 are identical to their counterparts in the original Empire Earth— one exception is that EE2 does not allow players to expand their empires into space. Before buildings and units can be made or created, resources must be gathered. There are two kinds of resources: The main resources are available in all epochs and they are food, wood, gold, and stone. To collect resources, a citizen or a band of citizens is selected, and are directed to a resource. The citizens thus begin harvesting it. The special resources are available in only some epochs. These special resources are tin — available until epoch 6, iron — first available in epoch 4 and is no longer used after epoch 9, saltpeter — first available in epoch 7 and is used until epoch 12, oil — first available in epoch 10, and uranium — first available epoch.

**Technologies** are divided into three groups. The first is Military, which provides benefits mostly to military units. The next is Economic technologies, which increases resource gathering rate, decreases cost and building time for units and buildings and decreases tribute tax amount. The final group is Imperial, which provides benefits mostly to special units and increases the health of units and buildings. There are four technologies of each group for each epoch. Technologies can be researched by spending tech points. Technologies are researched through the main interface no longer through a building by clicking the Technology Tree button. When the correct amount of tech points are available, the tech tree button will light up and a new technology to research can be chosen. However, when research is no longer used at the highest epoch specified before starting a game, the garrisoned units will become idle.

**Civilizations** Edit In Empire Earth II, each civilization belongs to a particular world region, each having its own regional powers. These can be activated on the game interface by clicking on a crown in the top right corner. All of the regional powers are timed; once the time is up to use it, it takes a long time for the regional powers to be recharged to use again. Each regional power can only be used in a respective group of epochs. For example, the regional power of Overtime can only be used by a player using a Far Eastern civilization in epochs.

Like many games before it in the same genre, Empire Earth II has civilizations for players to lead to greatness. Each civilization has a unique power, giving it an advantage in a particular field. Each civilization also has a unique unit, which is a more powerful version of a given unit type. The Greek Hoplite, for instance, is a more effective heavy infantry than other tribes counterparts. The African civilizations have the Maasai and Zulu.

**Campaigns** Edit Empire Earth II contains three single player campaigns, a collection of scenarios called "turning points" and a tutorial campaign. The Tutorial Campaign features the Aztecs, featuring four scenarios to allow players to learn the gameplay. The German Campaign deals with the years between in central Europe, with eight scenarios too. The American Campaign is part-fact and part-fiction, set between and with eight scenarios. There are four special scenarios in Empire Earth II called turning points. These scenarios can be played from either side of a battle or war which changed the course of history.

### Chapter 6 : Strategy Guides Â« Old PC Gaming

*Empire Earth 2 - 01 - Tutorial - Tenochtitlan Walkthrough Gameplay PC Difficulty: Hard Empire Earth II is a real-time strategy computer game developed by Mad Doc Software and published by Vivendi.*

Get the latest news and videos for this game daily, no spam, no fuss. Follow Want the latest gaming news as it breaks? You are now subscribed Subscribe for the latest gaming news With Empire Earth II scheduled to ship later this month, work on the game is all but done. Still, we managed to get one last look at this real-time strategy game before development wraps up. Empire Earth II is very much a traditional, big-scale real-time strategy game. Empire Earth II will let you guide a civilization from the dawn of history to the near-distant future in a single game. Have fun in North Africa during the US campaign. Sandstorms can obscure visibility during much of the mission. The game will also ship with three single-player campaigns, each based on a different civilization and era. The first campaign is centered on ancient Korean history and deals with the unification of the Korean peninsula. The second focuses on the formation of modern Germany, from the days of the Holy Roman Empire which, as one famous historian quipped, was neither holy, nor Roman, nor much of an empire to the Franco-Prussian War. And the third campaign is about the rise of the United States as a global power, starting from the Spanish-American War and projecting decades into the future. Each campaign contains eight missions, depicting major events and battles along the campaign timeline. The next mission is set during World War I, where American doughboys have to help repulse the last great German offensive of the war. These two missions unfold in a way typical of most campaign missions: In some cases, you can start building fortifications and other buildings to churn out new units. In other cases, reinforcements will arrive after you complete objectives, such as seizing an important town. These are large missions, and there are multiple objectives on each map, which you unlock one by one. And, in general, the campaign missions are fairly scripted, with just enough hand-holding to get you through one objective to the next. If you want a more conventional, free-form game, then the skirmish mode will likely cater to your tastes. The skirmish options are fairly standard for the genre. You can choose from a variety of options, such as map size and type, how many opponents, game type, and more. The one thing that we discovered fairly quickly was that even at the default "medium" settings, the artificial intelligence was fairly aggressive, and it overran us easily each game. Even on the next easiest difficulty setting, the AI was more of a handful. The key to succeeding in a skirmish match is to expand aggressively, taking as many territories as possible early on and then building them up. This is important since you can only build one university and temple on each territory, and these are the only buildings that generate tech points, which are used to purchase science upgrades and to level up to the next age. The more universities and temples that you have staffed, the faster you can advance through the major eras of world history. So even if you have a small fighting force, it can remain potent as long as you can keep upgrading your technology. Even early airpower can be a potent force on the battlefield If you can make a neighbor an ally, you can focus your defenses on other borders, and then you have someone who can ride to the rescue in case you come under assault. The near-final version of the game that we played appears to be fairly bug-free, which is a good sign. Developer Mad Doc has spent the last few months working to balance and polish the game, and it looks to have paid off. Empire Earth II feels like a faithful follow-up to the original, and we should see the game ship by the end of the month. Got a news tip or want to contact us directly?

### Chapter 7 : Empire Earth II Walkthrough by Mrnobody Game Video Walkthroughs

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### Chapter 8 : Empire Earth 2 Cheats, Codes, Cheat Codes, Walkthrough, Guide, FAQ, Unlockables for PC

*Empire Earth Guide Written by RS\_Gollum and NW\_Kroucrouch. Translated by Popcorn\_SL. This guide is suit for*

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*intermediate players who know the basics of the game (use of each units, how to change ages etc&#*

### Chapter 9 : Empire Earth II Hands-On - Single-Player Campaign - GameSpot

*Empire Earth II. As with previous installments in the series, Empire Earth 2 challenges you to create, build, and lead a civilization.*