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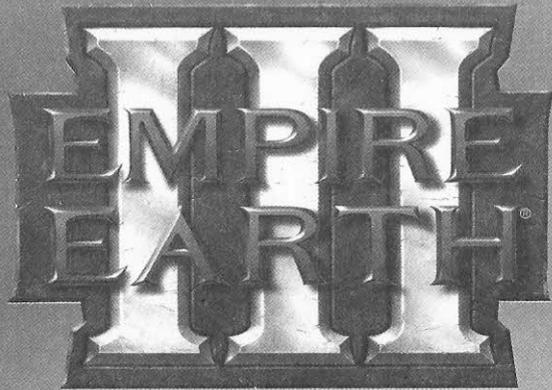
Games
for Windows™



EMPIRE EARTH III

TEEN
T
CONTENT RATED BY
ESRB

SIERRA



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I. Getting Started

So You Want to Conquer the World?

Thank you for purchasing *Empire Earth® III*. This brief 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.

Enter CD Key

You will be asked to enter the unique CD Key included with your game. Protect your CD Key—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 CD Key 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 would 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.com, or via a LAN/Direct connection. In Multiplayer games, you can play with or against up to seven other players. Each play can choose their own civilization and handicap. You can join a game hosted by someone else, or host your own game. If you choose to host your own game, you will select all of the following options (this list is also applicable to the "Skirmish" games):

Number of players—To control the maximum number of players, 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, select one of the AI difficulty levels (such as “AI Hard”) under Player Type.

Team—To assign players to the same team, choose the appropriate number from this drop down.

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 Eras to be played through, from Ancient to Future.

Use Quickstart—Selecting this option will give all players additional units (or resources) 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 “off.”

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 provinces 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 cheats.

Game Speed—This option determines how fast the game progresses. 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 set the sound, video, and other settings to match your play style and your computer. There are two types of options:

Basic Options—These options display 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 Recommended. The default setting is “Recommended.” 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 and 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

Game Clock

Time elapsed during current game.

Era Timeline

Player's current Era as well as progression towards the next Era.

Pause Menu

Access the Pause menu to change settings or quit.

Control Groups

Assign any combination of units into numbered groups.

Minimap

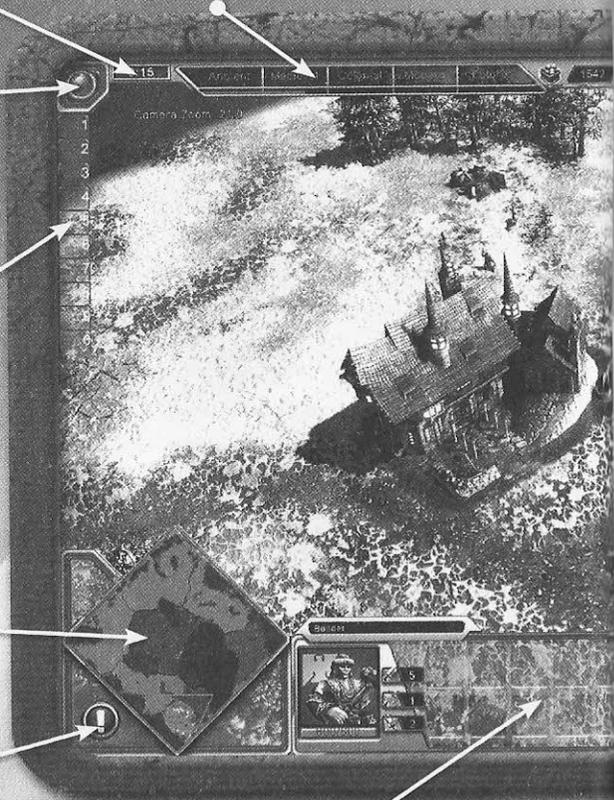
Miniature version of the entire game map.

Flare

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

Selection Panel

Currently selected unit(s) and their stats.



is just a mouse click or two away!

Resource Meter

Amount of each resource player has collected.

Events

An ongoing record of game events and objectives.

Diplomacy

Opens the diplomacy interface.

Tech Tree

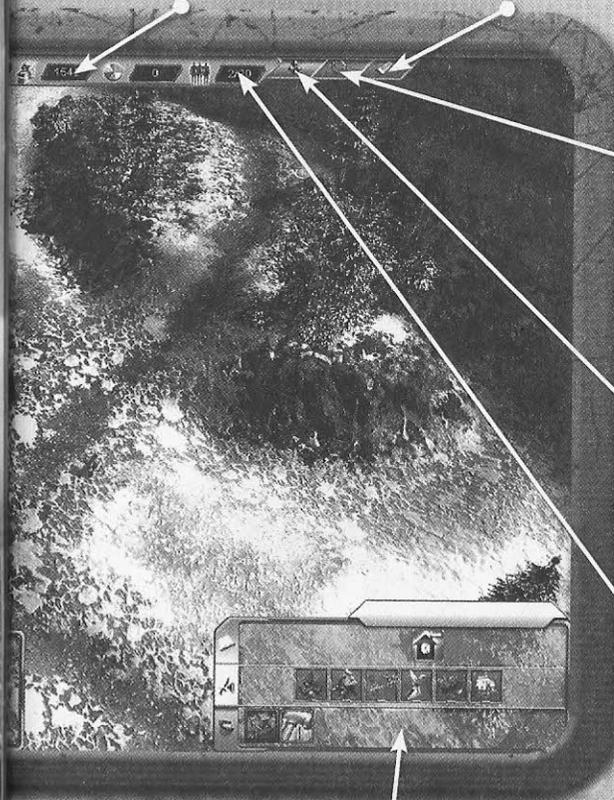
Opens the tech tree to research technologies.

Population Meter

Current and total possible unit population.

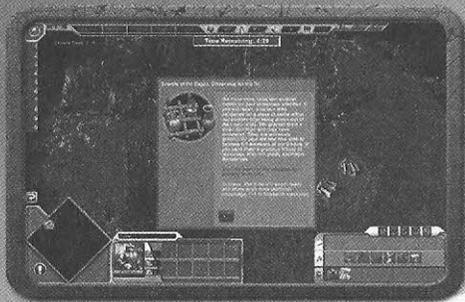
Ability Panel

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:

- **Era Timeline**—Shows the time period you are currently in, tracks your progress to the next Era, and allows you to research the next Era.
- **Event Log**—During the World Domination campaign, players will encounter random events.



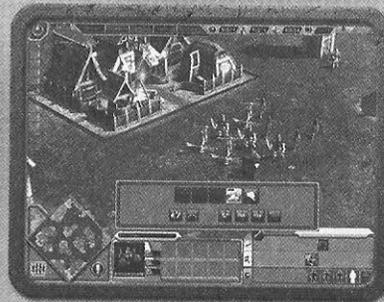
The **Event Log** keeps track of all current events you have encountered and what objectives you must meet to complete them. There is also a history of events.

- **Technology Tree**—By clicking the Tech Tree icon, players can open up the full Technology Tree.



The **Technology Tree** shows all of the units, upgrades, abilities and other techs to build and advance your empire.

- **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 review the entire map, issue movement commands to selected units by right-clicking on the Minimap, even track enemy movement, resources, and more (if within their line of sight). By using the Flare icon, players can flag important areas on the Minimap for 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, unit abilities, and combat actions. Toggle between the civilian and military buttons, if necessary.

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.

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. 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.

Territories

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

The number of territories varies from map to map, but there 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, in the form of 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.

Hover the mouse pointer over a tribe or AI player 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 over time.
- **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 in what types of sites are most likely to be there. The types of raw material sites are:

- Mines (Ore)
- Forests (Wood)
- Quarries (Stone)
- Schools of Fish (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 distance between the trade cart's origin and its destination. The farther away, the more wealth is generated, but increased distance also increases the trade cart's exposure to possible attack. When you kill another player's trade cart, you steal the wealth it is carrying.

Markets, like Warehouses, have slots that can be purchased. Each new slot costs more than the previous slot (per building). 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 picking a new destination. You can trade 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 points 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 and Units

In *Empire Earth III*, you will grow 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 then purchase a building by clicking the appropriate build button and spending resources. Each region accomplishes this in a different way.

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 Spearmen (if you are playing as the East; 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 will display a selection of buildings that can be purchased. A purchased building can be placed by left-clicking on the terrain where you want that particular building to be constructed. 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 will spawn a packed version of the building that will then move to a designated spot and unpack, when ordered.

Producing Units

Unit-producing buildings—such as Barracks, Stables, Workshops and Docks (AKA shipyards)—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 built, and then the unit will emerge from the building. Each unit-producing building can set a "rally flag" 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. Research upgrades are purchased 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.

The player advances into a new era by paying a specified cost in Technology, Wealth, and Raw Materials. To view the cost of advancing, the player just needs to place the mouse pointer over the next era in the timeline (top-left of the screen) to view the tooltip. When ready to advance, click the appropriate 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 as 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 quickly if you are not careful.

Infantry

The Infantry unit is your most basic combat unit. Each region has a variety of 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!

Light Cavalry

What Light Cavalry units lack in armor, they more than make up for in speed. Your Light Cavalry units are your best scouts and can cover ground rapidly, allowing you to locate and keep an eye on your enemies. Light Cavalry are also excellent raiders and can destroy enemy resource workers and trade carts quickly. Finally, Light Cavalry also serve as great counters to enemy siege weapons due to their speed and weapon expertise.

Heavy Cavalry

Heavy Cavalry units are slow, powerful, and often covered head to toe in thick armor. These armored horse units excel at cutting down infantry—they can take out an entire group and ride away before the enemy even knows what happened.

Anti-Cavalry

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

Field Guns

The Field Gun is your arsenal's compact artillery weapon. Field Guns are perfect for attacking large groups of slow-moving units, such as Infantry, 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. 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.

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 of 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 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. The icons on the top row represent the Combat Actions this unit can perform. Below them 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.

At the bottom of the command cards 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 the 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.

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 at your command. Many Combat Actions are available, but some must be researched 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 on 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.

Air Combat

Controlling your air force is very similar to using combat actions. After you build an Airbase, 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.

Simply choose an air mission icon from the Airbase 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, start aerial dogfights, and perform long-range aerial reconnaissance. There are many kinds of air missions on which you can send your 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 your strategy. To access the Diplomacy controls, click the Diplomacy button on the main screen (upper-right).

There are three diplomatic states in *Empire Earth III*: 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 and then expires, leaving players neutral to each other.
 - > **Breakable**—players are allies until one declares war on the other.
 - > **Whole Battle**—essentially an unbreakable alliance that 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**—A Native Tribe is assimilated by maxing 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 also “force attack” that player’s units. Select units and order them to attack by holding the Alt key and right-clicking on a target.

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 under the player button. If you’ve received multiple proposals, click a player’s 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 while clicking to send five times the normal amount sent).

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

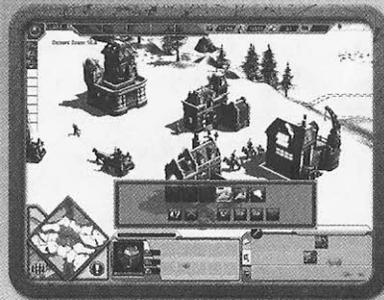
For more diplomatic options, you can choose to send a proposal to another player (but not to a Native Tribe). Click Diplomacy, select the player, then click the Proposal button.

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 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. At the same time, if 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 a specific third-party 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.

If requested, 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 by controlling 60% of the available provinces. Computer AI players are trying to do the same thing, while local Native Tribes simply go about their business within many of the provinces. There are a number of additional features in World Domination games beyond the basic features 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. The Research you generate is used primarily for acquiring items from the technology tree and 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, but it takes one turn for the change to be completed.



Military Province

- Contributes to 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 the spy limit (one spy allowed per Imperial province you own).



Research Province

- Produces Research each turn based on the Research value.
- Used to acquire technologies and advance Eras.

World Mode vs. Battle Mode

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

- **World Mode**—strategic level played on a world map. Players collect world resources, perform major research, 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 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 when another player has moved an army into a province you own. Click on 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.)

After you resolve all your battles, you can move world units, research new techs, or use Empire Techs (explained below). 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 corresponds to the Era you are in and the turn you're on. Hover the mouse pointer 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. Events are usually optional, so you can choose to accept or skip many events.

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.

Armies

There are three world units: armies, spies, and trade vehicles. World units are mobile and appear as icons on the world map.

An army is comprised of land units and/or naval units, up to a certain pop cap. 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 double-click an Army Base icon). In the panel, click on one of the two empty army icons (next to the Military value) to display the Army Composition panel. 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. 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 pop cap meter, filling up as you select units to add to the army. (The maximum size of your armies increases as you progress through the Eras.)

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.

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.

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.

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 (right-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. Left-click on a green-tinted province to order the army to that destination. 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.

Note

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

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).

Withdrawing from Battle

You may withdraw your armies from a battle and retreat to safety if you have enough units left on the map. During battle, click the Withdraw button. 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, commandeer trade, and assassinate enemy spies. Spies can also perform other special actions, which must first be researched 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. 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 and 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 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'État, 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 have researched the Black Market). 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, 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.

Each time the trade vehicle reaches its destination or returns to its origin, you get income from the route (which is added to your Commerce reserve). If you have a trade partner other than yourself, the partner gets a small bonus income equal to the Commercial value of his province. 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. 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 its designation:

- A Military province will have a barracks and a stable/factory
- A Commercial province will have 2 markets
- An Imperial province will have 2 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 four different province designations.

Militias are destroyed if the province they are defending is conquered.

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 Domination 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, units and unit upgrades, which cost world resources. Research on the world level is permanent for the duration of the game.
- **Battle Level**—Research unit abilities, including stat upgrades, all of which cost local (battle level) resources. Research on this level 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 for a different battle. You are essentially giving special equipment or training to the units participating in each 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. Some Empire techs are passive (i.e., “always on”), but most must be activated, usually for a cost. To use an Empire Tech you’ve researched, click on its icon in the Tech Tree panel, then drag it onto the globe to its target (usually a province). 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 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. If a battle is fought in an 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 then disbanded.

Scorched Earth

- **Military Tier 3**
- **Use Cost:** Free, 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 cap.

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 during the next turn). 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 Eastern Region Only)

- **Military Tier 3**
- **Use Cost:** Pay per use
- **Description:** Select an army and pay a cost. The army is allowed to move two provinces instead of one in one turn, hopping over the province in the middle (ships are still required to traverse ocean provinces).

Corruption

- **Commercial Tier 1**
- **Use Cost:** Free
- **Description:** Spy Power. Any of your spies in an enemy province automatically siphons off a percentage of world resources gathered in that province each turn. The corruption increases with more spies (i.e., 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-shipments of resources at periodic intervals.

Eminent Domain

- **Commercial Tier 2**
- **Use Cost:** Pay per use (cost depends on province)
- **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 will 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 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 you are invading in which a battle will be fought the following turn. 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 Eastern 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
- **Description:** Spy Power. When in a province, the spy automatically collects intelligence on the province's designation, world-level structures, local tribes, and the number of territories in the province. Additionally, 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
- **Description:** Increases world line of sight. You can see the values and the owner 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'État

- **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'État (chance of success goes down with the more armies there are). If the Coup is successful, the province becomes yours the following turn. Any world buildings 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 by 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 Eastern 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 at a time. If you set up a new No-Spy Zone, the old one is immediately removed, so you will not have a No-Spy Zone for one turn, until the new one is ready.

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 if 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 to erect your structures.

Territory Control

Controlling a territory requires building a City Center within it 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 a province neighboring your empire. All enemy units in the province become a new, neutral Native Tribe, hostile to the previous owner. This causes that player to lose control of the province.

Buildings, Units, and Unit Abilities

Please refer to the extended *Empire Earth III* manual that is included on the *EE3* DVD-ROM for detailed information regarding the Western buildings, units, and unit abilities.

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 that 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 can build defensive fortresses, which also increase population capacity. 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 to produce 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 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 other players.) However, 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 limit.

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 at unsuspecting enemies to get a one-time attack bonus.

Empire Techs (World Domination only)

- **Sneak Attack**—For a cost, a selected army is allowed to move two provinces instead of one, hopping over the middle province (except oceans).
- **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 at a time 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

Please refer to the extended *Empire Earth III* manual that is included on the *EE3* DVD-ROM for detailed information regarding the Middle Eastern buildings, units, and unit abilities.

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 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 a Ministry in the territory. You cannot own or build in a territory already owned by another player. Destroy or capture 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. In the Modern Era, an anti-air capability can be added to the Far East's towers and fortresses.

Population

Most Far Eastern buildings contribute to population. 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

Please refer to the extended *Empire Earth III* manual that is included on the *EE3* DVD-ROM for detailed information regarding the Far Eastern buildings, units, and unit abilities.

VI. System Specifications

Minimum System Requirements

- Operating System: Windows® XP, Windows Vista™ (32-bit)
- CPU: 1.7 GHz Pentium® 4
- Graphics: 128 MB video RAM DirectX® 9.0c-compatible graphics card supporting shader 2.0 and above
- RAM: 512 MB
- Hard Drive Space: 5.5 GB available hard drive space
- Internet Connection: Cable/DSL or faster
- DirectX® 9.0c

Recommended System Requirements

- Operating System: Windows® XP, Windows Vista™ (32-bit)
- CPU: Dual Core 3.2 GHz Pentium® D
- Graphics: 512 MB video RAM DirectX® 9.0c-compatible graphics card supporting shader 3.0 and above
- RAM: 1 GB
- Hard Drive Space: 6.5 GB available hard drive space
- Internet Connection: Cable/DSL or faster
- DirectX® 9.0c

An important note regarding graphics and having the best possible experience:

Empire Earth III uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce® 6 Series, 7 Series, and 8 Series graphics cards, and the intended experience can be more fully realized on NVIDIA GeForce 6 Series graphics hardware. On a GeForce 6800GT or better, you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

Updates and Patches

Check the *Empire Earth III* website (www.empireearth.com or www.sierra.com) for any updates 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.

Troubleshooting

Please refer to the “Readme.txt” file included on the disc for the latest information regarding troubleshooting and technical support.

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