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*Based on retail sales, PC Data 2001. **GameSpy Best of 2001 PC Game of the Year.

7149010

EMPIRE EARTH

THE ART OF CONQUEST™

EXPANSION



EXPANSION TO THE GAME OF THE YEAR*

TABLE OF CONTENTS

Chapter I: Welcome to Empire Earth: The Art of Conquest...	5
Installing Empire Earth: The Art of Conquest.....	5
Playing Empire Earth: The Art of Conquest.....	6
What's New.....	6
Space (2200 AD).....	9
Chapter II: Buildings, Units, Wonders and Calamities.....	11
Space Buildings.....	11
Units and Upgrades.....	12
Other New Units.....	13
Wonder: Orbital Space Station.....	14
Calamity: Meteor Storm.....	14
Chapter III: Civilization-Specific Powers.....	17
Ancient Greece.....	17
Assyrian Empire.....	18
Byzantine Rome.....	18
Carthage.....	18
Kingdom of Israel.....	18
England.....	19
Franks.....	19
Kingdom of Italy.....	19
Ottoman Empire.....	20
Spain.....	20
France.....	20
Germany.....	20
Great Britain.....	21
Italy.....	21
Russia.....	21
United States.....	21
China.....	22
Novaya Russia.....	22

Rebel Forces.....22

Korea.....23

Japan.....23

Chapter IV: Heroes.....25

 Hu Kwan Do.....25

 Khan Sun Do.....25

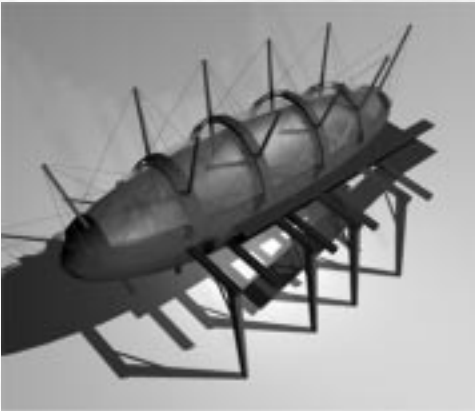
Chapter V: Civilizations.....27

 Korea.....27

 Japan.....28

Credits.....30

Index.....37





CHAPTER I


WELCOME TO EMPIRE EARTH: THE ART OF CONQUEST

Welcome to *Empire Earth: The Art of Conquest*, the official expansion for *Empire Earth*! This chapter explains how to install the expansion, plus highlights the new features that the *The Art of Conquest* adds to the game.

Installing *Empire Earth: The Art of Conquest*

To install *Empire Earth: The Art of Conquest*, place the CD-ROM into your CD-ROM drive. An installation screen should appear. Select the Install button and follow the directions provided on the screen.

Should the installation screen not appear, double-click on the My Computer icon on your desktop, then double-click the icon for your CD-ROM drive. In the directory that appears, double click the Autoplay.exe file. The installation screen should appear, and you'll be on your way.

 **NOTE:** You must have the full, retail version of *Empire Earth* installed on your computer in order to play the *The Art of Conquest*. The expansion will not work if you do not have *Empire Earth* installed on your computer.








After you install the expansion, you will be given the opportunity to read the readme file. Reading the readme file is highly recommended: any last minute information that didn't make it into this manual will appear in the readme. Anytime the readme is in conflict with information found in the manual, the readme is correct.

Playing *Empire Earth: The Art of Conquest*

To play *Empire Earth* with the expansion, be sure to have the *Empire Earth: The Art of Conquest* CD-ROM in your CD-ROM drive. The game won't operate otherwise.

What's New

Empire Earth: The Art of Conquest adds a bevy of new features, buildings and units to enhance your *Empire Earth*-playing experience. Among the new features are:

-  An epoch set in the far reaches of outer space
-  Three single-player campaigns that bring you from the Roman Empire to World War II to the future
-  Two more heroes to help you in your quest for supremacy
-  Two new civilizations to guide
-  Unique capabilities for all civilizations
-  More buildings, including a new Wonder
-  More units, from flaming arrows to a spy satellite





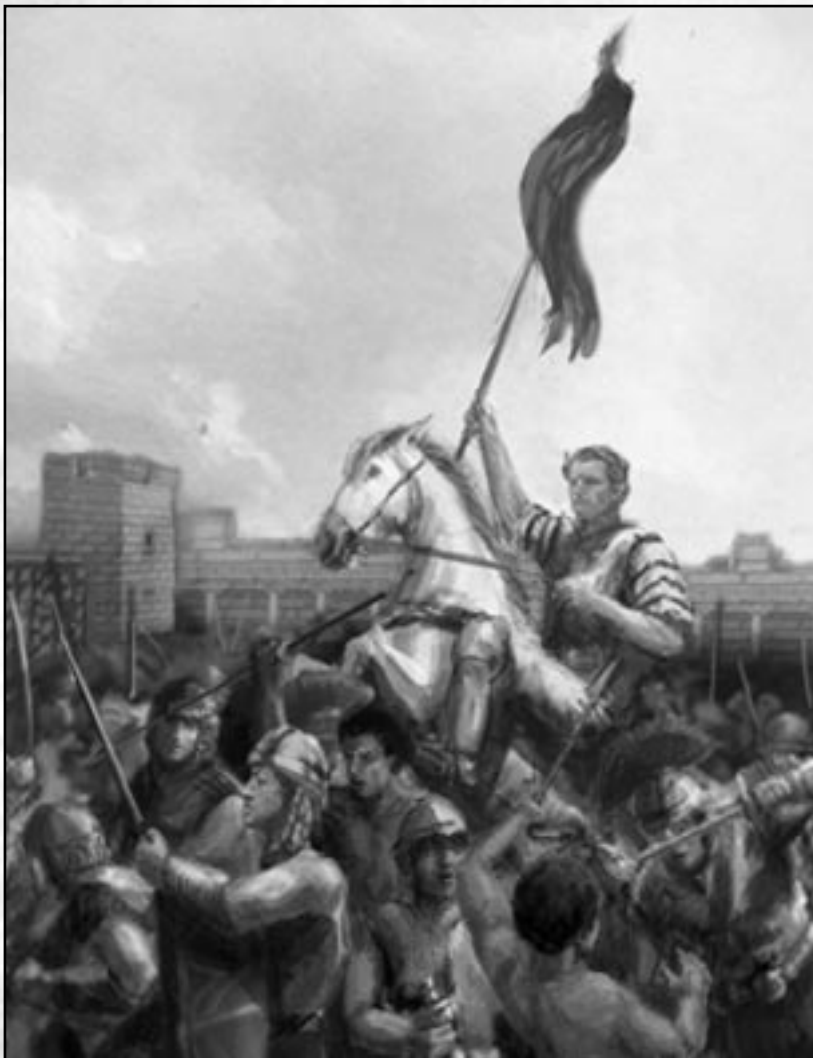
Space (2200 AD)

The second half of the 21st century witnessed a great change in the world. China stretched its imperial muscles, and by 2067 had seized control of many of the formerly sovereign nations of southern and eastern Asia. A new country called the United Federation of Asian Republics, known simply as UFAR, was born.

Soon the pressures of feeding a rapidly expanding population became oppressive, and UFAR sought other methods of supporting its people. Earth was overpopulated, and its ever-dwindling resources would never be able to foster UFAR's continued growth. UFAR looked to the stars to provide.

Soon, the dream of living in outer space became reality. Scientific advancements allowed Mars' barren land to bear fruit, and the red planet became Earth's breadbasket.

Colonizing Mars seemed to be the perfect solution to UFAR's problems, but very few things come without a price. Administering the affairs of two planets is no easy task.



CHAPTER II

BUILDINGS, UNITS, WONDERS AND CALAMITIES

Space Buildings



Space Dock

Epochs: 15

Produces: Space Ships

Researches: None

Area of Effect: Repairs ships within its range

The Space Dock was the link between outer space and planetary life. Indeed, it was the key to living away from earth. Ships of all shapes and sizes are built at the Space Dock, from the Space Carrier, the home of speedy Space Fighters, to the Space Transport which ferried goods and citizens between planets. The Space Dock was also the birthplace of the Space Capitol Ship, a heavily armored and armed spacecraft, and the Space Corvette.

A Space Dock can only be built on the border between land and space.



Space Turret

Epochs: 15

Produces: Nothing

Researches: Nothing

Area of Effect: None

When humans settled in space, they had to discover new means of defending their borders. Enemies could be lurking

anywhere in the vast expanse of the universe and could attack an unsuspecting nation at any time. Space Turrets were built as a first means of defense. These small structures were capable of blasting enemy space ships out of the sky.

Space Turrets are built by citizens and can only be built on the border between land and space.

Units and Upgrades

While the Space Dock was home to much of the new technology during the Space Age, important research occurred elsewhere. New advances were researched at the Granary and Tank Factory, and the innovations helped to usher in the new age.

Robotic Farm

The Robotic Farm revolutionized food production. Citizens are no longer required to cultivate and harvest food, thus freeing them for other uses. Robotic Farm technology is researched at the **Granary**.

Anti-Missile Battery

The nuclear missile terrorized fearful citizens until the Anti-Missile Battery was invented. The brain-child of weapons specialists at the **Tank Factory**, the Anti-Missile Battery is the only defense against nuclear missiles (see page 22 for more on nuclear missiles).

Other New Units

The Space Age wasn't the only era in which new technologies were discovered. Other ages witnessed fantastic inventions.

Spy Satellite

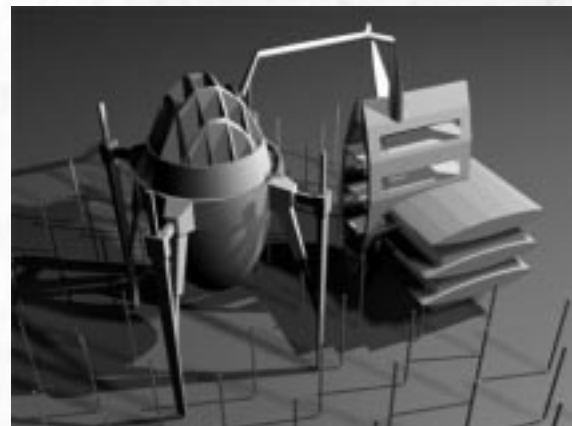
The Spy Satellite, which can provide valuable information about enemies, is built at the **Capitol**. It can travel through space, but it is unarmed. The Spy Satellite first becomes available during the **Digital Age**.

Palisades

The Palisades are a primitive first means of defense. Becoming available in the **Copper Age**, these walls are built from wood. They are not, however, as strong as walls made from stone.

Wonder: Orbital Space Station

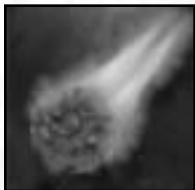
Martians, like many other humans, find a mixture of fear and comfort when gazing at the stars. Looking across the heavens, Martians can see the Earth, from whence they or their ancestors came, along with many other familiar planets,



moons and stars. Of all the objects in the sky, though, the one that inspires the most awe is the Orbital Space Station. Its massive beauty reminds Martians of what they are capable.

The Orbital Space Station provides a morale boost to all space-going units.

Calamity: Meteor Storm



Target: Space

Effect: Damages Space Ships

From a planet's surface, meteor storms can be beautiful sites. Streaks of light dash across the sky in a glorious display. In space, however, meteor storms are deadly. These fiery rocks can severely damage space ships, and they do not discriminate between the ships of friend or foe.

Prophets can create this calamity during the **Space Age**.





CHAPTER III

CIVILIZATION-SPECIFIC POWERS

Throughout time, certain civilizations have become well-known for particular talents and skills. Each civilization in *Empire Earth: The Art of Conquest* is endowed with a special, unique power. The powers are varied: some may help on the battlefield while other help the coffers. This chapter outlines each civilization's special power.

Ancient Greece

Power: Flaming Arrows

Available in Epochs: 3-6

Bowmen can transform their ordinary arrows into flaming arrows. Buildings hit by a flaming arrow can catch fire, which could then spread to other nearby structures. Simple bowmen, long bowmen and composite bowmen can shoot flaming arrows.

Babylon

Power: Priest Tower

Available in Epochs: all

The awe-inspiring Priest Tower persuades enemy units to convert. All enemy units within the Tower's range will embrace your civilization's way of life. If you like, you can choose which units you would like to convert first.



Assyrian Empire

Power: Slavery

Available in Epochs: all

As the Assyrian Empire succeeds in battle, it will be able to enslave a portion of the enemy population. For every few enemy citizens killed, a new free citizen will be created at your Capitol. In order for this special power to be employed, you must have a Capitol and your population must be under the cap.

Byzantine Rome

Power: Insurance

Available in Epochs: all

The Byzantine Romans were a careful lot and searched for ways to lessen risks. They came upon the concept of Insurance. When a unit is killed, all is not lost. A portion of the resources used to create the unit is returned to you.

Carthage

Power: Pathfinding

Available in Epochs: all

Any civilization that can boast of leading elephants over the Alps must be particularly bold when it comes to facing difficult terrain. Carthaginians have a special Pathfinding skill that allows them to find their way through forests and scramble successfully over cliffs. Units produced at the Barracks and citizens are blessed with this skill.

Kingdom of Israel

Power: Emissaries

Available in Epochs: all

Priests from the Kingdom of Israel are cloaked and can move

through enemy territory unnoticed, making their mission of converting the enemy easier.

Austria

Power: Adaptation

Available in Epochs: 8-15

When Austrian priests convert an enemy town center or settlement, Austria gains much more than territory. For every settlement or town center taken, Austria learns one of the defeated civilization's powers.

England

Power: Exploration

Available in Epochs: all

English explorers were among the first to conquer lands in the New World and across the globe. This civilization's Town Centers and Capitols are endowed with increased line of sight.

Franks

Power: Crusaders

Available in Epochs: 4-6

The Crusaders fought battles with a higher purpose in mind: they were soldiers for Christ who sought to claim the Holy Land. In addition to their battle capabilities, Crusaders can also convert enemy units. Bronze cavalymen, short swordsmen, long swordsmen and knights are Crusaders.

Kingdom of Italy

Power: Metallurgy

Available in Epochs: all

For centuries, alchemists tried to take base elements and con-

vert them into valuable gold. The alchemists of the Kingdom of Italy have discovered the secret. This civilization can use gold and iron interchangeably for units.

Ottoman Empire

Power: Expansionism

Available in Epochs: all

At its height, the vast Ottoman Empire stretched from Baghdad in the east to Hungary in the west. With Expansionist power, citizens found Town Centers instead of building settlements.

Spain

Power: Conquistadors

Available in Epochs: 6-9

The Spanish Conquistadors completely overwhelmed the native populations of Central and South America. Spanish mounted units become conquistadors and are blessed with a greater line of sight.

France

Power: Camouflage

Available in Epochs: all

With the power of Camouflage, units that have remained idle for a short time are automatically cloaked. When a unit becomes active again, it will lose its cloak

Germany

Power: Bundeswehr

Available in Epochs: 9-12

The Bundeswehr was the first militia in post-World War II

Germany. The Bundeswehr allows any citizen to instantly become a military unit for a price.

Great Britain

Power: SAS Commando

Available in Epochs: 11-15

This highly trained individual can travel through water and set explosives on buildings.

Italy

Power: Paratroopers

Available in Epochs: 11-15

Planes drop paratroopers into battle. To build a paratrooper plane, select the Paratrooper plane button on the Airport. Then, place a waypoint to determine where the paratroopers should be dropped.

Russia

Power: Advanced Mining

Available in Epochs: all

To aid in gathering supplies, the Advanced Mining power allows extra citizens to be assigned to mining stone, gold and iron.

United States

Power: Market

Available in Epochs: 10-15

When a market is built, the United States can buy and sell goods. To buy goods, select the Market and choose the resource you want to buy. The price of the resource will be displayed, and the cost includes a transaction fee. To sell an



item, select the Market and choose the resource you want to sell. A transaction fee will be subtracted from the total cost. You can buy goods as long as you have gold, and sell any resources you have on hand.

China

Power: Just In Time Manufacturing

Available in Epochs: all

With Just In Time Manufacturing, units can be built instantaneously if you are willing to spend the money to do so. To enable Just In Time Manufacturing, select the Just In Time Manufacturing button, then choose the unit you would like to build.

Novaya Russia

Power: Missile Base

Available in Epochs: 13-15

At the missile base, a powerful new weapon, the nuclear missile, is made. The nuclear missile can fly across space and land. The only antidote to the nuclear missile is the Anti-Missile Battery (see page 13).

Rebel Forces

Power: Cloaking

Available in Epochs: 13-15

With this special power, portions of a town can be cloaked. To cloak part of a town, select a capitol and then click the cloak button. The building and all units in the area will be cloaked, provided you have enough mana.

Korea

Power: Fanaticism

Available in Epochs: all

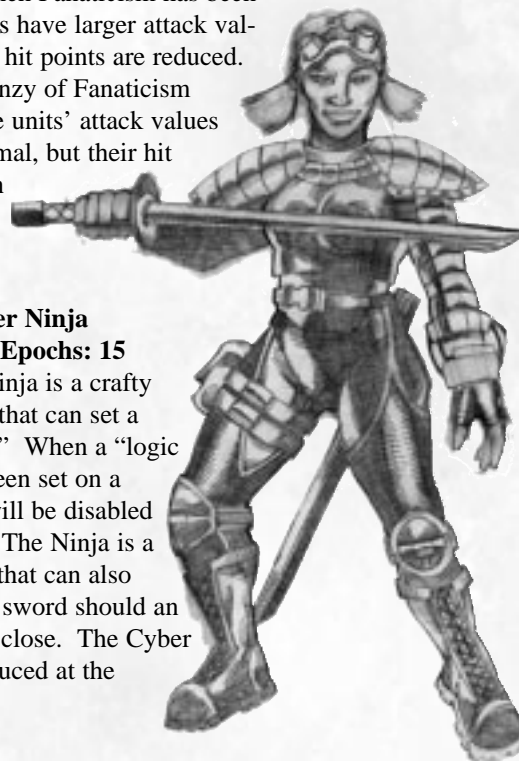
Any unit produced at the barracks and capitol can become Fanatics. When Fanaticism has been invoked, units have larger attack values, but their hit points are reduced. When the frenzy of Fanaticism wears off, the units' attack values return to normal, but their hit points remain reduced.

Japan

Power: Cyber Ninja

Available in Epochs: 15

The Cyber Ninja is a crafty military unit that can set a "logic bomb." When a "logic bomb" has been set on a building, it will be disabled temporarily. The Ninja is a cloaked unit that can also attack with a sword should an enemy come close. The Cyber Ninja is produced at the Barracks.



CHAPTER IV

HEROES

New eras usher in new heroes, and the Space Age has its own remarkable personages.

Hu Kwan Do

Blessed with a brilliant mind, Hu Kwan Do led his company, the Kwan Do Electronics and Communications Conglomerate, to astounding economic success. As his company grew in prominence, so did he, and he soon seized control of China. His ambitions did not stop there, however, and his dominance spread throughout Asia. Ultimately, he founded the United Federation of Asian Republics, or UFAR, and his family would lead for generations.

Hu Kwan Do is a warrior.

Khan Sun Do

A descendent of the great hero Hu Kwan Do, Khan Sun Do followed in his ancestor's footsteps and became a great leader. He was a member of one of the first generations of Martian-born citizens, and his sense of a separate identity from Earthlings became his rallying cry.

Khan Sun Do is a strategist.





CHAPTER V

CIVILIZATIONS

Korea

Over 4,000 years ago, the Kingdom of Choson was founded by Tangun, or so the story goes. Over the next 2,000 years, many different kingdoms and states would rise and fall on the Korean peninsula until King T'aejong managed to unify the different factions into one kingdom.

Many dynasties would leave their mark on Korea, from the Koryo dynasty to the Choson Dynasty. In 1910, dynastic rule came to an end when the Japanese colonized Korea. Koreans would suffer under Japanese rule until the end of World War II, when Korea was granted its freedom. Yet, Korea's newfound happiness would be short-lived, and the Korean war would begin in 1950.

Economy

Resource Gathering

15% Gold Mining

Civilization-wide

20% Mountain Combat Bonus

15% Pop Cap

Military

Infantry - Ranged

20% Armor

25% Hit Points

Field Cannon and AT Guns

30% Build Time Decrease

Siege Weapons and Mobile AA

20% Range

25% Rate of Fire

Air	Tanks
	20% Attack
	Cybers - Combat
	20% Attack
	Fighters
Space	20% Attack
	25% Hit Points
	Space Fighters
	20% Attack
	30% Build Time Decrease
	20% Speed
	Space Ships
	20% Attack

Japan

Like many nations, Japan was ruled by a powerful family during much of its early history. The Yamato family emerged in the third century to seize control of Japan and would rule for the next millennium. Towards the end of the Yamato family's rule, the country was splintered, overrun with military men who fought for control of various regions of Japan. The country would be reunified in the 16th century, and the government severely limited contact with the western world.

Japan would enjoy hundreds of years of peace and relative solitude until economic trouble led to increased contact with the western world. Japan quickly became both an industrial and military power. After its defeat in World War II, Japan soon reestablished itself as an economic force.

Economy	Resource Gathering
	15% Iron Mining

Military	Citizens and Fishing Boats
	20% Speed
	Civilization-wide
	15% Pop Cap
	Infantry - Ranged
	20% Armor
	20% Speed
	Tanks
	30% Build Time Decrease
	20% Speed
	Cybers - Combat
	30% Build Time Decrease
	20% Cost Reduction
	Cybers - Ultra
	20% Cost Reduction
Space	Space Fighters
	25% Hit Points
	Spaceships
	30% Build Time Decrease
	20% Cost Reduction
	20% Speed

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INDEX

A

Adaptation 19
Advanced Mining 21
Anti-Missile Battery 12

B

Bundeswehr 20

C

Calamity 14
Camouflage 20
Civilization-Specific Powers 17
 Ancient Greece 17
 Assyrian Empire 18
 Austria 19
 Babylon 17
 Byzantine Rome 18
 Carthage 18
 China 22
 England 19
 France 20
 Franks 19
 Germany 20
 Great Britain 21
 Italy 21
 Japan 23
 Kingdom of Israel 18
 Kingdom of Italy 19
 Korea 23
 Novaya Russia 22

Ottoman Empire 20
Rebel Forces 22
Russia 21
Spain 20
United States 21
Cloaking 22
Conquistadors 20
Crusaders 19
Cyber Ninja 23

E

Emissaries 18
Expansionism 20
Exploration 19

F

Fanaticism 23
Flaming Arrows 17

H

Heroes 25
Hu Kwan Do 25

I

Installing the Expansion 5-6
Insurance 18

J

Japan 28
Just In Time Manufacturing 22

K

Korea 27
Kwan Sun Do 25

M

Market 21
Metallurgy 19
Meteor Storm 14
Missile Base 22

N-O

Nuclear missile 12, 22
Orbital Space Station 14

P

Palisades 13
Paratroopers 21
Pathfinding 18
Priest Tower 17

R

Robotic Farm 12

S

SAS Explosives Expert 21
Slavery 18
Space Dock 11
Space Turret 11
Spy Satellite 13

W

Wonder 14

