Empire Earth
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● Release - November 12, 2001
  ○ Stainless Steel Studios, Sierra
● Art of Conquest Expansion - September 17, 2002
  ○ Extra units, civ powers, 3 new campaigns
● Real-time Strategy Computer Game
  ○ Highly similar to Age of Empires - same designer
  ○ Can be much slower paced and based more on fact
  ○ More potential to be a sim than some RTS
- Campaign and Multiplayer
- Decent 3D graphics and soundtrack
- Story and imagination
Campaign

- 8 stories
  - 5-8 scenarios each
- Complete varying objectives
  - Take Alexandria, emancipate Mars, quell northern tribes
- Both Historical and Fictitious
- Factual enough to teach
Multiplayer

- 15 epochs - Stone age to Space age
- You and up to 7 other players
- Can last a LONG or rather short time

- Endgame
Campaign
Multiplayer
The End is near!