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----- Now that you know the bases on which this weapon can be mounted, its time you will learn about each of these weapons. Tank armament, unlike ship's weapons, should not perform more than one role, tank just dislocating the defense, period. Layout: N: Tower Name F: Firepower O: (My) View of Tower S: (My) Scoring Tower N: Machine Gun F: 2 O: Weapons, whose only role is close-range support, nothing special S: 3/10 N: Cannon Turret F: 3 O: Standard weapon on any modern tank, and the same in IG2 S: 5/10 N: Laser Turret F: 4 O: O: to this weapon low shooting speed, do not use S: 4/10 N: Heavy Tower F: 5 O: Very useful against heavy tanks, and enemy installations S: 7/10 N: Ion Turret F: 8 O: Best tank weapon system used S: 10/10 N: Rocket Turret F: 3 O: Good for long-range attacks against enemy tanks, and Installations S: 6/10 N: Rocket Turret 2 F: 5 O: Great for long-range attacks on enemy tanks, and S: 8/10 ----- 7.2 Special Turvels ----- These towers are not used in the usual way, and in some cases do not cause physical damage to enemy targets, but undermine or paralyze them so that you can concentrate your fire on the targets. N: Paralyzing Tower F: - O: Good when you're out of number and/or out-shot S: 8/10 N: Tank Manipulator F: - O: Also useful, When You're Out-Class Enemy Units (Shinari Only) S: 9/10 N: Mine F: 1 O: Good for Ground Defense S: 3/10 N: Fusion Mine F: 2 O: Even Better Ground Defense Weapon S: 5/10 N: Machine Gun Mine F: 3 O: Gives You Another Gun in Combat, and increases your overall effectiveness S: 7/10 N: Laser Mine F: 4 O: Slightly better mine than 'Machine Gun Mine' S: 8/10 ----- 7.3 Tank Installed Inventions/Equipment ----- Many of the tank equipment improves movement, range, or weaponspower/capacity, like that of ship's equipment. Layout: N: Title U: Use of O: (My) Opinion S: (My) Grade N: Air Strike Pod U: Dive Fighters, and Attack O: Good for Surgical Strikes on Enemy Units and Positions S: 10/10 N: Laser Strike Pod U: Capital Ships Bombard Site From Orbit O: Good for Widespread Damage Area, but can destroy civilian buildings S: 9.5/10 N: Rocket Jammer U: Diverts / Explodes enemy missiles before hitting O: Only useful when fighting an enemy that uses missile weapons S: 5/10 N: Radar Jammer U: Blocks radar map of enemy view O: Very useful, When you 'Pincer-Attack' and enemy position S: 8/10 N: Expansion of the U range: Increases the effective range of any weapon O: Very useful if you have to hit the enemy position from the far S: 8/10 N: Suspensor U: Increases the tank's payload, and allows it to rise above any terrain O: Great for use on light tanks, or even heavy tanks S: 7/10 N: Detonator U: Wide Bomb O: Only useful, if you use suicide strategy S: 5/10 N: Devastator U: More Powerful Wide Bomb Area O: Same as Detonator S: 6/10 N: Repair Pod U: Repair up to 50% of the original strength of the tank O: Great for long-term ground campaigns against stiff enemy opposition S: 9/10 N: Holo-Projector U: Holograms Produce your tank forces (only Shinari) O: Suitable for confusing your enemy, and can pretend that you have more tanks than you really do! S: 10/10 N: Advanced U Radar: Prevents Radar Interference, Gives Detailed Terrain and can detect Mines O: Substantial upgrade, at least 1 tank on the surface of the S: 10/10 ----- 8.0 Buildings ----- Unlike most other space combat games, IG2 includes a section of control of the colony, almost like SimCity, but with a great emphasis on electronic growth, and military defense. You thought the space fleets were the beginning and end of IG2, well, you would be wrong, colony building plays an even bigger role as you need research labs to be able to use more modern weapons, and ship and tank construction sites to build your strength while trying to keep the entire population happy. Layout: N: Building Name U: Use O: (My) Opinion on Building S: (My) Scoring Building ----- 8.1 Civic and Manufacturing ----- Your First Duty, to Your Subjects, Your Population Is On The Entire Planet You Control. You have to reassure them, and balance your taxes so they are happy and you get an income big enough to support, and expand your strength. If you do not please the population, the populists will rebel, and eventually become a pirate world. In addition, you need production capacity to build up your forces, both space dousing and ground-based, to ensure the expansion of the empire, and victory over enemy races. N: Fusion Plant U: Planet Energy Source. Yield: 600 GWh O: Base Power Station. They are best stored in small quantities, since more advanced plants give higher power, for a small price increase R: 4/10 N: Solar Power Plant U: Exit: 1000 GWh O: Requires a small amount, how best to wait for Mezon plants before building a large number of these R: 7/10 N: Magma Plant U: Exit: 1500 GWh: O: Same: Same as Solar Power Plant R: 7/10 N: Meson Plant U: Exit: 2000 GW GW h O: Highest Factory Output, and Substantial Building, if you are going to use a large number of plantar guns and/or Plantary Shields R: 10/10 N: Colony Hub U: Builds all other buildings O: Build a few of them on the planet and you can increase the overall construction speed of your buildings: 10/10 N: Small House U: Homes up to 7000 Colonists O: Better to Wait Big Houses R: 4/10 N: Big House U: Homes up to 12,000 people O: Very good if you want to expand your colony R: 8/10 N: Food Factory U: Channels up to 9000 residents O: Substantial building, but Auto Food Fact. Best R: 5/10 N: Auto Food Fact. U: Produces food for 18,000 people O: Uses fewer workers than the Food Factory, and has doubled the output of R: 9/10 N: Hospital U: Provides medical care for 8000 (improves morale) A: Not really important, but colonists are crazy if you ignore their demands for one R: 6/10 N: Police Station U: Provides Crime Protection for 15,000 People O: More Important Than Hosiptals, As They Can Suppress Rebellion If They Are They R: 8/10 N: Fire Brigade U: Repairing up to 50% damage to buildings, free O: Essential after enemy attack or natural disaster R: 9/10 N: Park U: Improves Morale O: Not important, but if colonists require one, you better give them one! R: 5/10 N: Bar U: Raises Morale O: If you're going to increase taxes, ensure there are a few of them, to balance morale R: 7/10 N: Recreation Center U: Improves Morale O: Same as Bar R: 8/10 N: Stadium U: Improves Morale O: Same as Bar R: 6/10 N: Spaceship Factory U: Allows you to build ships/bases in orbit over Colony O: Must for ships produced for attack and defense R: 8/10 N: Adv. Spaceship Factory U: Requires fewer workers, and improves the production rate of O: Just like Space Plant R: 10/10 N: Tank Plant U: Allows you to build tanks, for colony defense, or loading in orbit Support and/or Capital Ships O: Necessary for Colony Defense and Colony Attack R: 8/10 N: Adv. Tank Plant U: Requires fewer workers, and improves production rates O: Same as Tank Plant R: 10/10 N: Manufacturing Impr. U: Increases the production rate of both ships and tanks by 50% O: Essential for any major construction colony R: 10/10 N: Shopping Center U: Every trader, which berths in your colony is required to pay 5000 loans O: Can produce additional income, and amounts to money spent by The R Center itself: 8/10 N: Bank U: Increases the income from the mall by 50% O: When built in conjunction with a shopping mall, this can provide more income for your colony R: 8/10 N: Trade Port U: Allows trading for ships, Fighters, and tanks of any race O: If you have money to save, this is a substantial purchase of R: 9/10 ----- 8.2 Scientific ----- Inorder build more, more powerful ships and tanks, and then equip them with the most advanced systems you need to explore them first. This makes these buildings necessary closer to the middle of the game, and useless towards the end. Every weapon or defense system, or construction requires a certain number of research centers, the better the device, the more centers are needed. N: Ship Research U: Allows you to explore and build more modern spacecraft hulls, weapons and ship equipment O: Essential R: 10/10 N: Tank Research U: Allows you to explore and build more modern tank hulls, Weapons, and Tank Mounted Technique O: Essential R: 10/10 N: Construction Research U: Allows the research and construction of more modern civilian, manufacturing, energy and military buildings, as well as some stories of building events O: Essential R: 10/10 ----- 8.3 Military ----- In addition to keeping the civilian population happy, Must make sure they are safe from enemy attack and invasion. In addition to space bases, ships and fighter jets, you can use ground-based space cannons to improve your defense chances, and building fortresses will help prevent the prevent from taking th colony if they land their forces. Layout: N: Name H: Hull F: Firepower O: Opinion R: Rating N: Planetary Gun 1 H: 10 F: 60 O: Not very useful, useful only against ships class 'Destroyer' R: 1/10 N: Planetary Gun 2 H: 20 F: 100 O: Not very useful, useful only against vessis up to heavy R Destroyer Class: 3/10 N: Planetary Pistol 3 H: 40 F: 160 O: Not very useful, only useful against ships up to Heavy Corvette Class R: 4/10 N: Planetary Gun 4 H: 80 F: 260 O: Pretty useful, but you require a few of these guns, space bases, and an auxiliary fleet for this cannon to be effective against any ship above the 'Cruiser' Class R: 5/10 N: Rocket Fortress H: 40 F: 3 O: Good for defending against distant enemy attackers R: 6/10 N: Machine Gun Fort H: 80 F: 6 O: Good for short-range enemy attackers R: 6/10 N: Laser Fortress H: 80 F: 10 O: Good for General Enemy Defense R: 8/10 N: Heavy Fortress H: 110 F: 15 O: Best Installation Is Profitable. Combined with several other heavy fortresses in a small area, no enemy unit can escape R: 10/10 N: Planet Shield H: 10 F: - O: Can be used to increase the life of planetary guns R: 4/10 N: Adv. Planet Shield H: 20 F: - O: Used to further enhance the life of planetary guns R: 5/10 N: Distortion Shield H: 30 F: - O: A pretty good colony protection system R: 7/73 10 N: Bunker H: 50 F: - O: Can save the lives of many of your colonists R: 8/10 N: Self-destruction H: F: - O: Destroys colony It is better to destroy your colony than to let your enemy claim his R prize: 10/10 ----- 8.4 Special ----- there are some buildings/devices that can only be built as part of the storyline, and as such, some players may not see some, or any of the following. Layout: N: Name U: Use N: Planetary X-Ray U: Allows detecting camouflaged enemy ships in orbit N: Crystal Decoder U: Allows you to decipher data in '4 Tears of Knowledge' N: Crystal Decoder 2 U: A more advanced version of Crystal Decoder N: Thermo-Cooler U: Can help stop volcanic eruptions on planets ----- 9.0 Gaming tips and tricks ----- In this security I'll try to highlight some useful strategies that will make the game much easier. I'll go on how to plan attacks, resources, ship design, research, and all the other key areas that will help you win the game, regardless of the level of difficulty. ----- Planets and Colony ----- Take it slowly, there is no point in having 50 destroyers when your enemy already has corvettes and cruisers because you will be greatly outgunned, and outmatched. - The first thing you build this colonization ships, and must colonize at least 5 or 6 planets before building any warships. - Change the role of plant plants you have a wide range of abilities: Here's a quick guide to what I mean: If the planet has a 200% production rate, then set it up to either manufacture ships, manufacture tanks, or produce (no point in spending such a useful planet.) production, then make it a research plant, (there's no point spending money on shipyards and tank factories if you're only going to get 50% efficiency.) - Research , research and research a few more. If your empire is well established, you need to explore as much as you can before other alien races do (in case they declare war on you.) - Name your planets. Instead of viewing through Magellan 5,6,7,8,9, to find your ship factories, just rename the planet (click both mouse buttons on the little planet icon in the bottom left corner.) Name the planet by what it specializes in, for example, your main shipyard can be called Ship 1 or Ship M, and your main spy planet can be Spy 1, and your main planet of tank production can be called Tank 1 etc. that is either civilian or military, since they should not be controlled, or used directly for any action.) - Keep your civilian population happy, or you'll find that they will rise up and become pirate worlds, which will give you another challenge to deal with (at the top of the main storyline.) - Keep taxes balanced, enough for you to support your spending, but low enough to stop the civilian population happy. ----- Warships ----- There are specialized ships of the same class (For example, if you have a cruiser equipped with all the weapons, and devices that enhance its weaponspower, then make another one that undermines, or jams enemies of weapons or devices, so you increase the power of all ships in your fleet, great for later battles with enemy heavy cruisers and battleships.) , there are some multi-students, as it will allow your fleet to deal with almost any threat, and come out alive and victorious. - 12:6:4:2:1, this is one of the guiding ratios that you can use. (12 fighters for every 6 destroyers, for every 4 corvettes, for every 2 cruisers, for every 1 battleship) - Balance of your fleets. - Balance of your fleets. There is no point in having one fleet with 2 destroyers and another with 20 battleships, and 40 cruisers, because what happens when a first fleet is the only one that can reach the enemy fleet before it's too late? - Forget about equipping Anti-Matter rays, although they increase your weapon rating, it has a very slow firing rate, and is very inaccurate, so firepower is useless. ----- spying ----- If you can use it (Solarian and Shinari in the main game), USE IT! There are so many many who just try to win the game without it, you can't. (If you play on Easy.) - Try to steal inventions from alien races every so often, it's much cheaper and faster than to explore it yourself! (And you can even get an invention that your race usually can't produce. - for example, Shinari with Turbo Lasers!) - There is always at least one spy on a counterintelligence mission, so you can stop enemy spies from influencing your empire, and even make them into Double-Agents (or kill them, your choice.) - training your spies every so often, otherwise they will get restless, and become useless because of their low statistics. - Use spying early in the game to get tactical advantages that you usually didn't have. (such as the location of enemy ships producing planets that will be good targets for later.) - Be careful, and the empire may end up declaring war on you if you try to influence them too much (like trying to kill your leader), or you do it too often. - Try to get a spy of the same race as you are trying to infiltrate (or werewolf), as this will reduce the suspicion that you were behind it, and increase the chances of success. ----- studies ----- study early, and continue ro studies throughout the game. - Try and research radar systems, hyper-drives, and better production objects first before moving on to new classes of ships and weapons. - To have an equal number of research buildings, not too much ship research, and no construction, no tank. - There are research centers on planets with high population growth (so you can have multiple centers on the planet in no time.) - Use Fast Research, it will save you a lot of time and effort. - Double funds is a very good way to get ahead of your competitors, but don't use it if you don't have a lot of surplus loans. ----- 10.0 Frequently asked questions (frequently asked questions) ----- ----- As soon as I get some frequently asked questions, I'll update this section, but until then, I'll be answering some of the general questions. Is there a shooting mode? Yes and no. In the original version of the game, there is no shootout mode, but update patches allow you to play in shootout mode. Why isn't there anyone in multiplayer mode? This has quite a few reasons. First, you have to make sure that you have a connection to the game server (your connection may be faulty, or the gaming server may not be working.) Also, there may not be anyone online at the time. Finally, IMO, this game is not a good multiplayer game because of the complex nature of the gameplay, most people like challenging games that are easy to play and control (e.g. C qC, Freespace 2, etc.) are there any cheats? There are, but they don't work on on Version. There are also Trainers (third-party programs that change a specific memory address to create a certain result like endless money.) To find them, go to Google.com, and enter into Empire Galaxy 2... (your version) Coach. ----- 11.0 Loans and Recognition ----- This part of the guide is dedicated to lending and recognizing people (who give away by name) who have contributed their advice, knowledge and/or services to produce and support this guide. For these people all I can say is thank you, and hopefully I can help you with your guides, or something like that :) And now, without further ado (drum role, please) I present to you the people who made this guide happen: - Digital reality to create the game, first of all - www.GameFaq.com to host this guide - www.neoseeker.com for also hosting this guide - Reserved for any attendees - and you actually took the time to read this guide ----- 12.0 Final Notes ----- I hope you enjoyed reading this guide, and I also hope you found the answers you were looking for, even learned what you didn't know before. If you have, then this guide was worth writing, and hours of effort were worth it. If you have any suggestions on how I could improve this guide, or general improvements for any future guidance, please E-Mail me them and I'll get a round of doing them (Please don't send any negative comments, if you don't like the manual, then well, you're entitled to your own opinion and I can't change my mind, so just don't send any comments.) If you send something you will be given full credit for your contribution, and if you want, you can also request a link to your guide (s) until you have your advice. (Please tag your emails with the subject: IG2CON) Thank you. Look for future guides from me and my staff! These include: but not limited to: - (PSX) Breath of Fire 4 - (PSX) Final Fantasy 6 - (PSX) Final Fantasy 7 - (PSX) Final Fantasy 8 - (PSX) Final Fantasy 9 - (PS2) Final Fantasy 710 - (PS2) Final Fantasy 11 - (PS2) Summoner - (PS2) Summoner 2 - (PS2) GTA 3 - (PS2) GTA 3 : Vice City - (PS2) GT 3 A-Spec - (PS2) PS2 GT 4 - (PS2) WWE : Shut your mouth - (PC) Freespace 2 - (PC) Red Alert 2 - (PC) Galaxy Empire 2 : Alliances - (PC) Native World - (PC) Native World : Cataclysm - (GBA) Golden Sun - (GBA) Golden Sun 2 - (GBA) Pokemon Ruby - (GBA) Pokemon Sapphire - (GBA) Yugioh Duel Monsters 5 Expert 1 - (GBA) Yugioh Duel Monsters 6 Expert 2 (GBA) Yugioh Yugioh Monsters 7 - (GBA) Yugioh Eternal Duelist Soul ----- 13.0 Links ----- www.GameFaq.com a huge collection of frequently asked questions and guides for just about every game you can think of, and even more than that! www.neoseeker.com a huge collection of frequently asked questions and guides for thousands of games on PC, GBA, GBC, PSX, PS2 and most other gaming systems. www.glgames.com the official IG2 developer website. www.ig3.de the official website of the sequel, IG3 : Genesis. ----- 14.0 Copyright ----- This guide is copyrighted 2002 by DracoLord. 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