

ANNO 2070

TM



INSTALL KEYCODE



UBISOFT

BEFORE YOU START

Uninstallation/reinstallation of the game

If you encounter problems while playing the game, or if the game was not installed properly or you would like to uninstall *Anno 2070*, do the following on Windows® XP: Click on START on your Windows® taskbar and choose UNINSTALL from your *Anno 2070* program folder and follow the instructions. To install the game again, please follow the instructions given above.

For Windows®Vista/Windows®7 you need to follow these steps:

- Go to START – SETTINGS – CONTROL PANEL – PROGRAM AND FEATURES
- Select “Anno 2070” – Select Uninstall – Follow the Uninstall instructions.

Installation

Start Windows®.

Close all running applications, including those running in the background (e.g. virus scanner software). To install *Anno 2070* on your PC, place the DVD into your DVD-ROM drive and wait for the Autorun menu to appear.

Note: If the Autorun menu does not appear automatically, click on START on your Windows® taskbar and select RUN. Enter “**D:\autorun.exe**” and click **OK**. The Autorun menu will appear. If your DVD-ROM drive has a different drive letter than “**D**”, change it accordingly.

Select INSTALL.

Follow the installation instructions.

During the installation you will be asked to install DirectX®. It is recommended that you install it, even if you already have a version of DirectX® on your PC, to make sure everything is working properly. Please also follow these installation instructions and restart your PC afterwards.

What is DirectX®?

DirectX® is an integral part of Windows® 2000 and XP which enables Windows® to access certain interfaces of your PC very quickly and thus allows newer games to be run optimally. New technologies such as the latest 3D-graphic cards are also optimally supported by DirectX®.

Playing the game

Close all running applications, including those running in the background (e.g. virus scanner software). Place the *Anno 2070* DVD into your DVD-ROM drive and wait for the Autorun menu to appear.

Note: If the Autorun menu does not appear automatically, click on START on your Windows® taskbar and select RUN. Enter “D:\autorun.exe” and click OK. The Autorun menu will appear. If your DVD-ROM drive has a different drive letter than “D”, change it accordingly.

Select PLAY GAME.

Note: The DVD-ROM of *Anno 2070* has to be inside the DVD-ROM drive in order to play the game.

You may also start the game via the Program folder.

On Windows®2000/XP, follow the following path: START-PROGRAMS-UBISOFT-ANNO 2070 and select *Anno 2070*.

On Windows®Vista, follow this path: START-PROGRAMS-GAMES. Select GAMES EXPLORER and then *Anno 2070*.

If the Autostart menu does not start automatically, you can access *Anno 2070* either via the Windows® “Start Menu” (default is: **START/Programs/Anno 2070**).

You need an active broadband internet connection to activate *Anno 2070*, to receive updates and to play the online features.



WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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1. INTRODUCTION

It is the year 2070 and the dreaded global catastrophe never happened.

Climatic changes, ecological damage and a lack of resources have determined the last decades. Our world has changed and keeps changing. Mankind has proven to be an adaptable species: the fact that rising sea levels threaten the coasts and climatic changes have made once fertile land uninhabitable has led people to begin to move to other regions previously considered sparse and unpopulated.

Steadily fading deposits were no longer able to slake the need for resources, so alternative technologies had to be developed. Deep-sea exploration grew in order to provide the various industries with enough raw materials.

The importance of national borders and traditional political thinking rapidly declined over the years. Multinational conglomerates and global organisations took over. Today three of these so-called global players dominate the search for previously unexplored land:

Global Trust



A powerful industrial syndicate; the most important energy supplier and employer worldwide. Based on never-ending capital and a remarkable energy monopoly, Global Trust Inc. managed to claim important raw material deposits for themselves.

The Eden Initiative



An environmentally focused organisation which is both adored and criticised for its progressive conception of the world. The Eden Initiative fights to retain the few remaining large nature reservations as well as for the careful administration of the oceans' treasures. The organisation accomplishes a comprehensive supply in alternative energies and advances the investigation of the latest Green-Tech technologies.

S.A.A.T., the Scientific Academy for Advanced Technologies



This elitist association of the most important heads of science considers itself the only keeper of the Holy Grail of progress. And their success in the last years hardly allows any other interpretation. Both Global Trust and the Eden Initiative know this too, and both obstinately woo S.A.A.T.'s services.

The world stands at a crossroads. The destiny of our planet is at stake during these days of the year 2070. Our decisions will change planet Earth forever. We are the architects of the future.



2. QUICK ENTRY

If you want to play straightaway, this page gives you a quick overview of the in-game menus. You will get additional help throughout the game, especially from E.V.E., an artificial intelligence located inside your Ark. Hover your cursor over on-screen features and tooltips will give you further information.



The Info and Fertility bar



Tells you how many credits, inhabitants, licenses and building materials you have. You can find information about the fertility, energy and eco balance level, as well as the resources available on the island centre-screen.

Via the Third Party window



All your opponents will interact with you. Here you will also get information about selected objects e.g. houses and ships.



The News system

Informs you about recent events and assignments. Incoming entries can be filtered by categories.

The Mini Map

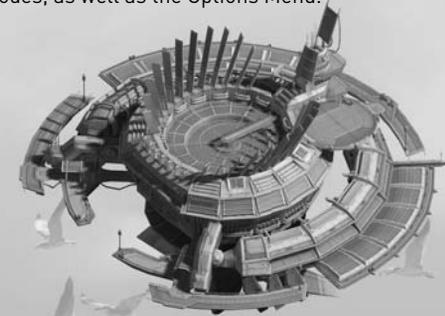
Gives you an overview of the world map. You may also cycle through your ships and warehouses using the small buttons. From here you have access to your friend list and chat.



Menu Button Bar



Contains all important menus: The Construction Menu, Diplomacy Screen, Route planning, the Quest log, an overview of your cities and fleets, the Command console and Demolish modes, as well as the Options Menu.



3. THE MENUS

3.1 Data Log

You can reference the Data log ingame as a help function for comprehensive information in addition to this handbook. This can be accessed at all times via the Central Menu (open with the Esc key). The most important features you'll ever need to know about *Anno 2070* can be found here.



3.2 Game Screen

This is a short overview of the main elements of the game screen.



3.3 The Menus

Before you start your adventure in the *Anno 2070* world, you should take the opportunity to adapt the game to your desired graphic display and to configure the game's functions.

Note: Your PC will be analysed when the game is first started and a corresponding graphic profile will be created automatically.

3.3.1 Creating a Profile

When you play *Anno 2070* for the first time, you will be asked to create a player profile. To do this, please select the portrait with which you want to appear in the game and enter your player name. From then on the Central Menu will be shown first whenever you start the game.

Note: Once you have decided on the player name, it cannot be changed afterwards.

3.3.2 Central Menu

Once this menu is displayed you can start the introduction in order to familiarise yourself with the game or start a game straight away in Single player, Multiplayer or Campaign mode. More information on this can be found on the mission map.

In addition to this, you can also continue a game you have saved via the mission map. The menu option "**Exit Anno 2070**" brings you back to your Windows® desktop



Note: It is recommended to start with the campaign first, before experiencing any other game mode.

3.3.3 Profile Management



You can create a new game character and give it a player portrait in the Captain's log. Your actions will be announced to the other player in the multiplayer mode via this portrait.

Different player colours and portraits are available via which your settlements and units will be distinguishable from your opponents. Later on you will gain titles to choose from which are displayed beneath your profile name.

You can also access your Ark through the Profile Menu.

3.3.4 Mail

Throughout the game you will receive emails from E.V.E. and third parties which can be accessed by clicking on the letter icon.

3.3.5 Online Features



There is a lot going on in the online world of Anno. You should regularly check up on, and take part in, what is happening in the senate and whether there is an event going on in which you want to participate. Join the Anno online community to make a change.

Note: You need to have an active broadband internet connection in order to be able to play the online features.

3.3.6 Options



You can adjust the game using many settings to match the power and specific features of your computer via Options. In addition to this you can also adapt the control of the building process and the behaviour of the camera.

General

Here you can choose to change the screen resolution, gamma value and whether the game is displayed in full screen or windowed mode. You can set the autosave interval and the overall main volume. The game graphics can be set to the levels Low, Medium, High and Very High.

Graphics

Here you can individually adjust the various graphic options.

Note: The setting options available can vary from this table depending on the system configuration of your PC.

Sound

Here you can influence the volume in general and continuously adjust the sound settings for the subsections of the overall sound backdrop.

Interface

You can adjust the display and games' functionalities to match your personal preferences.

Key assignments

Here you can adapt the changeable keyboard layouts to suit your personal preferences. An overview of the changeable and non-changeable keyboard layouts can be found in Chapter 5.2.

5. OPERATION

Once you have decided on a game mode, adjusted your personal settings and started a game, *Anno 2070* can be almost completely controlled using a mouse and the shortcuts available for many commands and menus.

You can open all menus, select and build all buildings and mark all units with your left mouse button. You can also select several units or ships in one go by holding down the left mouse button and dragging a frame around the desired group.

Clicking back into the game or pressing the Escape button closes all menus. If no menus are open, the Central Menu is displayed when the Escape key is pressed.

Tool tips give you helpful hints throughout the entire game. If you leave the mouse pointer positioned over a menu for a moment, a window containing a help text is displayed. All menu elements are equipped with Tool tips.

5.1 Game Screen

The Game Screen shows you everything that is happening in the island world of *Anno 2070*. You can zoom in or out using the mouse wheel or alternatively use the F2-F4 keys or Page Up and Page Down. You can rotate the Game Screen in a clockwise or counter-clockwise direction using the Z and X keys. You can also do this by moving the mouse to the left or right whilst keeping the mouse wheel pressed.

TIP: The right-click menu – When you need to act quickly with regard to the controls in *Anno 2070*, you are well advised to use this option: if it is activated, a menu is opened containing the most important menu points and buildings. When you click on one of the symbols, either the respective menu is opened or you can build the respective building directly. You can activate the right-click menu in the Options under Interface. The right-click menu is customisable, you can drag and drop actions buttons and building buttons directly into the menu.

5.2 Keyboard layout (QWERTY keyboard)

Some of these keyboard commands can be changed according to your personal needs.

Rotate Building clockwise	.
Rotate Building anticlockwise	,
Change Building model	C
Upgrade House	U
Scroll forwards	Up arrow key
Scroll backwards	Down arrow key
Scroll left	Left arrow key
Scroll right	Right arrow key
Rotate camera clockwise	Y
Rotate camera anticlockwise	Z
Point camera north	Home
Zoom in	Page Up
Zoom out	Page Down
Camera Zoom Levels	F2, F3, F4
Delete Building and units	Delete
Postcard view	F1
Camera to last event	Space
Disable interface	I
Display subtitles	CTRL+T
Open Construction Menu	B
Speed up game	NUM+
Slow game down	NUM-
Pause	P
Quicksave	F5
Quickload	F9

Screenshot	
Toggle through all ships	TAB
Toggle through idle ships	Q
Toggle through ships without moving camera	SHIFT+TAB
Dive	T
Surface	Y

6. DISCOVERING

6.1 The Ark



In the world of *Anno 2070* each player (except for some third parties) owns a giant technical wonder called an Ark. This is a huge vessel, larger than some of the islands. You can customise it through the player Profile Menu. You also can get information about the politics going on and carry goods and items from one island to another (except into the campaign and mission mode).

6.2 Discovery

Before you begin populating an island, you should first undertake an exploratory journey. Explore a number of islands with your ship in order to get a better picture of their composition and their natural resources before you decide where you want to settle. An island with fertility for rice and tea is always a good choice.

Note: If you have chosen the game setting “Easy” and have activated the “Start with Warehouse” option, you will already begin on an island chosen randomly.

7. POPULATING

Once you have found a suitable island, you can begin building your settlement. Your main focus should thereby be on fulfilling the needs of your people as your settlement will only grow and flourish if this is the case. Depending on which faction you have chosen, Ecos, Tycoons, or Techs, these needs may differ.



The Ecos possess high ethical and moral principles. Their philosophy of life is to live in harmony with nature. They place great value on the sustainable use of raw materials and habitats, and keep environmental pollution to an absolute minimum. Ecos have perfected the environmentally friendly production of energy from solar and wind power. Their production plants are primarily focused in the agricultural sector. Both generate very little environmental cost, but require a lot of space.



The Tycoons are very ambitious and strive for power, and they prefer to live as comfortably as possible. To achieve this, they use the available resources and habitats as effectively as possible. Tycoons rely on traditional fossil fuels for energy production. The focus of their economy is on industry and mining. Both are characterised by high levels of productivity, but at great cost to the environment.



The Techs have a higher average IQ than members of the other population groups. They are future-oriented and strive for progress and innovation. They are therefore mainly specialised in research. Techs prefer modern methods of energy production. Many of their production plants use resources taken from the sea, which makes their economy quite efficient, but also quite challenging.

7.1 First steps

At the beginning of a game you are always equipped with the materials that you require to start off with. If you have selected the "Start with Warehouse" option, tools, building modules and fish are already contained in storage; if you start on the high seas, the goods can be found in the hold of your ship and are automatically unloaded as soon as you build a warehouse. The next steps see you build roads, production chains, houses and public buildings so that your population can flourish and prosper.



In order to build a warehouse, sail as close as possible to a sandy spot on the coast. The build warehouse symbol should appear in the Action Menu of your ship. Click on it and locate the building which appears at your mouse pointer on the coast with a left-click. Please note that only one warehouse can be built per island.

TIP: If you keep the Shift key pressed when building a warehouse, no further building material will be transferred into the warehouse. You can use your remaining building material on another island for another warehouse.

7.2 Population level

Differing numbers of inhabitants can be accommodated in the houses according to the civilisation level: for example, only eight people can live in a worker's house, whereas 40 inhabitants can live in a manager's house. The inhabitants will start to move out and leave the island if they are unhappy, but if they are happy, more and more inhabitants will move in until each house has reached its inhabitant limit.

TIP: Do not delay in building houses so that as many inhabitants as possible can move in. For the more inhabitants you have, the more income you receive in taxes.

7.3 Inhabitants' requirements



Your inhabitants will require more and more goods as the population level increases in order to remain satisfied and to be able to progress to the next higher civilisation level. You can obtain these goods by building production chains and by trading. Your population also has social needs which can be satisfied by building corresponding public buildings. For this to be the case, the houses must be located within the area of effect of these buildings and have to be connected to them via streets.

In order to find out more information on your inhabitants' requirements, click on one of the houses. You can now see the goods and buildings which the inhabitants of this house require for long-term settling and for progression to the next civilisation level.

You can also gain an overview of the mood of the entire population via a click on the city centre. A menu is then displayed which shows you the number of inhabitants per civilisation level as well as your tax income and the number of houses.

7.4 Civilisation levels



Each civilisation level reflects the cultural and economic level of development of your population. There are four civilisation levels in *Anno 2070*, which each include new buildings and production possibilities for you. Your inhabitants do not progress to the next civilisation level until their requirements have been satisfied. However the higher the inhabitant's level, the more difficult it is to satisfy their needs in order to retain the current civilisation level or progress to a higher level.

If the preconditions for progression to the next level have been met, your inhabitants will automatically enhance the houses provided they have sufficient building materials. As your population develops itself further there is also the possibility of upgrading existing buildings, e.g. the market building or the warehouse, to a higher level.

Note: You can keep a house from upgrading to the next level by manually setting the ascension rights. This can be done in times when raw materials are sparse.

Another important Building material is Recycled Building material. This can be garnered anywhere on the Island by building a Building material recycler. All Population groups are able to produce Recycled Building materials.

TIP: You should secure the supply of goods which are relevant for level retention and progress as soon as possible in order to prevent shortages in supplying your population in advance.

7.5 Taxes



Taxes are your most important source of income. You have the possibility of determining the level of taxes which the inhabitants of your islands have to pay via the so-called "tax load". You can find the tax load in every House Menu and your setting there is valid for the entire population at the civilisation level of the currently selected house.

You can control the level of taxation with the pressed mouse key. The colour of the tax load shows you the effects a tax rise or tax drop would have on the satisfaction of the population. High taxes are marked in red shading and may annoy your inhabitants so much that many different demonstrations of resentment may result. Low taxes are marked in green shading and are of course much better accepted by your population.

Note: The maximum satisfaction of your inhabitants must be guaranteed in order for them to progress to the next highest civilisation level. In order to realise this you must adjust the taxes so that the inhabitants experience the highest level of satisfaction in addition to fulfilling their requirements.

Note: New houses will always be set to the worker level.



8. BUILDINGS

Construction is one of your most important tasks as a founder of settlements in the *Anno 2070* world. You can select buildings and locate them in the game world via the Construction Menu. You can access the Construction Menu with a click on the building symbol in the Menu Button Bar.

8.1. Constructing buildings



Buildings are split into several categories. Depending on which faction you have chosen at the beginning you will first have access to this faction's buildings in the respective tab of the Construction Menu. Once the other faction is unlocked later on in the game more tabs will be added.

Example: If you have chosen to start a game with the Eden Initiative, you will have an Eco tab at the bottom of the Construction Menu. Above that you will see a tab with E.V.E. and the first unlocked civilisation level called Workers. The E.V.E. tab contains those buildings not specially connected to one of the game's factions.

Select the desired building with a left-click and it is then transferred to the mouse-pointer and is ready to be built. You can now locate it in the game world with a second left-click. If you want to build another building, click on the corresponding symbol in the Construction Menu again and repeat the process. The Construction Menu can be closed with the Escape key, a left-click on the game world or on the button.

TIP: Use the pipette function to clone already built buildings.

TIP: You can choose between placing a single house or build several houses in one step by holding down your mouse button and dragging until the desired amount of houses is visible.

Influence radius



The influence radius is the sphere of action of buildings and units. It is displayed as soon as you have selected the building and it is attached to your mouse pointer. The size and function of the influence radius varies according to the building type.

TIP: You can achieve the most effective expansion of your settlement area by locating new market buildings in such a way that the influence radii of these market buildings only slightly overlap. The influence radius of the new market building is displayed in green as long as contact with the current area of effect is maintained.

Building costs

The construction of buildings costs credits and building materials. Find out how much an object costs by floating the mouse pointer over a Building Button in the Construction Menu. The costs and building materials available for the each building are displayed in green text with missing materials in red.

Operating costs

Specified buildings incur running costs. You can monitor operating costs in the preview window via a click on the respective building.

If you shut down a building you therefore also reduce your operating costs. Please note that only manufacturing chains can be closed down.

Activation

Buildings are activated based on respective civilisation level and number of inhabitants. Buildings which have not yet been activated are displayed in grey shading in the Construction Menu. This means that you cannot yet construct this building.

If you locate the mouse pointer over one of the grey-marked building fields in the Construction Menu, the number of inhabitants and the civilisation level required for its construction will be displayed.

Alignment

Buildings automatically rotate themselves to the correct building position when the building location has been selected, but you can also rotate and align the position of the building manually in 90° steps via the Period and Comma keys.

TIP: You can cycle through the five different inhabitant houses of the workers by pressing the V key.

Enhancing

Some buildings, for example the depot building and the warehouse, can be enhanced if you have progressed to higher civilisation levels since it was built. The storage capacity of the entire island is thereby increased and in the case of the warehouse, also the number of tradable goods. In order to do this, click on the button at the top edge of the object menu.

Demolishing

You can make room for new buildings or remove enterprises from the game world that you no longer require with the Demolish function. Activate the demolish mode via a left-click on the Demolish Button (hatchet) in the Construction Menu. A small hatchet is displayed at the mouse pointer. Left-clicking on a building causes it to collapse and it disappears forever from the game world. A (quick) right-click will interrupt this action.

Depending on the degree of difficulty you will be refunded all, half or none of the building costs.

Closing down

You can temporarily close down some buildings by clicking on the production progress symbol in the respective building's menu. You can thus save the operating costs for this building and, if you keep the Shift key pressed at the same time, all buildings of this type will be closed down.

Workload

Most manufacturing chains require two production units in order to supply the final goods.

You can check the workload of an enterprise in the respective building's menu. The percentage display shows how efficiently the manufacturing chain is working.

Public buildings

Public buildings are those buildings that your population requires to satisfy their social needs. These include the city centre at the beginning of the game. An increasing number of public buildings will become available for building in the Construction Menu according to your civilisation level.

Market buildings

Your warehouse and your depots combine to form your storage and every additional depot increases your storage capacity. This principle works across the whole island, so if a certain good is available on an island, it can be supplied by any depot. You must however use ships for transporting goods to other islands.

TIP: The more depots you construct in a town, the more pick up vehicles ensure the regular collection of your produced goods. More depots therefore mean higher operating costs, but also higher storage capacities and faster collection.

8.2 Building types

The following building types are available for construction in *Anno 2070*: production buildings, public buildings, special buildings for each faction and non-faction related buildings for infrastructure, harbour and emergency services.

Streets

Streets connect your buildings with each other. Enterprises that produce end-products have to be connected to a street to allow their goods to be transported to warehouses.

Click on the respective street symbol in the Construction Menu. Select the starting point for the path and its direction is then defined by the subsequent movement of the mouse. Set the finishing point for the path with a second left-click.

There is also the option to click and drag from the start to the end point of the path you would like to build. You can toggle between the two construction modes in the Interface Options Menu.

TIP: If a certain good should be very urgently required, you can activate an immediate pick-up in the respective enterprise. The next free market wagon will then collect the goods from this enterprise right away.

Production buildings



Production buildings serve to manufacture goods, recover raw materials and produce building materials. The first resources you will have in the game are "building modules" and the "fish factory". As the game progresses you will find further buildings in your Construction Menu that will become important in satisfying the growing needs of your population.



Research buildings

The Tech's laboratory and academy enable research. If you have researched a certain item, you can use it anywhere in the game world, irrespective of which island it was researched on.

Further building types

- **Coastal buildings:** Some buildings can only be built on the coast. These include the warehouse as well as all buildings dedicated to shipping.
- **Mines:** Mines can be set up to access the supplies of raw materials.
- **Military buildings:** These buildings serve defence purposes and the protection of your settlement.
- **Ornamental installations:** The ornamental installations serve to make your town more attractive.

9. SHIPS

In the *Anno 2070* world, your ships can explore seaways, discover new trading partners and transport goods from one island to the next.

9.1 Building and repairing ships

You need a shipyard in order to build a ship, and you will also require certain building materials and maybe also weapons depending on the ship type. The number of ships with which you can set sail depends on the total number of your inhabitants.

Once you have all the necessary materials, click on the respective shipyard and select the desired type of ship from the menu. Click again on the respective ship's symbol to interrupt construction.

You can have a ship repaired in a repair dock or in the repair dock of an allied partner. Just click on the ship to be repaired and send it to the repair dock with a right-click.

9.2 Ship's actions

9.2.1 Moving

Once you have selected a ship, you can move it in two different ways:

1. The movement command is activated via a left-click on Start Action Mode in the ship's menu, which transforms the mouse pointer. A further click on the game world or minimap signifies marching orders.
2. A right-click on a location in the game world or Minimap issues a direct movement command.

9.2.2 Loading or unloading of goods

If one of your ships drops anchor next to your warehouse or that of one of your trading partners, you can load or unload goods between the warehouse and the ship via the goods transfer tab. The Goods Transfer Menu displays the storage area of the warehouse and cargo hold of the ship.

First set the quantity of goods to be loaded to one ton, ten tons or the entire quantity available by clicking on the corresponding symbol.

Now transfer the quantity selected to a free cargo hold on the ship by clicking on a goods symbol in the warehouse.

Likewise goods can be conveyed from the ship to the warehouse by selecting the cargo hold and quantity of goods to be unloaded.

TIP: You can also drag and drop cargo from one menu to the other or directly onto the warehouse or ship.

TIP: You can also automate the loading and unloading of the ship for goods which you regularly transport with a trading route.

If one of your ships has to retreat in the face of attackers, you can increase its speed by throwing the goods loaded overboard. The mouse pointer changes when it is positioned over a full cargo hold and thus indicates that you can throw these goods overboard. The entire contents of this cargo hold are lost with a right-click. Thereafter flotsam boxes containing the goods appear on the water near the ship. If you are quick enough and your opponents don't get there first, you can collect the goods again later.

9.2.3 Grouping

In order to group several ships together, select the desired ships with a left-click. Keep the Ctrl key depressed while you press the keys 1, 2 etc. in order to assign the groups to a number key. You can subsequently select the respective group by pressing the corresponding number.

If you press the respective number twice quickly, the group is selected and shown in the centre of the screen section.

When a ship is left-clicked while the Shift is depressed, this means that it will be subsequently added to or removed from the selection.

The altered selection must subsequently be reassigned the group number. In order to be able to better differentiate the various groups, all grouped units have a small number on their banner.

9.3 Attacking

You can attack enemy ships as soon as you have sighted them. If you have selected one or several of your own ships, the mouse pointer changes as it moves over enemy troops, ships and buildings, thus indicating that they can be attacked.

The attack command can be issued in two different ways:

1. The attack command is activated via a left-click on Start Action Mode in the ship's menu and executed via a second left-click on enemy troops, ships or buildings.
2. The attack is executed directly with a right-click on the opposing unit.

9.4 Escorting

You can use this command to give your own ships an escort. The escort follows the unit as protection and attacks approaching opponents automatically. First select the unit which should act as the escort.

The escort command can now be issued in two ways:

1. Activate the Escort command with a left-click on the Start Action Mode in the ship's menu. The mouse pointer changes its appearance and you can assign the escort with a click on the unit to be protected.
2. The escort can be directly assigned with a right-click on the unit to be protected when the escorting ship is already selected.

A ship can be escorted by as many other units as you desire. The escort is not finished until a corresponding command is given.

9.5 Ship types

A variety of ship types which can differ greatly in hold capacity, susceptibility to damage and speed are available for your adventure in the *Anno 2070* world. The ship's speed is also additionally influenced by the current cargo load and/or damage.

10. TRADE AND DISCOVERY

Sooner or later the inhabitants in your settlement will require goods that you cannot produce yourself, or you'll have too much of a certain good and want to sell your surplus at a profit – time to trade!

10.1 Discovering trade partners

Trade partners can include third parties, computer players or human players.

Note: Third parties do not leave their islands or arks but some of them are able to expand on other islands. Continuous trade with these third parties offers various advantages to the player.

Pirates

There might be pirates on the map and they might have goods to trade, but most likely they will have other things on their minds. You never know...

10.2 Passive trading

The simplest method of trading is Passive trading. Conducting all your business from your own warehouse, you allow all players engaged in trade agreements to see your goods available for commerce.

10.3 Active trading

Active trading describes the possibility of selling and buying at foreign warehouses. Active trading is only possible with a ship and an existing trade agreement. Active trading has the advantage that you can determine the timing of the exchange of goods yourself and are not dependent upon a visit by trading partners.

If your ship is located near the warehouse of a trading partner, select the Goods transfer tab in the ship's menu, via which the sale or purchase of goods takes place. You can recognise a demand by the green colour of the goods field in the warehouse of your trading partner. In the same way goods can only be purchased that the other players offer for sale; these are marked in red. The ship must have sufficient free cargo hold capacity for this.

TIP: You can see which goods a trading partner offers for sale or purchasing by a click on his warehouse. Thus you can load your ship accordingly before you leave. This also works on the strategic map.

10.4 Trading routes



Goods transfer and trading can be automated using trading routes. You can set up trading routes between the warehouses of your own settlements and the settlements of third parties and other players.

In order to create a trading route, open the Routing Menu and click on the Add New Trading Route Button. You can select several stops for your trading route from a list of available warehouses.

Now select the goods which you want to load or unload at these stops. In order to do this, click on the red or green arrow in order to open the goods overview. You can determine the desired level of stored goods on the ship using the sliding bar – for example if you want to sell the entire quantity of a good on board, set the bar to zero.

Finally, select the ships which will follow this trading route.

TIP: You can give the trading route an individual name by left-clicking on the previous name in the Strategic Map Menu and giving the trading route a new name.

10.5 Balance

The balance is the difference between the income and expenditure of all your islands and is specified in credits. The info bar at the top left of the screen shows your total balance. The balance value is displayed in green as long as more money is earned than spent. If expenses exceed income, it will be coloured in red.

The current income and expenditure of an individual island can be checked specifically in the respective warehouse or market building.



11. DIPLOMACY

All interactions with third parties affecting a player's reputation are termed Diplomacy. Players discovered in the island world are displayed in the Diplomacy Menu. Here you can negotiate; the higher your prestige with other players, the more bonus content is unlocked.

11.1 Diplomacy Screen

The Diplomacy Screen represents your relations to other players and you can open it with a left-click in the central button area.

You then see the portrait of your game figure and the representatives of all civilisations. You can now interact with the other players. You can see your relationship with this player, and the diplomatic status.

11.2 Diplomatic status

Peace is the default setting for most of the third parties. The prevailing peace can be ended at any time by both partners through a declaration of war.

Declaration of war

Diplomatic relations with fellow players can also be abruptly terminated. Before you can attack fellow players and expel them from the world, you must first officially declare war on them. This is carried out via the Diplomacy Menu and the Declare War Button. The selected player is then automatically also in a state of war.

You can only end a war by offering peace. Whether an opponent accepts an offer of peace depends on your current relationship with the player and may well involve a demand for tribute.

Warning: The pirates are a bad lot, and you are at war with them right from the beginning of the game! So be careful when you meet them, as they will attack you straight away.

12. SCIENCE

Knowledge is power

You can enhance buildings, units and acquisitions with the help of new technologies that you research through science. Additionally, you can only acquire certain buildings and capabilities as well as some technologies via science. This requires either the Tech's laboratory or the Academy.

In order to be able to create a new technology you need to have a certain formula and its "ingredients", namely prototypes and modules. Once you have gathered these you are able to create the new technology.

13. MEDIA

Each of the factions has its own media distribution building. From these buildings' menus you can select channels which have various impacts on your inhabitant's behaviour. Read the respective tooltip to gain more information on how the channel affects your people.

Note: Each faction media building only affects its own people, e.g. the one belonging to the Ecos will only affect Eco inhabitants.

14. BATTLE

"If you want peace, prepare yourself for war" went the old Roman adage, and this applies to the world of *Anno 2070* as well. Thus, depending on the level of difficulty selected for your virtual counterparts, you should consider protecting your island against enemy attacks at all costs.

TIP: If you are a peaceful player and do not provoke anyone, you will not be attacked by an opponent. Some third parties are however exceptions to this rule, so if you do not meet their demands, they will eventually declare war upon you.

14.1 Controlling military units

A life bar is situated above all military units. You can use this to see the health status of your units at any time. If the unit takes damage, the bar will empty. If it is completely empty the unit will sink to the bottom of the ocean.



15. A DYNAMIC WORLD

Eco balance



Depending on your actions the world will react to them. If you choose the road to fast money and efficiency, and do not care for the environment, your eco balance will decrease. The further it decreases the more the look of your island as well as the behaviour and/or health of your inhabitants will reflect that.

If you would rather go in the other direction and want to have the most beautiful and untouched islands you will lose space for buildings. There are positive and negative aspects to both directions. As with the aforementioned financial balance, maintaining a good eco balance is also one of your tasks in *Anno 2070*.



Disasters

Disasters occasionally disrupt the peaceful life on the island. They happen randomly and have devastating effects on buildings and the population.

For disasters such as fire and crime you can always build a fire station or a police department, but keep in mind that a bad eco balance can have an effect on how often disasters appear. It all lies in your hands.



16. TECHNICAL SUPPORT

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Our Support team can be reached on **0871 664 1000** (national rate) between 11am and 8pm, Monday to Friday (excluding bank holidays).

PC Game:

If you are experiencing difficulties running your PC game, please contact our support teams before returning the game to a retailer. When calling us, please ensure you are situated at your PC with the game already installed so that we can troubleshoot for you.

Alternatively, if contacting us by webmail, please attach your operating system file (dxdiag) to your incident so that we are aware of your system specifications. If your screen returns to the desktop, freezes with jerky graphics or you receive error messages, we will need to see this file, as there may be a discrepancy between your operating system and the required game specifications.

To find your dxdiag file

Windows XP: To open your DirectXDiagnostic tool, go to the Start menu, choose Run, then type dxdiag in the white box and click OK. Click "Save information..." to save a text file with the necessary information.

Windows Vista: go to the Start menu and type dxdiag in the search bar to locate the file. Save this file to a convenient place on your PC so you can send it as an attachment when contacting us by webmail.

If you need any help with this procedure, please call our support team for assistance. One of our agents will be happy to assist you.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer.

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If your game is damaged at purchase, please return to your retailer with a valid receipt for advice on replacement.

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Please note that we do not offer hints & tips at our technical support centre. These can usually be found free of charge on the Internet.

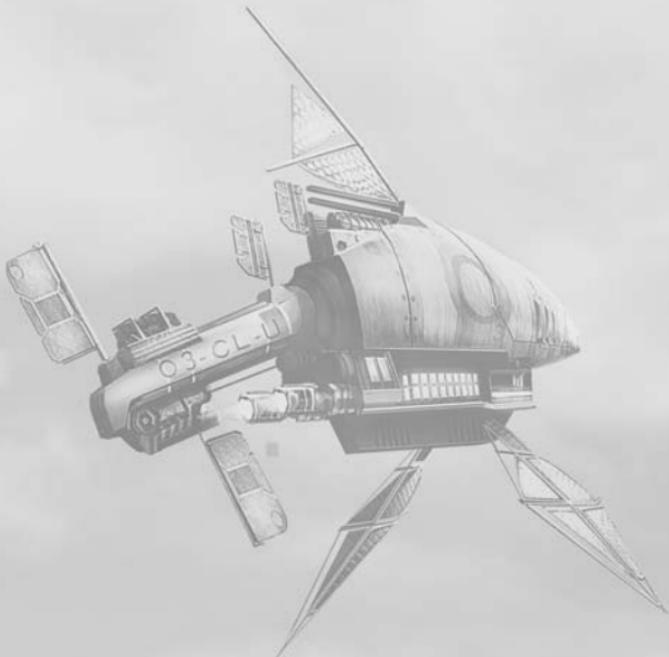
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