

A futuristic cityscape with a large moon in the background. A bright beam of light connects a rocket launching from the water to a rocket in the sky. The title 'ANNO 2205' is centered in the sky.

ANNO

2205



UBISOFT®

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BEFORE YOU PLAY

Installation

Start Windows® and close all running applications, including those running in the background. To install Anno 2205 on your PC, put the DVD into your DVD-ROM drive and wait for the AutoRun menu to appear.

Note: If the AutoRun menu does not appear automatically, open the Windows® Explorer (Windows® key + E), click on *This PC* and select your DVD-ROM drive. Run *autorun.exe* located in your DVD-ROM drive main directory.

Select **INSTALL** when prompted.

In order to play Anno 2205, you need to install the Ubisoft Club first. The installation of the Ubisoft Club will be handled automatically via the Anno 2205 installer.

Follow the Ubisoft Club installation instructions. After the installation has been completed, login with your existing Uplay account or create a new Uplay account following the instructions in the Ubisoft Club menu.

Once you have logged in, you can enter your Anno 2205 license key.

Uninstallation & Reinstallation

If you encounter problems while playing the game or if the game was not installed properly, you can uninstall Anno 2205 via the Ubisoft Club. *Play* button is a dropdown menu from which you can select *Uninstall*.

You can also do the following on Windows®7/Windows®8/Windows®10, but note that the Ubisoft Club will start automatically and you will need to log in before uninstalling.

- Go to *Control Panel – Programs and Features*
- Select “Anno 2205” – Select *Uninstall* and follow the instructions

To install the game again, please follow the instructions given above.

Playing the Game

To start playing, open the Ubisoft Club and login with your Uplay account. After selecting the *Games* tab choose *Anno 2205* by clicking on *Play*.

You can also start the game directly from the DVD. To do so close all running applications, including those running in the background, then put the Anno 2205 DVD into your DVD-ROM drive and wait for the AutoRun menu to appear.

Note: If the AutoRun menu does not appear automatically, open the Windows® Explorer (Windows® key + E), click on **THIS PC** and select your DVD-ROM drive. Run «autorun.exe» located in your DVD-ROM drive main directory.

Select **Play**.

Alternatively you can navigate through the folders *C:\Program Files (x86)\Ubisoft\Ubisoft Game Launcher\games\Anno 2205\Bin\Win64* and start *Anno2205.exe*.

Warning – Please 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.

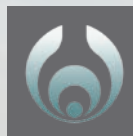
If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement,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

INTRODUCTION

Welcome to the year 2205.

One hundred years ago humanity set forth to populate the Moon for the first time, starting the First Wave of lunar colonization. The new, grey world provided the people of Earth with plenty of resources and new technologies, but the big corporations became greedy. Chaos broke out during the race to this new source of wealth, forcing the world government to limit the rights on mining operations. A state-owned enterprise called the Lunar Excavation Corporation was founded to replace all private enterprises. But soon, the world government turned to other projects, leaving the L.E.C. to their own devices. Feeling abandoned, the lunar people turned their backs on Earth.

Likewise, the L.E.C. was all but forgotten by the terrestrial populace. By the dawning of the 23rd century, however, energy and resources have become scarce, forcing the humanity to prepare for a second leap to the moon.



This is your once-in-a-lifetime chance. The globally-shared government, the **Global Union**, has reopened the Moon to private corporations seeking to expand their businesses beyond the boundaries of Earth. As the CEO of an unknown startup you are the underdog in the upcoming Lunar Licensing Program.

But Samantha Beaumont, a general secretary in the Global Union and head of the Lunar Licensing Program, advocated for your participation.

But you also have rivals. The **Big Five** are the largest and most influential corporations in the world. While acting strictly on business when in public, they all pursue their own economic agendas behind the scenes. Rumors of collusion surround them as they monopolize their individual business sectors.



Ibarra-Foxcom is a megacorp resulting from a fusion of the two leading companies in the technology sector, which often leads to internal disagreements. They own many research facilities working towards the future's newest gadgets.



Cassian Industries is the titan controlling the heavy industries. Their survival in the turbulent years following the First Wave on the moon has been admired, but the rumors of their ruthless lobbying and underhanded methods persist.



Usoyev Inc is the oldest of the Big Five and proud of its traditions. Their field of commerce is the chemical industry, though with the dwindling deposits of fossil fuel they have been forced to reinvent themselves and join the race to the moon.



Lei Sheng Electricity is rumored to be on the ropes. While pursuing renewable energy sources, they still lag behind their competitors. However, their information network is not to be underestimated.



Saayman International's latest success seems too good to be true. The young corporation prides itself on innovation and progress in the food industries.

Now it is your turn to take your place among the megacorps racing to the moon.

GAMEPLAY GUIDE

At its core, Anno 2205 is an **Economy Builder**.

Your task is to supply your ever-growing populace with goods and services. Do this by constructing production chains, creating logistic routes and keeping your gains and expenses in balance.



Employees

Get employees by building residences from the construction menu. Employees are your main source of **revenue**. They also provide you with **workforce**, which is necessary to operate factories.

Keep constructing residences and increase your population to unlock new **building blueprints** and bring your **corporation rating** to the top.



Factories

Your employees demand a steady supply of **goods** to remain happy. Provide these by building factories from the construction menu. Some factories like **mines or farms** generate goods directly from their environment. More sophisticated goods often require several different materials to be supplied in a **production chain**.



Balances

Operating factories takes a toll on your **revenue**. They also require a supply of **workforce**, **energy** and **logistics** to produce efficiently. You gain those by constructing **power plants** and **transportation** centers, which have their own maintenance costs. Balancing the gains and expenses of your ever-growing economy is the main **challenge** of Anno 2205.



Expansion

As you follow the tasks of the **Lunar Licensing Program**, your corporation will expand into new regions. The hostile environments of the **arctic and moon** sectors pose additional demands on your infrastructure. Gain even more sectors by **buying out** the rival Big Five corporations. Or expand your already claimed construction areas by connecting islands via **bridges**.



Routes

As your cities grow, so do the demands of your employees. Some can only be met by goods from other regions. You have to create transfer routes on the **strategy map**, carefully weaving a global logistics net. Routes have **upkeep cost**, so watch your revenue. Or sell some overproduction by creating a trade route to the **world market**.



Optimization

Think carefully about your **building layouts**, since all construction areas have limited space. And upgrade your factories with **modules**. These are more space efficient than new factories, but require **rare materials** to construct. Gain rare materials by completing **assignments** or fighting in **crisis sectors**. The **council** on the space station can also be a source of modules and materials.



Final Advice

- Always remember that all buildings need a **street connection** to a warehouse to function.
- If you're stuck, check with **Sam Beaumont** in the Assignment Center for advice.
- Use the **advanced settings** in the corporation creation to adjust the difficulty to your liking.
- Above all: **Have fun** playing Anno 2205!

INTERFACE

Your interface is coordinated by **A.D.A.M.**, your helpful AI. Meanwhile, **Sam Beaumont** will be your advisor and guide you through the game.



In Anno 2205 there is no need to choose between a campaign or an endless game. While building your cities and industries in your **Sectors**, you can fight naval battles in Crisis Sectors. To organize these different regions and operations you will be using the **Strategy Map**. It will allow you to access the various menus that constitute the overarching gameplay features.

Picking a **difficulty** determines many financial aspects of the game. When playing on **hard**, be aware that once your financial balance falls to zero your game will be over. You can customize the individual mechanics in the Advanced Settings.

If you are unsure about the details of an action or an object, hovering over it will likely show a **Tooltip** with more information.

The game **saves** automatically after a short period of time and whenever you enter a different sector. Saving manually is not necessary.

You can reach the **Main Menu** via the Exit button or by pressing ESC. It allows you to create a new corporation and gives you access to the Corporation Selection and the Game Settings.

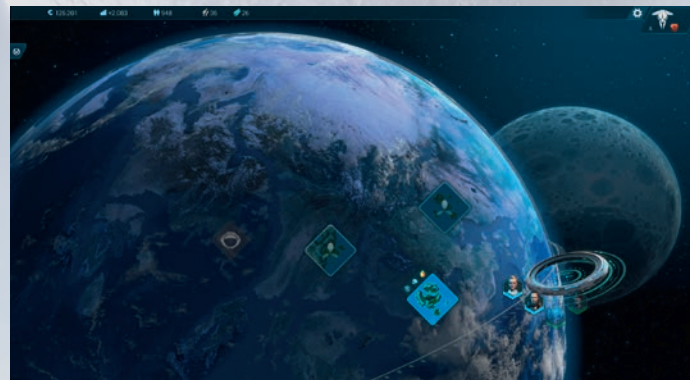


The **Corporation Selection** gives you an overview of all game files you can choose to play with. Bankrupt corporations will still be listed, albeit unavailable. It is advised to use different corporation logos or names to better identify save files.

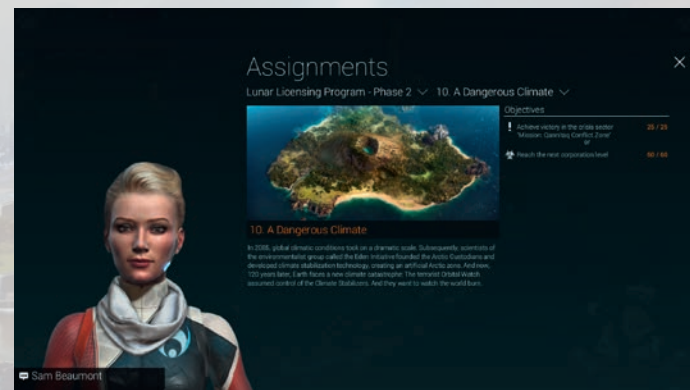


You can configure the graphics and audio in the **Settings Menu**. It also allows you to change several gameplay options such as language and camera modes.

The **Strategy Map** is your main organization tool. From here you gain access to your sectors, as well as the possibility to acquire new ones to expand your cities.



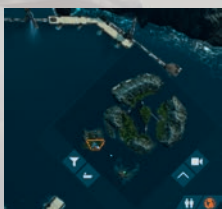
The **Assignment Center** can be accessed via the Strategy Map. Here you can read up on the Lunar Licensing Program steps and assignments you have completed so far. If you are struggling with assignments, you can gain valuable information that will help you advance.



The **Council** and the **World Market** are influenced by all players playing with you online. Together you influence the Big Five's standing and the price tags on the goods you purchase or sell.

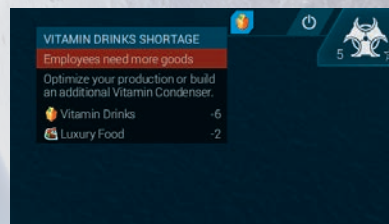
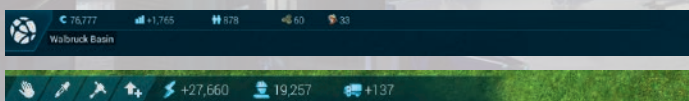


Sector Menus



During the game you will build your cities in different sectors. The **Mini Map** is a way to navigate through each of these sectors and to gain a good overview of what is going on in it.

Info Bars on top and bottom of the screen show your finances, credit balance, energy balance, population and resources.



Warnings in the top right corner will inform you of supply and similar problems.



Assignments contain the next steps in progressing the game as well as other ways to interact with the world and its characters. They are listed on the left side of the screen.

The **Construction Menu** shows you a selection of all facilities, residences and other buildings to construct in your sector.



Clicking on a building will bring up the **Object Menu**. Any details on its production or resident employees can be read here.

GAME MODES

Anno 2205 is a seamless experience; the transition between campaign and the continuous game is fluent. Be part of the Lunar Licensing Program and continue playing for as long as you like afterwards.

Meta Game



During the game you will find yourself back at the Strategy Map several times. This is the place where all parts of the game come together. You will coordinate your resources, trades, and online features. It is also the hub to travel between your sectors.

To travel between sectors, you will have to come back to this overview and select a different one. To acquire new ones, you will first have to purchase them from the Big Five corporation that is currently occupying it. When that will become possible depends on your advance in the Lunar Licensing Program.

You can check all resources in the bottom info bar sorted by each region. Here you can also check the statistics on assignments, credits, population, energy, and the space ports.

Sectors



Once you have chosen a sector you can begin building your city immediately. You can expand your settlement by navigating your command ship to new building grounds and constructing Warehouses. Sectors are available across three different regions. Each one allows you to produce different goods depending on the climate zone and atmosphere.

Crisis Sectors



At certain points in the game, an armed confrontation will become inevitable. You can prepare your fleet for this ahead of time in the docks. These battles will take place in Crisis Sectors, which can be entered via the Strategy Map. You will have the opportunity to replay these battles as often as you like.

Tip for pacifist players: Many of these armed confrontations can be avoided and the resources found in Crisis Sectors can be acquired through peaceful means as well.

EMPLOYEES

Total Employee Number

Having many people live in your cities is vital as they comprise your **Work Force** and thus are your main source of **Revenue**. To attract more people to your cities, you will need to construct residences. There are several types of residences and the number of people who can live in it is shown in a tooltip.

Needs

Different regions attract different population groups. Each of them has their own needs that have to be satisfied in order to make them happy and thrive. To check the fulfillment of your employees' needs select a residence and the different requirements will be listed as well as their state of mind.

Your employees have a specific set of needs. Some needs are goods to be produced in sufficient quantities, such as food, whereas other needs need to be provided in close proximity to the residences, such as security. Employees living in hostile environments have additional requirements.

Employees living in the **arctic** require Heat. To keep adequately warm, they need to live close to facilities giving off heat.

Employees living on the **moon** need to be protected from meteoroid impacts with the use of shield generators.

Promotion and Employee Levels

Happy employees can be promoted, but their tastes and requirements will evolve with them and pose new challenges. Therefore promoting them again will be more difficult each time. Always be aware of your employees' states of mind. While satisfied employees can be promoted, unhappy ones will leave your city if their situation does not improve. Note that employees cannot be demoted.

There are several employee levels for each region. While there are four levels in the temperate region, the arctic and lunar regions have two each.

You can choose to enable automatic promotion, meaning that employees will be

promoted depending on their needs' fulfillment and the availability of necessary resources. To enable this mode, click on the Ascension Rights Menu in the bottom right corner.



BUILDINGS

Construction

How many different buildings you can construct depends on both your progress and the region your city is in.

First steps: After having chosen a sector in the overview, there will already be a first warehouse from which to start building your city. To settle on other islands, navigate your command ship to a place suitable for your warehouse and click on it.

To construct a building, select it from the menu on the bottom of the screen and left-click into world. For residences, streets, and parks, you can drag the cursor while holding down the left mouse button to create several at once. A preview will help you see how many buildings are about to be constructed.



Right clicking on the game world opens a small menu next to the cursor acting as a quick selection. It offers the four mouse modes **move**, **delete**, **copy**, and **upgrade**, as well as residences, streets and region specific buildings.

Tip: Right clicking while having selected a building to be constructed cancels the selection.

Make sure to connect all buildings via **streets** to your warehouse. Otherwise, they can't become operational.

Some buildings supply employees and facilities with needs or logistics. Their range of influence decreases the further away they are located. The color gradient on the streets shows their effectiveness. Other buildings, such as Wind Parks and Shield Generators have an absolute radius. Try placing Wind Parks with as little overlap as possible to maximize their efficiency, whereas Shield Generators should cover a contiguous area to protect the city.

Building Sites

There are several Coastal and Mountain Building Sites on your lands than can be used for fishing, harvesting, or mining. If a building requires a special placement, a tooltip will be displayed when you are about to place the building. Keep in mind that slots are limited and that these facilities can only be placed there, or you might run out of space.

Building Costs

Constructing the various buildings costs Credits and materials. The needed balance is displayed in tooltips that appear above the building selection. If you cannot cover the costs, the material or price in question will be marked in red.

Maintenance Costs

All production facilities continuously cost upkeep and resources. The total ongoing costs are comprised of upkeep, workforce, energy, and logistics. You can check the costs in the Object Menu by clicking on an existing facility. The total upkeep of your entire production is displayed when hovering over the corporation revenue in the top left info bar. A way to stop the maintenance costs is **pausing** the production.

Building Actions

Unlocking

As you progress in the game and your population advances both in employee level and number, you will continuously unlock new facilities. To see which conditions you need to meet in order to activate a new building, hover over the greyed out symbols in your Building Menu.

Aligning

To better use the available space you can rotate buildings that you are about to place by pressing the middle mouse button or by using the default shortcuts (,) and (.).

Expanding Factories

An alternative to building new facilities is to expand them. After selecting a facility, you can click on the buttons at the bottom of the Object Menu. This allows you to place a module right next to the facility. There are different types of modules with several effects. Productivity modules, such as additional rice fields, increase the productivity of the building, but also have Maintenance Costs. Drones, Depots, and Energy Accumulators, on the other hand, decrease the individual upkeep.

Tip: When constructing a new facility, try thinking ahead for how much space you might need next to it.

Promotion

While residences cannot be expanded, their employees can be promoted. This is described in more detail in chapter 6. *Population*.

Demolition

By activating the Demolish tool, represented by a jackhammer, you can destroy buildings and streets. When hovering over the game world, the cursor will transform into a jackhammer and selectable buildings will be highlighted in dark red. How much of the Construction Costs you can salvage depends on the game difficulty and the options you have selected in the Settings.

Moving

While demolishing is a valid way of freeing up space, there is a simpler way to do it if you merely wanted to relocate the building. Select the Move tool, which is represented by a hand, to be able to move buildings. Click on a building once to pick it up and again on the new space to place it. Holding the button is not necessary.

Pausing Production

To save on maintenance costs, you can choose to pause a facility's production by selecting it and clicking on the pause symbol.

Building Types

Streets

Are vital for your city. Without them, residences cannot be inhabited and production cannot run. The further away a building is, the better the logistics have to be. You can construct transportation centers to raise your logistics.



Residences

In order for employees to move to your city, you will first have to construct enough residences. There are single residences and larger residence complexes.



Public Buildings

These buildings are necessary to satisfy your employees. They have to be placed close to residences in order to maximize their effect.



Factories

Goods are produced in several facilities. All of them need enough work force and energy to be productive. Most of them also require a constant supply of resources produced by other facilities in order to keep up their production. To check their productivity simply select a facility and observe the percentage.



Ornamentals

Parks, fireworks, and other elements can add the necessary detail to your city to make it come alive.



FLEET

Command Ship and Rover



Your Command Vehicle is an integral part of how you interact with the game world. You can control it by selecting it with a left click and right clicking on either a location to which it should navigate or an object with which it should interact. This way you can claim new warehouse sites and fulfill many different assignments.

Fleet

Crisis Sectors require your military presence with an armed fleet. The individual ships cannot be used in regular Sectors. Your fleet can stock up to eight ships and these are some of them:

Titan

A large command ship that excels in both defense and offense. It is armed with missiles.

Turtle

Close-combat armored ship built for enduring enemy fire. It is armed with slow torpedoes, but deals bonus damage against ships.

Spark

This fast but fragile catamaran attacks with splitting chain sparks as projectiles.

Flare

Vulnerable artillery which increases a fleet's offense with wide-range mortar attacks. They are effective against artificial structures.

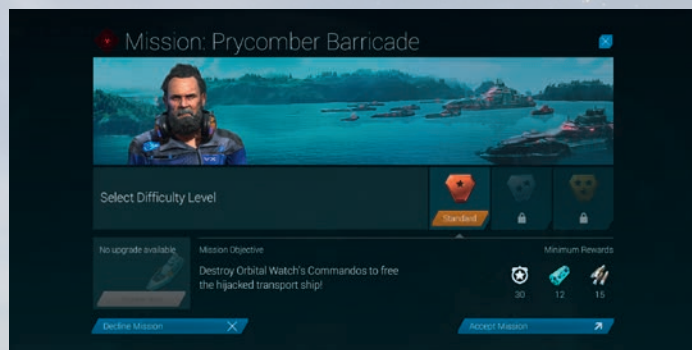
Docks

You can manage the fleet in the Docks Menu, which can be reached through the Strategy Map. Visit it to gain an overview of your ships and check their details. The maximum capacity of your fleet will increase once you have reached certain Corporation Ratings. Upgrades are influenced by your Military Level. Upgrading your fleet will help you master the more difficult Crisis Sectors.



CRISIS SECTORS

As you progress through the story, armed conflicts will arise. Military intervention might become inevitable in some cases.



A character will approach you for help in one of your sessions. Once accepted, you will be taken to a Mission Briefing, which you can also access via the Strategy Map. It will list the objective you will have to complete in order to clear this sector and the rewards it holds. Here you can also choose the difficulty independently from your overall game difficulty. This influences the mission objective and rewards.



Complete the Crisis Sector clear the main mission and an End Mission button will appear in the upper half of the screen. It will take you to the results screen. To abort the mission while in the Crisis Sector, press the End Mission button in the Assignment Bar. The mission will automatically count as failed. The mission fails automatically when your entire fleet has been destroyed.

Menus



The upper part of the screen reflects the same bars and buttons as on the rest of the game and you are also able to switch to the Strategic Map by pressing the Globe in the left corner. Mind that loading another session automatically ends the Crisis Sector mission.

The assignment bar on the left now lists the assignments you have taken on in the Crisis Sector you are in. The Mini Map in the lower right corner shows the Sector and all enemy ships, potential clients and your objective.

The lower part of the screen is dedicated to Special Abilities, Power Bar, and your fleet. To gain detailed information on each of these elements, you can hover over their symbols.

Controls

Select the ships by left clicking and dragging across them or by pressing TAB. The button located in the middle of the lower screen will also select your entire fleet.

Right clicking on the ocean will command the fleet to move there while clicking on a structure or enemy ship is the order to attack. Energy Cells or items will be collected automatically when navigating close to them.

Special Abilities

To gain the upper hand over your enemies, you can make use of Special Abilities. The abilities listed on the right deplete Energy Cells according to what their tooltip displays, and the ones on the left have to be picked up first. Use them by selecting them from the bottom bar or by pressing the shortcuts displayed in their tooltips. These attacks will project a radius on the field, showing you where they will hit.



Missile Barrage

A continuous barrage of nuclear missiles. Excellent to catch your enemies in the crossfire.

Support Fleet

Call for combat ships that will defend you, but not join your fleet.

E.M.-Pulse

Stunning your enemies with this Pulse will allow you to attack them safely.

Repair Drone

Your onboard drone will take care of all the damage your fleet has suffered.

Kinetic Shields

These shields are vital to protect your own fleet.

Wave Mines

This attack pushes your opponent away with a powerful impact.

Assignments

Aside from the main objective, there is plenty more to do in Crisis Sectors. Various characters are awaiting your support with assignments unique to game mode. There is also a considerable amount of valuable flotsam and enemy storages you can profit from.

ASSIGNMENTS



All active assignments can be seen in the Assignment Bar on the left side of the screen. Some assignments are restricted to one sector and will only show up there. Click on the symbols to see an assignment's details or click again to close the window.

The **assignments** pertaining to the **Lunar Licensing Program** will start automatically, one after the other, but no assignment has to be

completed right away. There is no timer on them. Other assignments have to be accepted before they show up as active assignments in the assignment bar. To complete these assignments, you will also first have to accept the rewards there. Many, but not all of these assignments make use of the command vehicle.

Additionally each sector offers a unique **Sector Project**, which will unfold over the course of the game. Each of these projects yields useful resources, such as energy generated from a water dam, and some unlock ornamental buildings that you can use to embellish your city.

Tip: Assignments are displayed on the Mini Map with a special symbol. Be sure to check them out!



TRADE AND TRANSFER

Goods are not only used for further processing or to supply your employees, but are also useful for trade. You can profit by watching and influencing prices.

Traders

Each region has its own trader with a trading post in all sectors. By selecting it, you can browse their wares and buy or sell goods. The amount of goods you can buy is limited and their stock is replenished once the timer displayed in the window runs out. Naturally, the selection of goods depends on the region.

Routes

Routes are a stable connection along which goods are continuously transported. They do not exist within Sectors, as these have a shared economy, but between them. Some employees demand goods which are not produced within their own sectors. This is when Routes become vital.

Establish a Route by selecting Create Route in the bottom left corner of the Strategy Map. Pick a sector from which you want to export and then the Sector into which you want to import. After choosing a good, you can adjust the amount and the availability in each sector will be displayed and updated accordingly on the icons. It might become necessary to adjust the amount later, in which case you can select the routes again to edit them.

It is also possible to create Routes directly from or to the World Market where the transported goods are then automatically bought or sold.

World Market

The World Market is where you sell goods to turn a profit. It is located on the space station on the Strategy Map. Buying or selling in bulk is the most efficient way to conduct business, but also influences prices the most. Flooding the market with one good will cause the price to drop, while buying large quantities makes it more scarce and thus more expensive. When playing online, other players heavily influence the market through their trading as well. Always keeping an eye on prices will help you.

THE COUNCIL

The Council is in session when the Big Five meet to discuss business in the Global Union orbital headquarters aboard the space station. You are invited to join the sessions at regular intervals, an exclusive privilege granted to your corporation once it has gained renown.

The menu is accessible through the space station on the Strategy Map. Once your corporation has reached a certain Rating, you will be invited to take part. As long as your internet connection is working, you will be notified when a session takes place.

Inside the council, you will see the representative of the Big Five. Each company dominates a sector of the market and this is your opportunity to choose an advantage. Hover over the individual companies to see more information on them. Voting for a company means investing in them, and this show of trust is highly appreciated. The benefits to be gained are displayed alongside their information. They can constitute branded modules and other bonuses with which you can expand your facilities.

Take your time choosing wisely, but there will also be a countdown towards the end of this Council session. Until then you can select a Big Five company and your vote will automatically be counted as soon as the Council session ends.

As a certain nebulous character is the reason for your invitation, she also has something to gain from this. Voting for the Big Five of her choosing yields an additional reward, a Bribe. Her reasons remain unknown, however. Regardless, which candidate you vote for is up to your discretion.

CORPORATION LEVEL

Companies are observed and rated in order to objectively determine their economic power. Advancing your Corporation Level depends on how many employees live in your cities in total. Reaching the next rating will yield permanent rewards you can see below your score. Furthermore, it can be a deciding factor when advancing the Lunar Licensing Program.



To check on your personal Corporation Level click on your company logo in the upper right corner and it will take you to your Corporate Profile. You are listed among your competitors, the Big Five. Clicking on them will show additional information. With your entry as their new competitor, the ranking is anything but set in stone.

CONTROLS

A **left click** can select anything from buildings to ships and objects on the map.

A **right click** on the ground in a sector will bring up a quick selection of tools and buildings, if it has been enabled in the options.

Hovering over objects will show useful tooltips.

To zoom in and out of the game world use the **scroll wheel**.

Tip: You can customize shortcuts in the Settings Menu.

Key	Function
Universal Game Controls	
Arrow Buttons	Move camera around
Space	Toggle sector overview
+ (NumPad)	Speed up the game
- (NumPad)	Slow down the game
P	Pause game
L	Toggle info-layer visibility
Backspace	Toggle mini-map
Home	Reset camera orientation
Esc	Close menu / exit mode Open main menu (when in idle mode)
Print	Take screenshot
Alt + F4	Quit game
In Sectors	
S	Start street construction mode
H	Start small residence construction mode
Shift + H	Start large residence construction mode
.	Rotate building clockwise (during construction or move)
,	Rotate building counter-clockwise (during construction or move)

Shift + V	Change building type for residences (during construction or move)
F	Toggle factory production cycle
Delete	Destroy selected building
Tab	Select command ship Jump to command ship (if already selected)
T	Jump to Spaceport
B	Open construction menu
V	Open sector storage
M	Toggle move mode
C	Toggle copy mode
D	Toggle demolition mode
U	Toggle promotion mode (when nothing is selected) Promote selected residence (if eligible)
Shift + U	Promote all promotable residences of the same type as the selected one
F1	Toggle postcard view
Move Mouse	Look around (only in postcard view)
F2	Rotate camera in the current camera position
F3 & F4	Start camera flights
Ctrl + F5-F10	Save camera position to key
F5-F10	Jump to saved camera position
F11	Toggle day/night cycle
During Missions	
Q	Special action missile barrage
W	Special action support fleet
E	Special action E.M.P.
R	Special action repair drone
T	Special action kinetic shields
Y	Special action wave mine
Tab	Select all ships
Numbers 1-8	Select individual ships

CUSTOMER SERVICE

If you experience any problems with your Ubisoft game, please contact our friendly and knowledgeable team of support representatives who will be more than happy to help.

Before contacting us, we encourage you to first visit <https://support.ubi.com> where you can find comprehensive information on our products in our FAQs. Here you will also be able to contact us via the web should you not find the information you are looking for.

Alternatively, you can contact the team via telephone on **0871 664 1000** between 9:30am and 10pm Monday to Friday and between 9:30am and 6pm at weekends.

Note: Call rates charged at national rate, check your supplier for details.

Note: Check <https://support.ubi.com> for opening hours on bank holidays.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/ cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

**Ubisoft, Ranger House, Walnut Tree Close, GUILDFORD,
United Kingdom, GU1 4UL**

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

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