***Anno 1800*** is a [city-building](https://en.wikipedia.org/wiki/City-building_game) [real-time strategy](https://en.wikipedia.org/wiki/Real-time_strategy) [video game](https://en.wikipedia.org/wiki/Video_game), developed by [Blue Byte](https://en.wikipedia.org/wiki/Blue_Byte) and published by [Ubisoft](https://en.wikipedia.org/wiki/Ubisoft), and launched on April 16, 2019.[[1]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-1) It is the seventh game in the [*Anno*](https://en.wikipedia.org/wiki/Anno_(series)) series, and returns to the use of a historical setting following the last two titles, [*Anno 2070*](https://en.wikipedia.org/wiki/Anno_2070) and [*Anno 2205*](https://en.wikipedia.org/wiki/Anno_2205), taking place during the [Industrial Revolution](https://en.wikipedia.org/wiki/Industrial_Revolution) in the 19th century. Following the previous installment, the game returns to the series' traditional city-building and ocean combat mechanics, but introduces new aspects of gameplay, such as tourism, [blueprinting](https://en.wikipedia.org/wiki/Blueprint), and the effects of [industrialisation](https://en.wikipedia.org/wiki/Industrialisation) influences on island inhabitants.

Overview[[edit](https://en.wikipedia.org/w/index.php?title=Anno_1800&action=edit&section=1)]

*Anno 1800* takes place in the 19th century at the dawn of the [Industrial Age](https://en.wikipedia.org/wiki/Industrial_Age).[[2]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-Thun-2) Like other *Anno* games, *Anno 1800* is a city-building and strategy game. While it is set in the context of [colonial trade](https://en.wikipedia.org/wiki/Colonial_trade), the featured architecture is [Victorian Era](https://en.wikipedia.org/wiki/Victorian_Era) and the economic engine is [factory labor](https://en.wikipedia.org/wiki/Factory_system). The core gameplay of *Anno 1800* takes place in the Old World, where the needs of the [citizens](https://en.wikipedia.org/wiki/Citizens), workers and [artisans](https://en.wikipedia.org/wiki/Artisans) are central to the management of [production](https://en.wikipedia.org/wiki/Production_(economics)) and [supply chains](https://en.wikipedia.org/wiki/Supply_chain). A parallel New World city exists, which produces products that [laborers](https://en.wikipedia.org/wiki/Laborer) in the Old World want to purchase, thus [trade routes](https://en.wikipedia.org/wiki/Trade_routes) need to be established. Unlike its colonial 18th century predecessor [*Anno 1701*](https://en.wikipedia.org/wiki/Anno_1701), the game has a blueprint feature[[3]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-3) that helps the player to plan out the city.[[4]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-Blueprint_%E2%80%93_Anno_Union-4)

The game also features a story campaign, a [sandbox mode](https://en.wikipedia.org/wiki/Sandbox_(video_games)), and [multiplayer mode](https://en.wikipedia.org/wiki/Multiplayer_video_game). Like [*Anno 2205*](https://en.wikipedia.org/wiki/Anno_2205), the game features multisession gameplay, though unlike its predecessor, combat and city-building sessions are not separated. *Anno 1800* integrates into a classic [city-building game](https://en.wikipedia.org/wiki/City-building_game) featuring randomly generated [maps](https://en.wikipedia.org/wiki/Level_(video_gaming)) and [trade routes](https://en.wikipedia.org/wiki/Trade_route), [artificial intelligence (AI) opponents](https://en.wikipedia.org/wiki/Artificial_intelligence_in_video_games) that build on the same map as the player, and [naval warfare](https://en.wikipedia.org/wiki/Naval_warfare).

The attractiveness rating of *Anno 1800* grapples with the impact of [industrialization](https://en.wikipedia.org/wiki/Industrialization) on the [population](https://en.wikipedia.org/wiki/Population). With every factory the city's attractiveness rating falls and the rating of the area around an emerging [industrial zone](https://en.wikipedia.org/wiki/Industrial_park) is also affected.[[5]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-5) [Tourists](https://en.wikipedia.org/wiki/Tourist) contribute to the city's income and will flock to natural land, local festivities, and various decorative ornaments, but dislike [pollution](https://en.wikipedia.org/wiki/Pollution), local unrest, and noisy or smelly industry.[[6]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-6)

The [blueprint](https://en.wikipedia.org/wiki/Blueprint) mode of *Anno 1800* is one of the new additions to the series.[[7]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-7) It helps the player by allowing them to plan out their city with silhouetted blueprint buildings, without immediately spending valuable resources on actually constructing them. If a player has insufficient resources the blueprint building can be placed on the city map for later construction. Once planning is done and the necessary resources are gathered, each blueprint building can be built with a single click.[[4]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-Blueprint_%E2%80%93_Anno_Union-4)

**Downloadable content**[[edit](https://en.wikipedia.org/w/index.php?title=Anno_1800&action=edit&section=2)]

The *Anno 1800* Season 1 pass for paid-for [downloadable content](https://en.wikipedia.org/wiki/Downloadable_content) (DLC) includes the three DLC packs *Sunken Treasure*, *Botanica* and *The Passage*.[[8]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-8) While in *Botanica* cities can be beautified to attract more tourists, *The Passage* allows the player to [sail](https://en.wikipedia.org/wiki/Sail) the [Northwest Passage](https://en.wikipedia.org/wiki/Northwest_Passage) on the way to the [Arctic Circle](https://en.wikipedia.org/wiki/Arctic_Circle).[[9]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-9)

In 2020, Season 2 introduced a further three DLC packs. *Seat of Power* lets the player choose which [policies](https://en.wikipedia.org/wiki/Policies) will influence the [settlements](https://en.wikipedia.org/wiki/Settlement_geography) in the vicinity of a [palace](https://en.wikipedia.org/wiki/Palace). The *Bright Harvest* DLC introduces [tractors](https://en.wikipedia.org/wiki/Tractor) and [workforce reduction](https://en.wikipedia.org/wiki/Workforce_reduction). In *Land of Lions* the player is challenged with exploring a [desert](https://en.wikipedia.org/wiki/Desert), navigate [social class](https://en.wikipedia.org/wiki/Social_class) and build an [irrigation system](https://en.wikipedia.org/wiki/Irrigation) to counter [water shortage](https://en.wikipedia.org/wiki/Water_shortage).[[10]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-10)

In 2021, Season 3 introduced three more DLCs. *Docklands* allows the player to turn their city into a global trade hub with a modular [warehouse](https://en.wikipedia.org/wiki/Warehouse) system and use [trade contracts](https://www.lawinsider.com/dictionary/trade-contract) to create a [monopoly](https://en.wikipedia.org/wiki/Monopoly) on player's favorite goods. *Tourist Season* introduces the new Tourist resident tier to city’s [hotels](https://en.wikipedia.org/wiki/Hotel) and keep them entertained with [restaurants](https://en.wikipedia.org/wiki/Restaurant) and bus tours of [hotspots](https://www.merriam-webster.com/dictionary/hot_spot). *The High Life* implements the construction of the first [skyscrapers](https://en.wikipedia.org/wiki/Skyscraper) helping keep [investors](https://en.wikipedia.org/wiki/Investor) happy with [shopping malls](https://en.wikipedia.org/wiki/Shopping_mall) and the construction of the game’s biggest monument, the Empire Building.[[11]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-11)

In 2022, Season 4 saw the release of a further three DLCs. These DLCs focused more on the [New World](https://en.wikipedia.org/wiki/New_World), introducing [Haciendas](https://en.wikipedia.org/wiki/Hacienda) and other game mechanics. In addition, these three DLCs each came with their own custom scenario, each containing new challenges and unique gameplay experiences. The three DLCs included in Season 4 are *Seeds of Change*, *Empire of the Skies*, and *New World Rising*.[[12]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-12)

Distribution[[edit](https://en.wikipedia.org/w/index.php?title=Anno_1800&action=edit&section=3)]

*Anno 1800* is available on [Steam](https://en.wikipedia.org/wiki/Steam_(service)), [Epic Games Store](https://en.wikipedia.org/wiki/Epic_Games_Store), [Origin](https://en.wikipedia.org/wiki/Origin_(service)),[[13]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-13) and [Ubisoft Connect](https://en.wikipedia.org/wiki/Ubisoft_Connect). It was originally also available for pre-purchase on Steam, but was pulled from Steam when it officially launched.[[14]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-Epic-Games-Store-14) In December 2022, Anno 1800 was reinstated on Steam.[[15]](https://en.wikipedia.org/wiki/Anno_1800#cite_note-15)