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Anno 2205 > General Discussions > Topic Details Veteran Difficulty...my thoughts Is it me or does this setting not seem all that difficult? At least not difficult in the way I would like to see a hard difficulty setting. Ok, so stuff costs more, you get pitiful amounts of revenue, and you can't store as much stuff, but anyone who is patient enough and do the "hurry up and wait" that this game is famous for can get over that. After putting in about 6 hours on that setting, I just had enough, it was just taking way too long to get anywhere. Even the game was telling me to take a break I don't mind playing a more difficult setting, but for me, it needs to be more balanced. Sure, make it difficult to reach a certain goal, but it needs to be rewarding and give a sense that something was accomplished. That obstacle you overcame makes easier what was difficult and then you start the next challenge. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. HowLongToBeatAnno 2205 NewsLoad More Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Home Minimum:OS: Windows 10(64bit versions)Processor: Intel Core i5 750 @ 2.6 GHz or AMD Phenom II X4 @ 3.2 GHzMemory: 4 GB RAMGraphics: nVidia GeForce GTX460 or AMD Radeon HD5870 (1024MB VRAM with Shader Model 5.0)Storage: 35 GB available spaceSound Card: DirectX Compatible Sound Card with latest driversAdditional Notes: Game contains Denuvo anti-tamper technology. Recommended:OS: Windows 10(64bit versions)Processor: Intel Core i5 2400s @ 2.5 GHz or AMD FX 4100 @ 3.6Memory: 8 GB RAMGraphics: nVidia GeForce GTX 680 or AMD Radeon HD7970 or better (2048MB VRAM or more, with Shader Model 5.0)Storage: 35 GB available spaceSound Card: DirectX Compatible Sound Card with latest driversAdditional Notes: Game contains Denuvo anti-tamper technology. Page 2 Warbond Shop from the hangar or from the Battle Pass window by clicking \u201cShop\u201d[\/quote][i][b]What is the Warbond Shop?[\/b]The Warbond shop is connected with and runs in tandem with the Battle Pass. Items in the Warbond shop can be purchased with a currency called Warbonds that are earned in the Battle Pass. There are a total of 6 shop levels and each one can be unlocked by reaching specific levels in the Battle Pass. In addition to purchasing with Warbonds, each item from shop level 3 requires a certain number of medals to purchase. Medals can be obtained through completing Special Tasks. [\/i][h2]Vehicles[\/h2][h3]Aigle (France)[\/h3][img]{STEAM_CLAN_IMAGE}\/4649813\/b3e42e317c6942de60ed446545bc73223a2c1447.png[\/img]Aigle features five main turrets with a single 138.6 mm gun in each, capable of firing HE or SAPBC. This Destroyer also has six torpedoes, an array of machine guns, and a 71 km\/h top speed, making Aigle a good all-round Destroyer, capable of taking out a range of enemies.[h3]M\u00f6rk\u00f6-Morane (Sweden)[\/h3][img]{STEAM_CLAN_IMAGE}\/4649813\/4eff9e06d11d66b294cfa5464f9917305c06bb53.png[\/img]The M\u00f6rk\u00f6-Morane is a Finnish variant of the French M.S.406, delivered in 1940. This variant features a single 12.7 mm machine gun or 20 mm cannon in the nose (swappable via modifications), one 7.5 mm machine gun on each wing, a good top speed of over 500 km\/h and an excellent turn time.[h3]Grant I (USA)[\/h3][img]{STEAM_CLAN_IMAGE}\/4649813\/824bc99e663553863dcc31e821df7d77887e830e.png[\/img]The Grant I was derived from Britain needing a tank, they opted for the M3 Medium and modified it to their needs. This tank features two cannons; a fast-firing 37 mm gun in a conventional turret \u2014 which features significantly more armor than the Lee variant, along with a 75 mm at the side of the hull, firing the same powerful APHE shell as the early Shermans.[h3]Z47 (Germany)[\/h3][img]{STEAM_CLAN_IMAGE}\/4649813\/ec71b6120e69d03777d1359a090dfdcd0730d282.png[\/img]The Type C Z47 was developed due to the shortcomings of the Type A and B. Featuring three main turrets with two 12.8 cm guns in each, the Z47 packs a punch against other enemy Destroyers. This ship also features twelve torpedoes and several 2 cm and 3.7 cm anti-aircraft guns.[h3]Mustang Mk IA (Great Britain)[\/h3][img]{STEAM_CLAN_IMAGE}\/4649813\/768d69af69f2ebd25e10dd189eb26cc5412bf32e.png[\/img]The Mustang Mk IA is a British variant of the classic American P-51. It features several unique camouflages, four 20 mm Hispano cannons that can deal heavy damage to enemy aircraft and great flight performance. It lacks suspended weaponry options, but the AP rounds fired by its cannons can tear through the top of enemy tanks with ease.[h3]T-34-57 (1943) (USSR)[\/h3][img]{STEAM_CLAN_IMAGE}\/4649813\/812853b3b7a64e25f822bcc0dcbe8b788f21367.png[\/img]The T-34-57 (1943) was a late, experimental variant of the T-34, featuring the 57 mm ZIS-4M cannon in a modified hexagonal turret. It combines workable armor with effective mobility and a powerful cannon, with both high penetration and a very fast reload.[h2]Decals[\/h2]Season 20 returns a Trophy with tiger decals, plus the new Lady Death decal, continuing this themed series![img]{STEAM_CLAN_IMAGE}\/4649813\/c84ce96fced2e96a1d23252b1a2428d30c7faab7.png[\/img][b]\u201cLady Death\u201d[\/b] pinup decal[h2]Trophies[\/h2]Like decorating your ground vehicles? Then check out the Road signs trophy, featuring several road signs for your vehicles! Prefer making your player profile unique? Open the profile icon trophy to get yourself a USSR tanker! [h2]Consumables[\/h2]Alongside trophies, vehicles and decals are a bunch of useful consumable items, including boosters, universal backups, wagers & orders, premium vehicle rentals and talismans \u2014 all perfect for helping you through the game.[b]Get out there and get yourself some goodies![\/b]","commentcount":132,"tags":

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{STEAM_CLAN_IMAGE}\/40722422\/da7dea5dedc5e2c5c36bbd6269efd1a620ba60.png\"][\/img][\/p][h2]Evolving World[\/h2][p]Forza Horizon 5\u2019s Mexico is reenergising for the Horizon 10-Year Anniversary. Each week, a new Festival site will be temporarily setup in Mexico in celebration of the past Festivals.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/06a545ad38bd509bdcf56c0d8b87264c7b739969.png\"][\/img][\/p][p]In the Summer \u201cWet\u201d season, reminisce about the origins of the Horizon Festival in Colorado as we celebrate the original Forza Horizon with a new festival site in the Copper Canyon. In the Autumn \u201cStorm\u201d season, relive the days of cross-country racing through Europe\u2019s vineyards in Forza Horizon 2 with an associated outpost west of the town of Guanajuato.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/aff207ff0c2b579254ed9c1b1355513f51ccc9d.png\"][\/img][\/p][p]The Winter \u201cDry\u201d season is all about the land down under as we relive the days of driving through the Outback in Forza Horizon 3\u2019s Australia with a desert festival setup south of Dunas Blancas. Last, but certainly not least, we look back on countryside roads of beautiful, historic Britain as we celebrate Forza Horizon 4 with an appropriately themed outpost south of the Horizon Stadium.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/3fa953be9429d44e4a79345dd240a538179571ac.png\"][\/img][\/p][p]Over the next four weeks, festival races at Horizon Mexico are also involved in these anniversary celebrations, as classic flags, gantries, displays and towers recreate the vibes and essence of our past Horizon Festivals.[\/p][p]Plus, be on the lookout for the Bonus Board collectibles. Each week, these iconic \u201csmashables\u201d can be found around the temporary Festival sites mentioned above and are a fun throwback to the Bonus Boards of previous Horizon games.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/9b13464cf61afc988ec535cde6529da73d3ce20f.png\"][\/img][\/p][h2][b]Festival Playlist[\/b][\/h2][h3][b]2013 Wuling Sunshine S[\/b][\/h3][p][img src=\"
{STEAM_CLAN_IMAGE}\/40722422\/8fe5ce5cfd389e4d9e5f0222478ddbba7b09575b.png\"][\/img][\/p][p]Wuling (\u201cfive diamonds\u201d) is the biggest manufacturer of microvans in China. These pint-sized commercial vehicles are no bigger than compact cars but are the work horses for millions of farmers and small businesses. One of these microvans, the Wuling Sunshine, is the best-selling car of all time in China. Launched in 2002, it\u2019s been seen dozens of variants, and has become a cultural icon with Chinese consumers. The second generation launched in 2013 with an \u201cS\u201d variant, with technical upgrades like ABS and EBD. Powered by a 1.2-liter engine that outputs 82hp with a 5-speed manual transmission, it may not sound like a whole lot under the hood, but Forza tuners will certainly maximise its potential after an engine swap and various upgrades.[\/p][h3][b]2012 Lamborghini Gallardo LP 570-4 Spyder Performante[\/b][\/h3][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/a4cf3dfaa9a81af96e1feb0cf4bc9790101b64ee.png\"][\/img][\/p][p]The already amazing Gallardo LP570-4 Superleggera gets an upgrade by removing its roof. Just like its predecessor, the 2012 Lamborghini Gallardo LP 570-4 Spyder Performante is a nimble powerhouse capable of producing 570 bhp while being swift and grippy through corners. This car\u2019s body was designed to be striking in appearance, completely aerodynamic, and as light as possible. Some of the new features added to the Spyder Performante version of the Gallardo include a new front with a V-shaped nose. The Spyder is the last member of the Gallardo line to be built, and only 180 copies of the car were ever produced.[\/p][h3][b]1985 HDT VK Commodore Group A[\/b][\/h3][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/c373d5216d74479bd150869071d11332de705441.png\"][\/img][\/p][p]In Australia, the name Peter Geoffrey Brock evokes Australian Touring Car Championships, national pride, and the twisting, undulating roads of Bathurst. The Commodore Group A is a distinctive car in Brock\u2019s racing career, built during the period when he was running his own company building race-bred road cars. In the mid-1980s, home grown rules evolved to a European formula that included homologation. We have these rules to thank for the 502 models of the VK Commodore Group A that were built. Dubbed \u201cBluey\u201d or \u201cBlue Meanie\u201d for the Formula Blue color painted on the models: in sight, sound, and speed, the Group A holds a special place in the heart of Holden fans.[\/p][h3][b]2012 Eagle Speedster[\/b][\/h3][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/2f018b549dc5e5ba2bfe212906015d26a5a54cb0.png\"][\/img][\/p][p]The bumper-to-bumper beauty that is the Eagle Speedster will have you gasping for breath and racing to victory in Forza Horizon 5. If the chopped windscreen, classic Jaguar E-type lines, and low-slung cockpit doesn\u2019t fire your synapses into a frenzy then you have probably flat-lined. The Eagle Speedster is a vintage ride with all the technology of today.[\/p][h2]Horizon Backstage Vote[\/h2][p]Here's the card for the next matchups taking place at the Horizon Backstage Vote for this series. Make sure to cast your vote and pick the car pair that gets added to the Backstage Shop![\/p][p]
[img src=\"{STEAM_CLAN_IMAGE}\/40722422\/f9dbd3857b1873d1110b35ad5649a3b52e112898.png\"][\/img][\/p][p][b]Week 1 (July 17 \u2013 July 24):[\/b] 1997 Toyota Soarer and 2023 Formula Drift #64 Forsberg Racing Nissan Z VERSUS 1995 Ford Mustang SVT Cobra R and 1965 Hoonigan Gymkhana 10 Ford Hoonicorn Mustang[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/4f523a2031187fc041c2b9b8e7e5d38805ac72d8.jpg\"][\/img][\/p][b]Week 2 (July 24 \u2013 July 31):[\/b] 2007 Alfa Romeo 8C Competizione and 1991 Bentley Turbo R VERSUS 2008 Aston Martin DBS and 1990 Aston Martin Lagonda[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/f04495b6a1ee0d991f5510d9e6c34cce9f27527.jpg\"][\/img][\/p][p][b]Week 3 (July 31 \u2013 August 7):[\/b] 1973 Ford XB Falcon GT and 1966 Chevrolet Nova Super Sport VERSUS 1968 Plymouth Barracuda Formula-S and 1970 AMC Rebel The Machine[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/44e7c9d4e7f35c0a59bd8cd59cc430e1b508aa65.jpg\"][\/img][\/p][p][b]Week 4 (August 7 \u2013 August 14):[\/b] 2021 Mercedes-AMG GT Black Series and 2021 Bentley Flying Spur VERSUS 2023 Porsche 911 GT3 RS and 2018 Mercedes-AMG E 63 S[\/p][h2][b]What\u2019s Next[\/b][\/h2][p][img src=\"{STEAM_CLAN_IMAGE}\/40722422\/9fe4041944c91888c8cd84d7f2cd770c55437b3c.png\"][\/img][\/p][p]The choice of the next Festival Playlist is up to you! Choose between these two Festival themes, challenges and rewards to play next month.[\/p][p][b]Summer Party[\/b][\/p][p][b]Series Rewards:[\/b][\/p][list][*][p]2012 Lamborghini Aventador J[\/p][\/*][*][p]1967 Mercedes-Benz 280 SL[\/p][\/*][\/list][p][b]Weekly Rewards:[\/b][\/p][list][*][p]Summer: 1973 Ford XB Falcon GT[\/p][\/*][*][p]Autumn: 1980 FIAT 124 Sport Spider[\/p][\/*][*][p]Winter: 2022 Toyota GR86[\/p][\/*][*][p]Spring: 1970 Dodge Coronet Super Bee[\/p][\/*][\/list][p][b]Back to the 90\u2019s[\/b][\/p][p][b]Series Rewards:[\/b][\/p][list][*][p]1992 Ferrari 512 TR[\/p][\/*][*][p]1992 GMC Typhoon[\/p][\/*][\/list][p][b]Weekly Rewards[\/b][\/p][list][*][p]Summer: 1997 Toyota Soarer 2.5 GT-T[\/p][\/*][*][p]Autumn: 1998 Mitsubishi FTO GP Version R[\/p][\/*][*][p]Winter: 1990 Aston Martin Lagonda[\/p][\/*][*][p]Spring: 1996 SUBARU SVX[\/p][\/*][\/list]","commentcount":24,"tags":
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[],\"automatically_push_updated_source\":false}","announcement_body":{"gid":"534351676690741600","clanid":"45343433","posterid":"0","headline":"Dev Update - July 18th 2025","posttime":1752858725,"updatetime":1752858820,"body":"[img]{STEAM_CLAN_IMAGE}\/45343433\/2e01fd695204b8ae4ed12e541901a93148bd88c5.png[\/img]We haven\u2019t given news in a little while, so this is quite a long post - [i][b]TL;DR if you don\u2019t have time: crossplay and player reporting will be available in 6-9 weeks, new ranked queue will be made available in a couple of months. [\/b][\/i]One month ago, Rematch was released, after 4 years of development (early prototypes started in Spring 2021). As a team, this was the first time we did a game of this type, and of this scale, and the first few days of release were quite rough, with some serious stability\/desync\/matchmaking issues. We did hotfixes almost daily for the first two weeks, and the game is much more stable now, with a vast majority of players having a solid experience, but we know there are ongoing issues, and we are in the process of fixing them. We\u2019re sorry for the inconveniences some of you have faced, and may still be facing today.Sifu was not just a kung-fu game, and Rematch is not just a football game - in a way it\u2019s a samurai game. Interactions between players are swift, decisive, and can turn the tide of events in an instant. As such, for the game to feel fair, and be fun, our execution must be flawless - and we\u2019re not quite there yet. We\u2019re proud of the game in its current state, but please be assured that the team is working hard to deliver fixes and updates as fast as possible, and that we are very determined to keep polishing the game, and to bring Rematch to its full potential. There has already been over 60 million hours played in the game, a dynamic competitive scene is emerging, with teams created, tournaments organized, mechanics dissected, strategies discussed\u2026 We are very grateful to all players who have played the game so far, and the love you\u2019re showing for the game makes us really happy. We love Rematch too, we play it during our evenings and our weekends, and we\u2019re going to keep making the game better and better. [hr][\/hr] [h2][b]Upcoming Patch[\/b][\/h2]Short term, a patch will be delivered next week that will introduce a first basic version of gamepad input remapping, colorblindness options, and fix a number of bugs - these will be detailed in the upcoming patch notes, but don\u2019t expect significant changes at this stage. Shortly after this patch, a hotfix will feature two other netcode improvements, mostly to fix an issue linked to goals sometimes being validated, even when the goalkeeper has caught the ball, and another where tackles don\u2019t connect, especially when performed on the end of shooting animations - these issues were too complex to be added to the patch that is currently being tested, which is why they\u2019ll be delivered a few days later. Overall, core gameplay netcode improvement will be a continuous effort in the coming months (and beyond!), but we should soon be in a position where we can actually start tweaking and refining core gameplay mechanics (goalkeeper, tackle, volleys\u2026). We\u2019ll post a core gameplay update in a few weeks giving more details, but for now, let\u2019s cover some topics that see lots of discussions and requests! First, we can confirm that crossplay will be introduced at the latest in September when we launch Season 1 - and hopefully earlier than that! We are currently implementing the different components of the feature, the backend is already functional, and if all goes well, we may be able to start rolling out the first version by the end of August. [h2][b]Player Reporting[\/b] [\/h2]This feature will be delivered at the same time - it\u2019s the unfortunate reality of online games that some players can be toxic, and seem to enjoy trolling, ruining games, insulting people\u2026 these behaviors are not acceptable, and players will have in-game tools to signal toxic actors. [h2][b]M&KB improvements[\/b] [\/h2]Should be coming in a patch as soon as possible: notably to aim, introducing mouse sensitivity settings for tap, and WASD as a tap aiming input method option. We couldn\u2019t get this in for the patch coming next week, but we\u2019re not forgetting M&KB players! We are also investigating a method to allow players to adjust slightly after having given a shoot input. [h2][b]New ranked queues[\/b] [\/h2]We see a lot of requests for ranked 3v3 and 4v4 - we probably will not add two new competitive queues right away, since this can split the player base and have an impact on matchmaking queues, but we are currently estimating the work to be done to release a new one in a couple of months. This requires backend work, but also UX\/UI updates to player profiles, end of match screens, etc. More news on this soon. [h2][b]Ranking and matchmaking[\/b][\/h2] We are also seeing a lot of discussion around the ranking system, and for good reason. It is the main way for players today to measure their skill progression in Rematch. To clarify the current system; we use Openskill to calculate a player\u2019s Matchmaking Skill Rating - this allows us to then create balanced games by ensuring that the average skill level of both teams is close. Based on the data we\u2019re observing, this is an aspect of the system that seems to be working well. On the other hand, as we were facing issues with our matchmaking queues at launch, we had to loosen the restrictions for the skill difference between players, within the same team. This means that while the average rating of the two teams will be balanced, players can be teamed up with other players of significantly different skill levels. The matches will be balanced, but it can be frustrating to have to carry a lower level player, so we are looking right now at how to improve this, in order to both have games as fair and balanced as possible, while still minimizing queue times.The Ranking system uses a different logic. It is a representation of your skill, but also a progression system. It is not used directly to select the players and create the teams, and with stricter parameters on skill difference within teams, this restriction should not be necessary. On a similar note, we decided to allow players to queue up together, whatever their respective ranks. Rematch is a game about playing football with friends, and for instance if Master players want to team up with a couple of Gold friends, we think they should be able to. And after all, this is football - we often see young talented players get a chance to play in the big leagues, and perform amazingly well. A final note on demotion protection. Currently in Rematch, you cannot rank down a whole league (from Gold to Silver for example). This has positive effects, notably diminishing anxiety and frustration around the ladder experience, but it comes with multiple drawbacks, which have been justly pointed out by the community. We\u2019re looking at this closely, and will have updates on this topic soon. As you can see, there are a lot of moving parts around these subjects. We will be doing minor tweaks to matchmaking parameters soon, and overall we have a number of changes to make in order for the Ranked experience to keep improving. We will work on another blog post on this topic very soon, to go into more details, and are actively listening to all your feedback on the subject.[h2][b]Servers and regions[\/b] [\/h2]Just like football, Rematch is a game that is played all over the world, which creates significant challenges in server distribution and latency optimizations. We are currently looking into deploying a solution to optimize the routing of packets on networks to reduce latency, which will be deployed in South America first, which is one of the regions with recurrent latency issues, before being deployed to Middle East and other regions, once we confirm results. We are also reviewing our server locations, and total number of locations, and regions, to ensure best possible latency for the largest number of players. There are other improvements we are planning to do, and along with the gameplay netcode improvements mentioned above, the objective is to ensure that players have the smoothest possible online experience. [hr][\/hr] That\u2019s it for today! There are many other topics to cover, like core gameplay improvements, upcoming balancing \/ refinements, so we\u2019ll have more news for you all soon. Thanks for your support and patience, and see you on the pitch! https:\/\/store.steampowered.com\/app\/2138720\/REMATCH\/","commentcount":239,"tags":
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[h2]\ud83d\udd39\ufeff\ufeff3 New Challenges[\/h2][\/p][p]Fans of [b]classic arena shooters + modern tactical shooters[\/b] will feel right at home in Summer 2025![\/p][p][\/p][p][b]Arenatrack[\/b] - Train a seamless mix of reactive tracking and dynamic clicking in the arena! [\/p][p][\/p][p][b]Peekshot[\/b] - Train peeking, swinging, and crosshair placement on the move! [\/p][p][\/p][p][b]Omniswitch[\/b] - Train the full spectrum of target switching in multiple phases! [\/p][p][\/p][p]Summer 2025 tests the [b]full range of aim[\/b] - with[b] 3 Challenges evenly balanced[\/b] between flicking, tracking, and switching - rewarding the most [b]well rounded aimers![\/b][\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/30632227\/9a951e8a0f7b78bdf8a86d027becd5420a981bef.gif\"][\/img][\/p][p][h2]\ud83d\udd39$15,000+ In Prizes + New In-Game Rewards[\/h2][\/p][p]You read that right. [b]Over $15,000 in prizes[\/b] are up for grabs! [\/p][p][\/p][p]Top players [b]win the latest and greatest gaming gear from Logitech G[\/b] - like the G502 X PLUS MOUSE + ASTRO A50 GEN 5 WIRELESS HEADSET! [\/p][p][\/p][p]Didn't earn a top placement? No problem - play any Summer 2025 Challenge for a chance to [b]win Logitech G gear in sweepstakes[\/b], with 10 giveaway winners total! [\/p][p][\/p][p]Earn brand [b]new in-game rewards[\/b] this season too! [\/p][p][\/p][p]With [b]new Placement Titles extended to the Top 1000 players,[\/b] a [b]new G502 themed weapon skin[\/b], and a sleek new G502 themed [b]Avatar + Banner[\/b] combo, there's something special for everyone to win in Summer 2025![img src=\"
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randonn\u00e9e et le num\u00e9ro\u00a04 de Nature Hebdo.\",\"I premi della settimana: il bagno esterno Trono di Legno, le pietre decorative della Baia, i sandali da trekking e Settimanale del Mondo Reale, n. 4.\",\"\uc774\ubc88 \uc8fc \ubcf4\uc0c1: \ub098\ubb34 \uc655\uc88c \uc625\uc678 \ud654\uc7a5\uc2e4, \ucf54\ube0c \uc2a4\ud1a4 \uc7a5\uc2dd\uc6a9 \ubc14\uc704, \ud2b8\ub808\uc77c \uc0cc\ub4e4, \ud130\uce58 \uadf8\ub798\uc2a4 \uc704\ud074\ub9ac 4\ud638\",\"Recompensas de la semana: retrete Trono de Madera, rocas decorativas de cala, sandalias de senderista y Semanario Silvestre, n\u00famero 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Today, we\u2019d like to give you a closer look at some of the destinations that await you along the road.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/4036972\/02d8ebdca5109a1874797d572147e5bbc3e04936.jpg\"][\/img][\/p][p]From quiet fishing villages nestled along the Norwegian coastline to peaceful inland communities in Sweden and Finland, our teams have worked hard to capture the atmosphere and natural beauty of these locations. Whether you're hauling cargo, taking a break, or simply passing through, we hope these places leave a lasting impression.[\/p][p][b]Norway[\/b][\/p][p]Located in the heart of a stunning southern fjord region lies Skei, welcoming drivers with its picturesque views and tranquil surroundings. This small settlement offers a restful pause before heading into the more mountainous terrain to the north.[\/p][p]You\u2019ll also come across \u00c5ndalsnes, a town\u00a0surrounded by steep mountains. This settlement is known as the \"Alpine village by the fjord.\" It marks the start of scenic routes and offers stunning views, making it a memorable stop for any driver passing through western Norway.[\/p][p]In the wide-open tundra of Finnmark lies Kautokeino, a cultural heartland of the S\u00e1mi people. It\u2019s a quiet stop on your journey, featuring traditional red wooden houses that offer a glimpse into the region\u2019s distinctive character.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/4036972\/e330b1025ff42ee88f3e4c3953fadaabaeab3610.jpg\"][\/img][\/p][p]Perched on Norway\u2019s rugged western coast is Myre, a small fishing town surrounded by scattered islands and stormy seas. The winding road that leads here passes through breathtaking landscapes, rewarding drivers with views and a sense of isolation rarely found elsewhere.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/4036972\/2018165f9a0e7dcf102a5b2676bd670950e98eb.jpg\"][\/img][\/p][p][b]Sweden[\/b][\/p][p]Our first stop in Sweden is Vittangi, tucked away deep within Swedish Lapland. Founded by Henrik Mickelsson Kyr\u00f6 in 1674, the village sits amid boreal forests, offering peaceful drives through nature and glimpses of wooden cottages scattered across the landscape.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/4036972\/611c5d1180575b4e51e8a797b68d184c9b975a07.jpg\"][\/img][\/p][p]Next is Dorotea, known as the \u201cSouthern Gateway to Lapland\u201d. Though small, it is a proud community situated by lakes and surrounded by wilderness\u2014an ideal resting point before venturing further north.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/4036972\/f19295ca4dc1ab1618cb68ba37470895b7cf0e8.jpg\"][\/img][\/p][p]Lastly, we highlight Ytterhogdal, a charming spot in central Sweden that invites drivers to slow down and take in the serenity of the countryside. With its pine forests, calm lakes, and peaceful village life, it offers a welcome contrast to busier roads.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/4036972\/fe6d7d099a67eaa94d4b26d16985b40cf2367ba3.jpg\"][\/img][\/p][p][b]Finland[\/b][\/p][p]In the heart of Finland lie Viitasaari, where quiet roads, expansive lakes, and a strong local identity come together. It\u2019s a common stop for drivers travelling north or south, providing not only fuel but also a refreshing pause amid Finnish nature.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/4036972\/d6e88c6dcd05310b8e16677c6ea429beb180c3c4.jpg\"][\/img][\/p][p]Another Finnish destination to look forward to is Siilinj\u00e4rvi, which offers a slower pace of life. Surrounded by forests and lakes, this town combines natural beauty with essential services for travellers. It\u2019s the perfect spot to relax and enjoy the calm of central Finland.[\/p][p][img src=\"{STEAM_CLAN_IMAGE}\/4036972\/b0128f0420273d89b2d8ae63f1d1e205cea0c.jpg\"][\/img][\/p][p]While these are just a handful of the settlements featured in this blog, rest assured that many more await discovery. Each has been carefully crafted by our map, asset, and art teams to reflect the spirit of its real-world counterpart, from architecture and layout to the surrounding nature and terrain.[\/p][p]Alongside these communities, you\u2019ll drive along countless scenic byways and rural landscapes that define the Nordic experience. We encourage every trucker to pause, pull over, and take in the breathtaking world that stretches far beyond the cities.[\/p][p]Eager to hit the Nordic roads? Be sure to [url=\"https:\/\/store.steampowered.com\/app\/2780810\/Euro_Truck_Simulator_2__Nordic_Horizons\/#game_area_purchase\/\"]add Nordic Horizons to your Steam Wishlist[\/url]! Stay connected with us on\u00a0[url=\"https:\/\/twitter.com\/scssoftware\/\"]X[\/url],\u00a0[url=\"https:\/\/www.facebook.com\/scssoft\/\"]Facebook[\/url],\u00a0[url=\"https:\/\/www.instagram.com\/scs.software\/\"]Instagram[\/url],\u00a0[url=\"https:\/\/bsky.app\/profile\/scssoft.com\"]Bluesky[\/url],\u00a0and\u00a0[url=\"https:\/\/www.youtube.com\/@SCSSoftware\/\"]YouTube[\/url], or by [url=\"https:\/\/www.scssoft.com\/newsletter\/\"]subscribing to our newsletter[\/url] for all the latest updates. See you on the road![\/p][p][dynamiclink href=\"https:\/\/store.steampowered.com\/app\/2780810\/Euro_Truck_Simulator_2__Nordic_Horizons\/\"][\/dynamiclink][\/p]","commentcount":81,"tags":
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Get 20% off [url=https:\/\/store.steampowered.com\/app\/1149640\/RimWorld__Royalty\/]Royalty[\/url] and [url=https:\/\/store.steampowered.com\/app\/1392840\/RimWorld__Ideology\/]Ideology[\/url], and 10% off [url=https:\/\/store.steampowered.com\/app\/1826140\/RimWorld__Biotech\/]Biotech[\/url] and [url=https:\/\/store.steampowered.com\/app\/2380740\/RimWorld__Anomaly\/]Anomaly[\/url]![previewyoutube=FutmQwQ-O2A;full][\/previewyoutube][h2]Update 1.6[\/h2]RimWorld\u2019s free update 1.6 is out now - you don\u2019t need to own Odyssey to get it. This update brings massive performance improvements, reworked map generation, flying animals, and quality-of-life changes across caravans, plans, building, UI, and more. Read more about it [url=https:\/\/store.steampowered.com\/news\/app\/294100\/view\/498322216088241321]here[\/url] or check out the [url=https:\/\/docs.google.com\/document\/d\/e\/2PACX-1vRCjqVtPQDFGu4POiKTUd_8o3U2Adhv99SOvcgU66ABdYtk3Cgndd53yJ6BC4tZX530pp_m6lf4Z9P\/pub]changelog here[\/url].[b]Compatibility FAQ[\/b][list][*] Unmodded savegames from 1.5 will load in 1.6. [*] If you want to keep playing on version 1.5, use Steam beta branch \"version-1.5\". [i]To do this, right-click RimWorld in the Steam library, go to properties, open the betas tab, and select the version from the dropdown.[\/i][*] Many mods have already been updated to version 1.6 - thank you to our modders! However, some mods have not yet been updated, and they will not work in 1.6.[\/list] [h2]Odyssey original soundtrack[\/h2]You can also grab the [url=https:\/\/store.steampowered.com\/app\/3689230\/RimWorld__Odyssey_Soundtrack\/]RimWorld - Odyssey soundtrack[\/url][\/b] on Steam. Created by RimWorld composer Alistair Lindsay, it features 10 thrilling, spacey tracks to accompany you during your orbital expeditions. [h2]Odyssey merch collection[\/h2]We\u2019ve just launched our new, limited-edition [b]Odyssey collection[\/b] on our official merch site: [b][url=https:\/\/rimworld.store\/]https:\/\/rimworld.store\/[\/url][\/b][img]{STEAM_CLAN_IMAGE}\/25160263\/24992d5002a77de516a820d20dda1154f2ffad01.jpg[\/img]The collection includes: [list][*][b]RimWorld bomber jacket and patches[\/b]: A stylish colonist jacket with iron-on patches so you can proudly display your favorite expansions. [*][b]Centipede plush[\/b]: For such a heavily-armored murder machine, it\u2019s very plump. [*][b]Odyssey T-shirt[\/b]: This gravship tee is perfect for launching into the stars, digging through ruins, or fighting off pirates. [*][b]Hive queen plush[\/b]: All the terror of the insectoid matriarch, bloated with cuteness instead of larvae. [\/list] [h2]Odyssey[\/h2]Odyssey enriches the world and expands your adventure beyond a single map. Build a gravship - your flying home - to travel across the planet. Settle in new biomes filled with diverse landforms and exotic wildlife. Go on quests to hunt the alpha thrumbo or raid ancient cryptosleep bunkers. Launch into orbit and scavenge tech from space stations and asteroids. But out in the void, an ancient machine mind stirs\u2026Tell us about your gravship adventures on Reddit, X, and BlueSky. Found a bug? Please report it in the [url=https:\/\/discord.gg\/MC6eYAHuPu]RimWorld official development Discord[\/url].Odyssey is available to play in: English, Chinese Simplified, Chinese Traditional, Russian, French, German, European Spanish, Latin Spanish, Brazilian Portuguese, Japanese, Korean, Polish, Turkish, Ukrainian, and Dutch.We went over Odyssey\u2019s content in our previews below, but you can also dive in blind![list][*] [url=https:\/\/store.steampowered.com\/news\/app\/294100\/view\/498322216088241321]Announcing Odyssey and update 1.6![\/url][*] [url=https:\/\/store.steampowered.com\/news\/app\/294100\/view\/498324752822173699]Odyssey preview #1: Map features, landmarks, and biomes[\/url][*] [url=https:\/\/store.steampowered.com\/news\/app\/294100\/view\/498324752822174133]Odyssey preview #2: Gravships and space[\/url][*] [url=https:\/\/store.steampowered.com\/news\/app\/294100\/view\/498325386812198309]Odyssey preview #3: Animals, training, and fishing[\/url][*] [url=https:\/\/store.steampowered.com\/news\/app\/294100\/view\/498325386812198496]Odyssey preview #4: Quests, the mechhive endgame, drones, and more[\/url][\/list] Thank you very much for another awesome launch. RimWorld is nearly 12 years old, which is wild to say. What started as my alpha project and a Kickstarter now has this massive, thriving community of talented players, modders, testers, artists, translators, writers, creators, and developers. Couldn\u2019t have done this without you guys. I hope you have fun with Odyssey and I\u2019m looking forward to the stories that come out of it. See you soon. - Ty and Ludeon Studios[url=https:\/\/ludeon.com\/blog\/]Website[\/url] | [url=https:\/\/x.com\/LudeonStudios\/]X[\/url] | [url=https:\/\/bsky.app\/profile\/ludeonstudios.bsky.social]BlueSky[\/url] | [url=https:\/\/www.reddit.com\/r\/RimWorld\/]Reddit[\/url] | [url=https:\/\/www.facebook.com\/LudeonStudios\/]Facebook[\/url]","commentcount":408,"tags":
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Drop your questions below \u2014 we\u2019ll be picking some for the next Q&A![\/p][hr][\/hr][h1][b]General[\/b][\/h1][p][\/p][h3]Is the new expanded\/changed map from War Sails also in the base game, or do you have two different world maps?[\/h3][list][*][p]There will be two separate world maps - the existing one for the base game and the new one for War Sails. The latter will contain changes relevant to naval gameplay and the new Nord faction discussed in our last blog.[\/p][p][\/p][\/*][\/list][h3]Will bridges interrupt sailing on rivers?[\/h3][list][*][p]No, bridges won\u2019t disrupt your naval voyage.[\/p][p][\/p][\/*][\/list][h3]How many towns and castles will the new Nord kingdom control?[\/h3][list][*][p]Four towns and ten castles, though the exact number of castles may still change slightly as we balance the experience.[\/p][p][\/p][\/*][\/list][h3]What food will the Nordic villages produce?[\/h3][list][*][p]The harsh environment of the North makes it harder to produce surplus grain, leaving the Nords to rely more on fish. Several villages across the map also had their production changed to accommodate the new Warlus Ivory and Whale Oil trade goods, as well as to boost fish yields, bringing them on par with grain as another staple food source of Calradia. All of these will introduce new trade opportunities in combination with naval voyages.[\/p][p][\/p][\/*][\/list][h3]What will happen to the islands between the Aserai and the Empire?[\/h3][list][*][p]They will no longer be there in the War Sails map.[\/p][p][\/p][\/*][\/list][h3]How will ships enter the Perassic Sea \u2014 due to the passage between Aserai and the Western Empire?[\/h3][list][*][p]To open the seas, some land also had to give way. Two major crossings \u2014 once narrow land bridges \u2014 have been removed. The southern corridor between Quyaz and Ortysia, and the northern pass linking Omor to Varnovapol. This allows for travel into two massive bodies of water, which would otherwise be blocked off.[\/p][p][\/p][\/*][\/list][h3]When forming a naval army, does each party have to own and maintain its own ships, or can an army leader supply vessels for everyone?[\/h3][list][*][p]Each party is responsible for acquiring and maintaining its own ships. However, armies may set sail even if not all linked-up parties have ships, as long as some parties in the army have them. Additionally, a low ship vs troop ratio penalizes the army\u2019s campaign movement speed.[\/p][\/*][*][p]Shipless parties \u201con route\u201d to join the army try to link up on land or move to the last known army embarking position if the army is already naval. Once the army disembarks, they attempt to link up via land again. Parties in this limbo state also take care of their urgent needs, like acquiring food or avoiding significant threats.[\/p][\/*][*][p]The army creation menu contains information about which summonable parties have ships \u2014 allowing you to make informed decisions that impact your army\u2019s effectiveness on waterways.[\/p][p][\/p][\/*][\/list][h3]In the previous posts, you mentioned how horses take up inventory space on ships and do not provide a naval speed bonus. Does this apply to cavalry units, and will the AI have the same restrictions as the player?[\/h3][list][*][p]Yes, it includes both cavalry and horse archers. This system benefits factions like the Nords, who rely more on mariner troops, while limiting cavalry-heavy factions like the Khuzaits. The AI follows the same restrictions as the player.[\/p][p][\/p][\/*][\/list][h3]Will we have a skill or a companion that can predict the storms?[\/h3][list][*][p]The Boatswain skill will reduce the negative effects, though the storms themselves aren\u2019t predictable. These dynamic weather events will move across the sea and deal damage to ships caught in them. Players will be able to spot storms forming thanks to visual cues like dark clouds and thunder during a brief buildup phase. While you can\u2019t forecast their paths, careful navigation and good ship stats can help you pass through safely or avoid them entirely.[\/p][p][\/p][\/*][\/list][h3]Can you order your ships to meet you at a port while you're elsewhere, or do you need to be at the port before you summon them?[\/h3][list][*][p]You need to be at the port yourself \u2014 ships can only be summoned to the port you're currently in.[\/p][p][\/p][\/*][\/list][h3]Will ships always have a fixed waiting time to arrive when summoned, or does it depend on how far they are from the destination port?[\/h3][list][*][p]Arrival time depends on distance, but it's shorter than regular travel time. Certain perks can reduce it even further.[\/p][p][\/p][\/*][\/list][h3]If a town is captured while our ships are docked there, will we lose them? And does the same apply if enemy ships are docked when we take the town?[\/h3][list][*][p]No, ships will automatically leave the port when the town changes hands, regardless of who owns them. However, they will not be interactable \u2014 you will need to visit another port to summon them.[\/p][p][\/p][\/*][\/list][h3]Do blockade-breaking naval battles take place in the port or open water? And near river towns, are river scenes used?[\/h3][list][*][p]They take place in coastal waters for seaside towns, and river battles are triggered for riverside towns.[\/p][p][\/p][\/*][\/list][h3]How will the AI nobles decide whether to follow a land or naval path?[\/h3][list][*][p]For each journey, the AI will weigh a land-only route against one that uses waterways. It will compare their travel time \u2014 which is impacted by many factors like equipped ships, mounts, troop counts, inventory weight, etc. It will then estimate the damage the water route would inflict on the vessels. If the ships\u2019 current condition (plus a safety margin for unforeseen trouble) can withstand that wear, the party will choose the route that includes water; otherwise, it will stay on land.[\/p][p][\/p][\/*][\/list][h3]How and when will the AI nobles decide to acquire ships?[\/h3][list][*][p]AI nobles aim to maintain enough ships to transport their party efficiently, with many factors taken into account. When evaluating a suitable party ship composition, they will target to have a capacity that comfortably exceeds the maximum party troop size to allow for flexibility (like taking prisoners or losing a ship). On the other hand, they will avoid compositions with too large of a skeletal crew \u2014 to prevent movement speed penalties. They also prefer balanced ship compositions with light, medium, and heavy ships, and those that align with their own culture. For example, a large party might get one of each ship type before acquiring a fourth one, while smaller ones may field just one or two. In practice, this means AI parties favor type variety and slightly overcompensate to stay mobile, though they\u2019re also mindful not to significantly impact their clan\u2019s treasury with their ship purchases.[\/p][\/*][\/list][h3]Why is the expansion coming only to current-generation consoles?[\/h3][list][*][p]War Sails makes use of several systems and improvements that benefit from the performance and capabilities of newer hardware. Focusing on current-generation platforms allows us to make design decisions that lead to a better overall experience across all platforms.[\/p][p][\/p][\/*][\/list][h3]Besides the announced town and castle project changes to the base game, will there be any other adjustments to settlement income?[\/h3][list][*][p]Yes \u2014 tariff income has been significantly rebalanced to diversify town income sources. Previously, tariffs made up only a tiny fraction of a town\u2019s income (around 2%), but they will now contribute about 30% on average and can reach over 60% in trade-heavy towns like Danustica. This change will encourage players to consider trade routes and town specializations more carefully, making settlement management and project choices more meaningful.[\/p][\/*][\/list][p][\/p][h1][b]Modding[\/b][\/h1][p][\/p][h3]Will the .NET version used by the game (and server) executables be updated?[\/h3][list][*][p]We\u2019ve experimented with newer .NET versions, and plan to continue during less busy periods.[\/p][p][\/p][\/*][\/list][h3]Will the new XML editor announced for the base game also work with the War Sails DLC?[\/h3][list][*][p]Yes.[\/p][\/*][\/list]","commentcount":213,"tags":
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It's important to stay informed about recalls, because doing so truly impacts your life. Of course, the sooner you know about a recall, the better, because you can make sure to get rid of the suspecting item and keep everyone in your family safe. "Recalls are important because they protect the ... Thanks for your feedback! Here's what happened and what one of those impacted had to say. Thanks for your feedback! The findings have been submitted to authorities. Thanks for your feedback! Business·WHERE IS THE BUZZThe tech world remains shaken after Astronomer CEO Andy Byron and Human Resources head Kristin Cabot were caught on camera in a compromising embrace at a Coldplay concert this week... The post Astronomer Breaks Silence on Coldplay 'Kiss Cam' Scandal, Denies Viral Misidentification of Employee Alyssa Stoddard appeared first on Where Is The Buzz | Breaking News, Entertainment, Exclusive Interviews & More. Thanks for your feedback! 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New to Wikia? · Join us! · How to Edit · Forum Anno 2205 is a city-building and economic simulation game, with real-time strategy elements, developed by Blue Byte and published by Ubisoft. It is the sixth game of the Anno series, and was released on 3 November 2015. As with Anno 2070, the game is set in the future, with players having the opportunity to set up colonies on the Moon. The game makes several key changes to the core gameplay of the franchise, such as the introduction of unique maps instead of randomly generated ones, the separation of the city-building and combat elements, removal of trade ship management, research projects, finite resources and fertilities, among others. It is also the first game in the series to feature three different ecosystems, one of which is located in the Moon. Downloadable content packs Orbital and Tundra, announced for 2016, will add two additional regions to the game, as well as new gameplay features. Campaign Unlike previous installments of the Anno series, Anno 2205's campaign, the Lunar Licensing Program, is much less restrictive and scripted than previous campaigns, as it is integrated with the Continuous Mode. The story revolves around Earth's upcoming energy crisis, which can be avoided by the construction of the Fusion Reactor. However, the resource needed to power the Reactor, Helium-3, can only be found on the Moon's surface. Read more We look forward to having you as part of our growing community, and hope that you'll help us to expand on our path to become the best guide to Anno 2205 on the internet. |} Possibly the easiest advanced settings for Veteran difficulty. Make good use of all the extra room, due to production requirement reduction. Added some additional tips and tricks. Feel free to let me know if any questions or concerns. Veteran Difficulty Settings & Overall Game Plan The primary setting here is Goods Consumption – Sparse Since I cannot find any postings or guides about this already on Steam I have outlined the Veteran difficulty settings I am currently using, after many rounds of trial and error. Hopefully this will help save others time. Sparse goods consumption is the key. To get it basically ever other setting needs to be set to its "hardest" difficulty, or turned off like Assignments. Most of those settings have almost no impact on the games actual difficulty, but from my experience this one does. With this setup the most annoying part is the calamities and enemy invasions, although that's really just in the early game, before you have a large overall credit pool, and can ignore them. Doing this ensures you will build the least amount of production buildings, service buildings and will lower the amount of goods needing to be traded from region to region. This will max your housing footprint in each temperate sector, since you will need less area for producing your goods (which is even better if you are using houses to make power as well, via the Space Station). It even results in less energy needed overall to power your regions. Due to it being so easy to meet your peoples needs, the Satisfaction Impact – High Impact is easy to handle. Once you get to Investor and Synthetics, Provided Workforce – Sparse also becomes a non-issue, but before that you can mitigate its impact with drone building modules. I found it extremely annoying, with Medium or Plenty Goods Consumption, running out of coastal building sites and mountain building sites very early on in each temperate sector. Sure you can load up the Tundra sector and send over resources to make up for it, but its best to hold off on that as long as possible. Or you end up having to deal with the ups and downs of the World Market to meet those missing resource needs across the sectors, and each route is limited to 500 units max. Also those routes need to be used effectively since only 13 are available once all are unlocked. Easiest settings for the 4 million synth achievement? Maybe… Still working on that one, but it does seems doable now without thousands of hours of game play. Update April 2, 2021: Currently around 2 million synthetics, with all sectors started and the cities being scaled up. So far plan looks like it will work perfectly for getting to 4 million synthetics. Lots of room still in almost all the sectors and just started to use the Tundra sector to double some mountain building sites in one temp sector. Additional Info Part 1: These are some additional observations, overall setup ideas, and tips and tricks. – The Plus key (+) on the keyboard will speed up the game. – Changing your computers clock can allow you to re-cast your vote, meaning you can finish all those achievements in a matter of minutes, instead of months. No extra (bribe) resources are given. – If you place a building chain or roadway in the wrong spot, do not release the left mouse button, right clicking will cancel it instead. Since buildings cannot be moved, this will save you so many headaches. 1) Sector traits are one of the more important aspects of the game which I often overlook and I am sure others do as well. They can be re-rolled so you get a good bonus if the initial one is a flop. Many traits are just trash, so highly recommend correcting them once you have enough extra resources. Re-rolling is a bit hit and miss, so try this once you have a decent stockpile of the resources. 2) Of course make sure to unlock all the space station parts before doing this. The best way I've found to farm / max out Iridium, Graphene, Petrochemicals and Magnetite is via the Technology Nexus. It would take so many battles to get to 9999 of each. A 3/3/3/3 space station (skipping agriculture) early on in the game will help fill those up. Switch to another layout once you have 9999 of each. After that the ship battles and sector projects keep me topped up, more or less. 3) I switch to a 5 Electronics, 5 Energy, 2 Biotech space station layout after the 3/3/3/3 layout is useless. The energy from houses has basically helped me power most of my temp and arctic zones. I use the fusion reactor to power the lunar sectors and supply any additional power. You will need at least 3 arctic and 2 lunar training centers, however due to calamities and invasions indirectly destroying those buildings sometimes I recommend eventually having 4 arctic and 3 lunar training centers. You will always have the max number of astronauts. If you built any training centers in temp zones, feel free to delete them at this point, they will be unneeded. 4) I buy all Luxury Food off the World Market, since I do not use the agriculture tree on the technology nexus, to make food design workshops use rice (which can be a good early choice, but one I usually skip completely). Caution, luxury food does have a wildly fluctuating price point. I did this because making the luxury food, even with rice, takes up a very large area on the map, and to get it, I would have to forgo some good bonuses in the technology nexus. In the end I use most of my World Market trade routes for this and manufacture essentially every other good, with the exception noted below in item #5. Again this is why I have chosen the difficulty settings above, they help to keep this manageable. Since this resource is unneeded by Synthetics it does seem to be a good choice for using WM trade routes. Also, I do not trade Luxury Food with the arctic sectors normally. The one exception is if it will help in the short term for a sector project and cancelled once no longer required. 5) I produce ZERO Biopolymers, Construct-o-Bots, Metal Foam and Titanium Plating. Early on yes you will want to / need to, but once you have your first sectors setup, you can easily do away with those buildings altogether. When you need them, you can get them off the World Market. Just make sure you have a few open trade routes, fill up your sectors warehouse, and then delete the associated trade route, rinse and repeat as needed. Due to this the sector traits for construction products are rendered meaningless. I have a good laugh about one tree in the technology nexus, because this essentially does the same thing as that Orbital Warehouse bonus from it, so in the end this is like I have 3 of the games big bonuses from the Technology Nexus. Its so much nicer to have 500 biopolymers filling your warehouse in a flash, as you expand a new sector, instead of the 50 or 80 you might be producing locally or in other sectors. You will want to watch your credit balance as you do this. Early on it can eat up a big chunk of it, because yes, typically they are more expensive off the World Market, than made locally. The volume you can get at once easily makes up for that small downside, and that balance is restored once you cancel the trade route. 6) The MOST important building in the game is the Trading Floor, it will make your city way more densely populated, and ensures you upgrade your houses for max profits. I try to fit it in so it covers large areas of houses without any overlap between other trade floors. 100% coverage is not required, if you open the employee upgrading panel in the bottom right of the screen you can see the quantity of available upgrades vs the number of homes left. Since they are 2000 credit balance each, it is best to use them efficiently. Additional Info Part 2: 7) The stock market can be a double edged sword. I highly recommend not activating it until you have at least 50,000 – 100,000 or more credit balance, however you can do it at any time. I've started it right at level 10, just to see how low I could keep each competitor level. It will just take up more of your time and credits during the early game, so not recommended to do this if going for the 10hr achievement, as it makes funding things tougher. I typically wait until I have a decent city started in both Viridian and W.W. Bay before going after the stock market. You can sell off stocks of a competitor, to avoid the fluctuation of their credit balance when they go into the negative, while you buy out the other competitors one at a time. Once each competitor is bought out completely they cannot fight back, so you just need to clear each of them and then they'll go away for good. The industry dominance is averaged between all active competitors, so even if you sell off the stocks to avoid the negative credit balance, you can still cap each industry and unlock those key bonuses. As long as you are the last one standing, you will have total dominance. I suggest focusing on getting all your own stocks first, and having a decent pool of credits and Influence points at all times. That way you can launch an Antitrust Investigation (with influence points) or re-buy your stock out from under the competitors when they bid on them, to save your influence points. When you have 75+ influence points its a very safe time to buy a new stock from them. Always buy the owned stock first, leave the un-owned ones, this will reduce their credit balance, restricting their ability to buy any stocks. Due to my settings above, the influence points grow very slowly, so this will take some time to buy each competitor out completely. Lastly, Espionage is key to keeping each of your competitors out of the red once they're your puppet. You want to load up all 5 insiders first for all of them, the game is very unforgiving to low success rates. Really the only things you need to do in the late game with your influence points, is keep all the insiders up, and use Patent Transfer to max their credit pools to keep them out of the red. This can be done easily for all 5, but its a bit rocky as you are buying up all the stocks, so you want to have a decently large credit balance of your own first, and not rely on theirs to support you while you do this. Close to 300,000-500,0000 is a safe number depending on corporation level, but watch out still. The game does appear to have glitch with calculating these other credit balances against calamities and invasions. I have seen negative numbers, for no apparent reason, when certain sectors get hit. I've looked at the credit balance sheet, added up and subtracted all the numbers manually, and had +500,000, but the game gives me -300,000 credit balance. When this has happened, even maxing out all 5 competitors credit balance has had zero impact on that negative balance on my end. 8) It is extremely easy to finish the sector projects, once you have finished the Lunar Licensing Program. I often ignore them until that point, because they require you to build extremely population heavy Arctic and Lunar cities, which you will need to redo to reduce your workforce to only what is needed (item #11). I also use the World Market routes to buy up the resources needed for each task, since you can easily maintain X # of this or that, for the 5-15 minutes required, without getting interrupted by invasions or calamities. Or to quickly load up 500 at a time when I upgrade each sectors space port. The one exception to this is the bonus in Akia Floes, its very beneficial, and not too hard to do the first 2 stages early on. 9) Corporation Headquarters, I find these to be just horrible on Veteran difficulty, so far. They really only provide a decent amount of Information & Security, for the cost of a very large amount of credit balance, which is so very very precious. Perhaps in a very densely populated urban setting this might be different, so less individual buildings are required to supply the needed info and security. 10) In lunar and arctic zones, maxing your peoples satisfaction rating is totally pointless. Never build the second tier goods, the secrecy or health care buildings. You can upgrade their houses, but you don't need to make them happy. Of course do whatever it takes to finish the sector projects, then trim down what you don't really need after that. Some of those goods/resources are needed for the Space Station (5/5/2), so you may end up producing a few in one sector. 11) Low population in Arctic and Lunar zones only, this is mentioned all over steam already, but is one of the most important points. Use 4 Drone Rack modules on every building in those 7 sectors (8 once you include Tundra) and you will never need many workers there. Of course this is only once you have the industry dominance unlocks, if not, you will need 5 of the drone building. This keeps the goods they use to a minimum, ensuring you are trading nearly all of them to your temp sectors. It will also mean that your production buildings have way more room for them. You can even send out the goods that would apply to the satisfaction of the local workers, but I find that to be pointless, considering the difficulty settings apply substantial goods reduction already. The one exception for drone modules is the credit modules on energy buildings if you end up needing any. 12) Selling goods or resources back to the World Market, this seems to never work out regardless of what I choose, the margins are so thin on Veteran difficulty. Walk away from the game, come back and you will suddenly be netting a loss for those goods, so overall I suggest not doing this. You will also want to save your World Market trade routes for better things anyways (Luxury Food, additional Water, etc). Space Station Layouts & Technology Nexus 5 Electronics / 5 Energy / 2 Biotech Space Station Additional goods will be needed to get nearly all of the Technology Nexus bonuses (minus one), but you may find you do not need them all right away. Ones related to Assignments are rather pointless, since sector related assignments are disabled due to the difficulty settings. Security Infiltration is very nice to have. They make the success rate 100% once you have all 5 insiders, for the Patent Transfers on Ibarra and Lei Sheng, but they are another one that can be skipped, if running into issues getting to the top bonuses. 5 Electronics / 5 Energy / 2 Biotech Technology Nexus 3/3/3/3 Space Station – Stockpiling Resources Apologies, I do not know who to credit for this one. It was posted on the Anno forums long ago before I had any understanding of how the space station heating even works. They have my greatest appreciation as it taught me a great deal about the layouts! This layout requires no additional goods to get full bonuses from the technology nexus, because it does not go very far up the tech tree. 3/3/3/3 Technology Nexus Trade Route Organization I am adding these notes more so for my own record, this is all currently just a theory based on my Veteran difficulty setting choices. Below is the general outline of what sectors I am coordinating my trade routes between. I figure with these match ups I should have lots of room available in each arctic and lunar sector for the associated temperate sector(s). My other reason for this split is to avoid too much disruption from invasions and calamities but some of that is inevitable. Luxury food being an exception while I build up the supply lines needed for each sector, and they end up with their own dedicated trade route(s). The other item that I end up trading from the island sectors over to the heavily populated large landmass sectors is water. Never seem to be enough local coastal building sites for desalination plants, however water issues are mitigated somewhat once you start to transition Investors into Synthetics. Temp | Arctic | Moon Viridian | Savik | Iwamoto W.W. Bay | Akia | Novikov Cape Ambar | Ikkuma | Iwamoto Walbruck | Kinngait | Novikov Greentide | Savik | Mare R. Madrigal | Akia | Mare R. Anno 2205 > General Discussions > Topic Details Highest aims on Veteran difficulty Hello,I played this game one and a half years ago, and as in any Anno game, I set all difficulty preferences at the highest level (after selecting Veteran difficulty, you still have to manually set things such as "hostile invasions" to "very frequent" to fill the difficulty bar completely) and went for the highest possible goals, which here seem to be to achieve corporation level 41, buy out all opponents and accomplish all sorts of missions.I first failed very early a couple of times, but then things went fine - until I realized that synths don't produce income. That spoiled my game and I asked myself how I should ever be able to make enough money while raising my population enough to reach level 41. I had reached level 217 and corporation level 32 and nearly all of my islands were filled with houses.I guess that it's important to use all of that special plant resource from that strange DLC region for producing quantum computers from the start, so that's what I'm going to try this time; but is there anything else important I could do to have enough income when having upgraded most of my population to synths? I'm also going to try importing resources for factories (mainly for quantum computers) and selling the products on the market.Any sort of hint is appreciated! Last edited by Salvation; 24 Oct, 2024 @ 7:54am Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. An alien, empty landscape made of endless hills and valleys. But even in an environment as hostile as the Moon, humanity has a chance to thrive. Craters offer a protection against cosmic radiation and meteorite impact, allowing humans to build colonies there. The Lunar region is one of the three in-game regions in Anno 2205. It can only be accessed after the player upgrades at least one Spaceport on Earth to Level 3. Moon settlements can only be built in craters as they offer the best protection. Due to falling meteors and solar radiation every building must be built under the protection of a Shield Generator. There are only two Population levels and the moon can never have a positive credits output. Iwamoto Crater[] Novikov Crater[] The sector project of Novikov Crater consist in the construction of three refugee camps, providing a bonus of 1400 Workforce - 200 for the first camp, 400 for the second camp, and 800 for the third camp. Completing all phases of the sector project awards the A Safe Place achievement. Mare Relictum[] Time marches ever forward. So it is in life, and so it is with the Anno series, which glided into the future with its previous installment, Anno 2070, and continues its forward momentum in Anno 2205. I spent significant time with the upcoming city builder at E3 2015, and it left me wondering if this chronological leap might ironically be a step backward for the series.The problem I face, however, is one of sparse information. Anno 2070 found its thematic footing in two vital ways. Firstly, its climate change mechanics made a bold statement, and allowed you to stake your success on whether you ravaged the planet's resources or developed new ways to gather the energy you needed to run a trading empire. Secondly, underwater gameplay gave the game an air of mystery as you established resource collection bases on the seafloor. These two elements alone held Anno 2070 aloft, though I don't wish to downplay the significance of other aspects: the mission system, the complex trade mechanics, and so forth.VIDEO: Anno 2205 Gameplay Trailer E3 2015 [01:35]Anno 2205 abandons the undersea landscape in favor of the moon, an exotic locale to be sure, but ultimately, just another stretch of (cratered) land to exploit, and one reached by clicking an interface button, rather than diving into a watery murk and establishing a presence. There's a sense of removal this way--one that mirrors the same problem in EA's most recent SimCity, which had you establishing multiple cities and then using a regional interface to establish trade and move between metropolises. Pollution, too, has been removed as a consideration, which makes me wonder what disparate paths Anno 2205 might allow me to travel. I presume that the new game has surprises in store for me, but I wish I'd gotten to see more of them.Let's back up a moment, however. Anno 2205, like previous Anno games, has you building up cities by engaging in a classic gameplay loop: you build houses to build a population, and that population has needs. In order to further society, you need to meet those needs and level up your populace, which will in turn have greater needs you must fulfill. Producing the appropriate goods means either collecting the raw resources and locally manufacturing the proper materials, or setting up trade routes and importing either the raw materials or manufactured products from elsewhere. A city does not just include homes, but sunflower fields, water distillation facilities, and robot production facilities, to name just a few necessary constructs.The moon, of course, does not so readily provide some of the materials you need, though you can still establish colonies there. What it does have, however, is Helium-3, which is used to power fusion generators, a vital resource to every city in Anno 2205. The moon has energy, and the Earth needs it, thus entangling the two celestial bodies in a symbiotic relationship. Expectedly, moon residents have some specific needs of their own, such as shields to protect them from cosmic rays, and harvesters that collect Helium-3 from the moon's surface.I didn't get to spend much time on the moon; instead, I was concerned mainly with building a terrestrial city from scratch, which proved to be relatively simple. The interface readily informs you of what resources you are lacking and what your residents need, and four levels' worth of structures are but a click away. I soon was producing water, rice, and entertainment, but of course, the more I gave my citizens, the more loudly they complained. They needed security forces. They needed food. They needed fancy sunglasses. And in time, I hit a wall, and I could no longer mine the raw materials I required, and I was forced to trade with other colonies. Doing so was a snap, at least: I just entered the overview interface, determined which colony had the resources I needed, and established a trade route, which immediately filled the necessary coffers.I appreciate some of the newer tweaks in Anno 2205. Bridges now connect your islands, and you do not have to worry about traffic jams. Modules allow you to upgrade structures by using surrounding land to enhance their production. And Anno 2070's ark has been replaced by a spaceport, which rockets a space shuttle towards the moon when the time comes, much to the delight of your applauding populace. There's also the matter of Anno 2070's always-online requirement, which has been unsurprisingly scrapped for Anno 2205.And yet I didn't get to participate in any missions, make contact with other civilizations, or engage in combat when I played. Without having a sense of Anno 2205's unique flavor, it was hard to get a handle on anything beyond the basics. The game is quite literally shooting for the moon--and I hope that the coming months reveal more about Ubisoft's PC exclusive before its November release. Until then, all I can do is fill in the gaps with my imagination, and hope that reality meets or exceeds the fantastical scenarios my mind concocts.Related Articles I totally understand the mixed reviews for this game. When I played it for the first time in the past, I felt the same way: I liked some things quite well, while others were very disappointing. But yes, I would then call the game not even reversing, but degrading the series. Now, after the appearance of DLCs, there are also some mixed feelings, but the experience has become more pleasant and complete... First, what I liked about this game: (1) Space colony. Like the underwater part in "2070" game, the Lunar part in this one provides some variety in resources, residents, and buildings. You can't build a big city, but it fulfills its ideological function completely (rare ore, powerful power plant, manipulation of gravity). It's the same in the Arctic, you can't build a profitable city, but that's not necessary, since this is a place for the production of powerful computers, rare pills, eye implants... For ordinary cities with a huge population and income from taxes, the temperate latitudes are just right. (2) The appearance of a space station... something like a small zone in which you need to assemble a puzzle from laboratories, modules and sticks between them in order to receive certain bonuses. It seems like +% to energy, or in addition to one resource, the building produces two different ones. A puzzle, because the structure of the station forces you to think about how to build it, so that the temperature is optimal, and the necessary modules fulfill the requirements of the laboratories, which gives more points for choosing bonuses than without them. Something like a legal in-game cheat, fits into the context and environment of the game. (3) The emergence of shares and the stock market. Quite an interesting mechanic, suitable for gameplay in the modern/future World. It's not just stock trading, but also influence such as hacking or lowering the prices of competitors' shares... not exactly a masterpiece, but quite interesting and profitable if managed correctly. (4) The graphics and detail of the models and textures are simply awesome. Optimization is a little lame in one location, where there are a lot of islands, but otherwise there were no complaints in this regard. (5) Modules (for example in the juice production building to reduce the fee and/or labor force and/or energy) and a convenient consumption system (in the warehouse of goods you can see whether you are producing enough or whether consumption is higher than production, as well as with trade routes, are you sending enough goods or not)... Now about what was just normal or what I didn't like: (1) It feels like it's very difficult to lose money or go into the red zone of credits. Only at the very beginning, when I had not yet learned the new system, I sank for a short time with "minus income". The second time I deliberately did this because of a task (to build very expensive buildings and keep it like that for 15 minutes). There is such a chance after you enter into stock trading, but with a small budget (level 30) I managed to gradually buy everyone out in 3-4 days. (2) Additional islands + Tundra. It seems like an interesting innovation that gives even more land for construction and development, especially since Tundra is a new type of inhabitants... but you can't really do anything cool there. Do some most necessary things and that's it, you can forget about Tundra. It's a pity, of course. (3) I'm a fan of building rather than fighting, but even it seemed to me that making combat like this was not the smartest decision. (4) The plot... it seems to be there... but it's not. Let me explain: the point is that the Lunar colony has rebelled, periodically sends enemies to Earth, threatens to turn everyone on Earth into a radioactive ash... but so what? These pseudo-rebels don't influence anything at all, the story doesn't play out in any way, and the ultimate goal of the whole game is to build a powerful generator on the Moon and send energy to Earth (well, and what do the rebels have to do with it?). Oh yes, they also send water ships... MOON rebels WATER ships, Karl! In short, the swing is for gold, and the blow is for copper. (5) Well, and the cherry on top of all the criticism of this game... trading and paths. What can I say: yes, they have greatly simplified it and I understand everyone who doesn't like it. Digging in the tracks was Anno's "highlight". But we have the entire planet here now, so global paths are quite suitable for this game. It's not as authentic, but you get used to it. In general, the game is still not without problems and, in many ways, is not for everyone, but I surely can recommend it. I finished it and deleted it, but did not forget it. I had my share of pleasure for sure.

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