



THE ART OF
ANNO
1800

DIGITAL ARTBOOK





SUMMARY

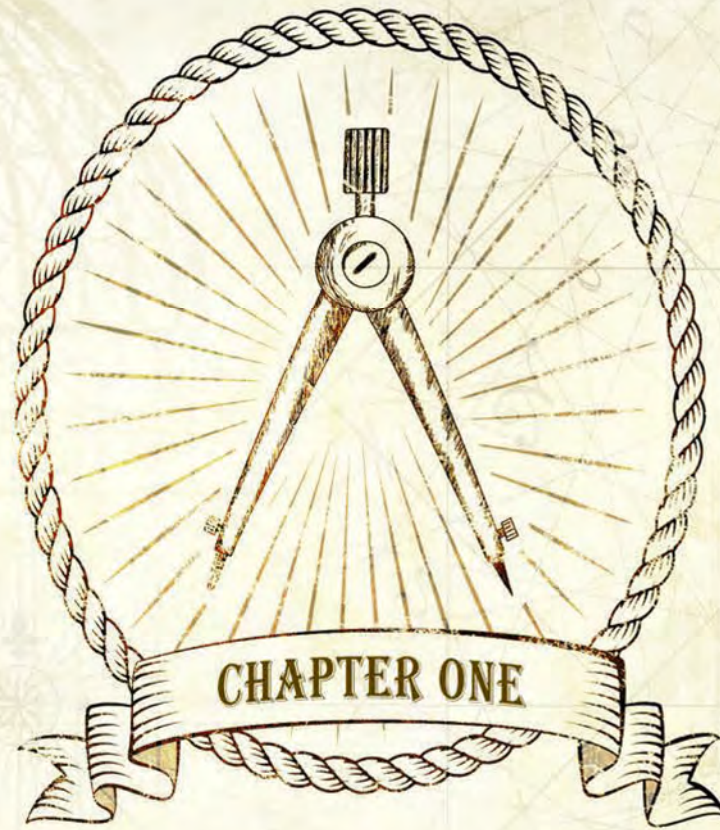
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EUROPEAN CIVILISATION

In an era of transparency - of the scientific - divine right of kings and queens no longer holds. Companies compete with empires, and trailing behind the unstoppable advance of art and science, a little thing called freedom. Revolution is in the air! For almost the first time, the common people have come to the fore.





ARCHITECTURE



From the filth and corruption of the industrial era came community - amenities, parks and recreation!



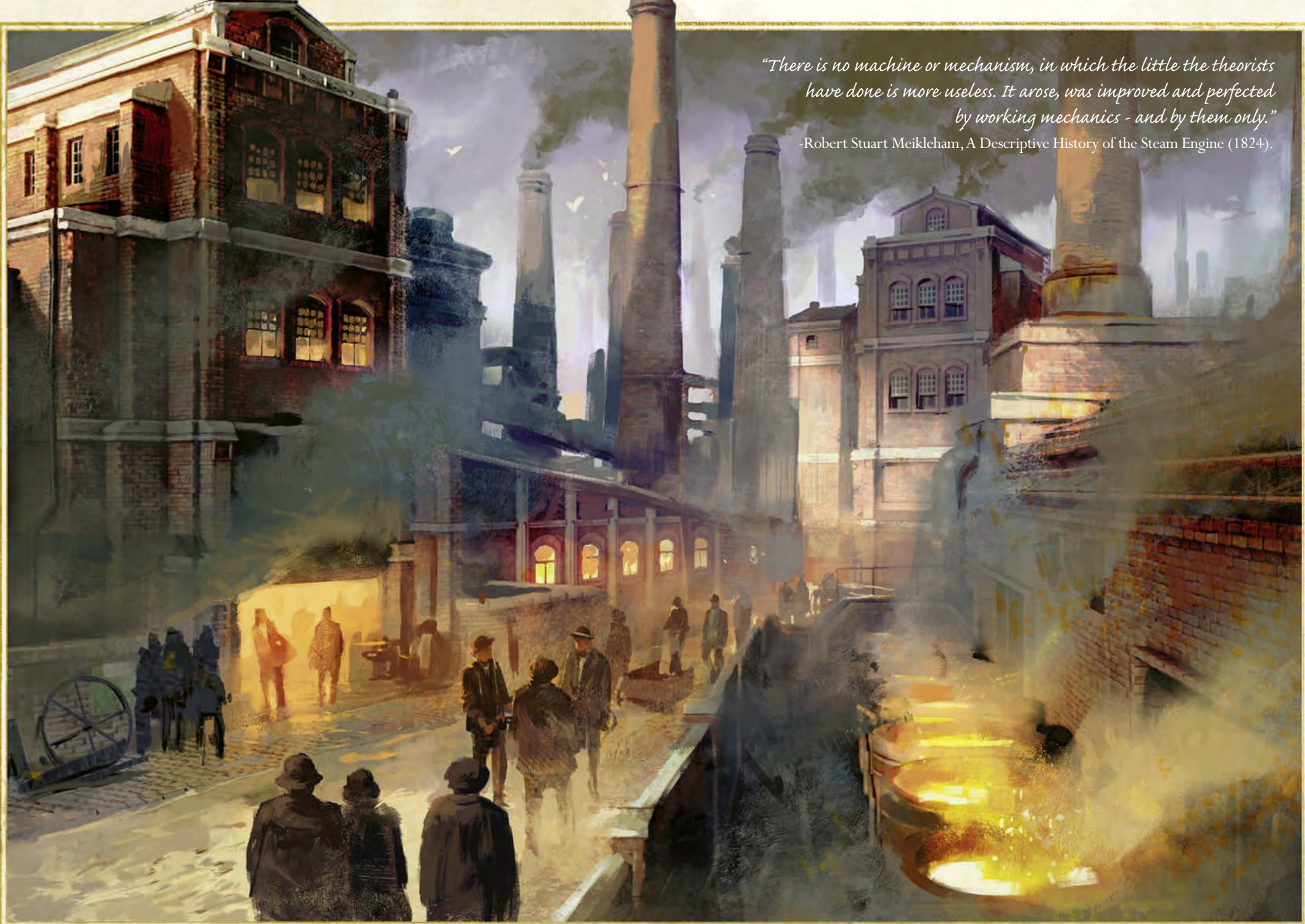


- WINDMILL -

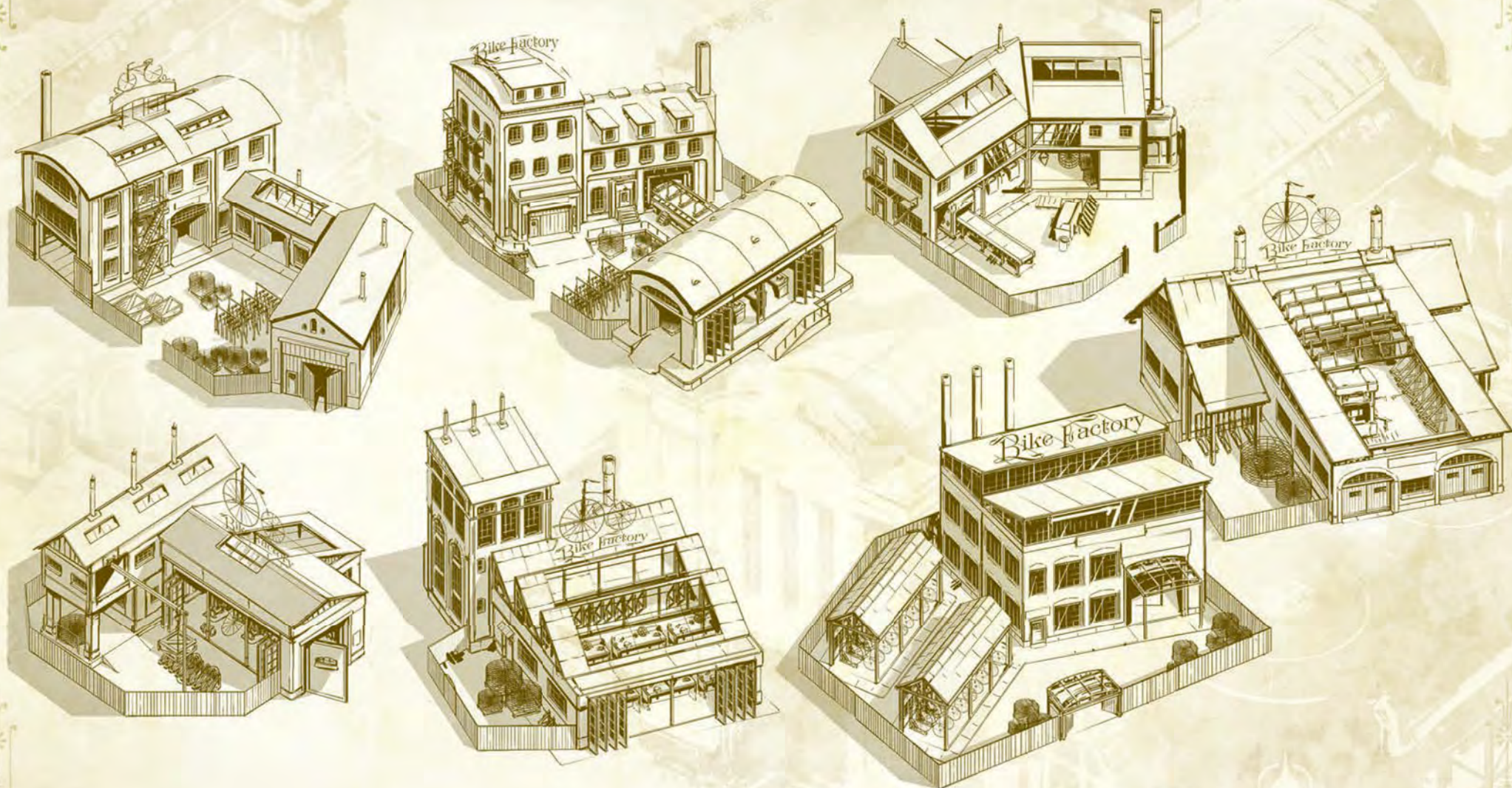


*"There is no machine or mechanism, in which the little the theorists
have done is more useless. It arose, was improved and perfected
by working mechanics - and by them only."*

-Robert Stuart Meikleham, *A Descriptive History of the Steam Engine* (1824).



- BIKE FACTORY - ARTISANS -



- ORNAMENTS -



- ENGINEER APARTMENTS -

- CITYSCAPE -





- HOSPITAL -

- POLICE STATION -

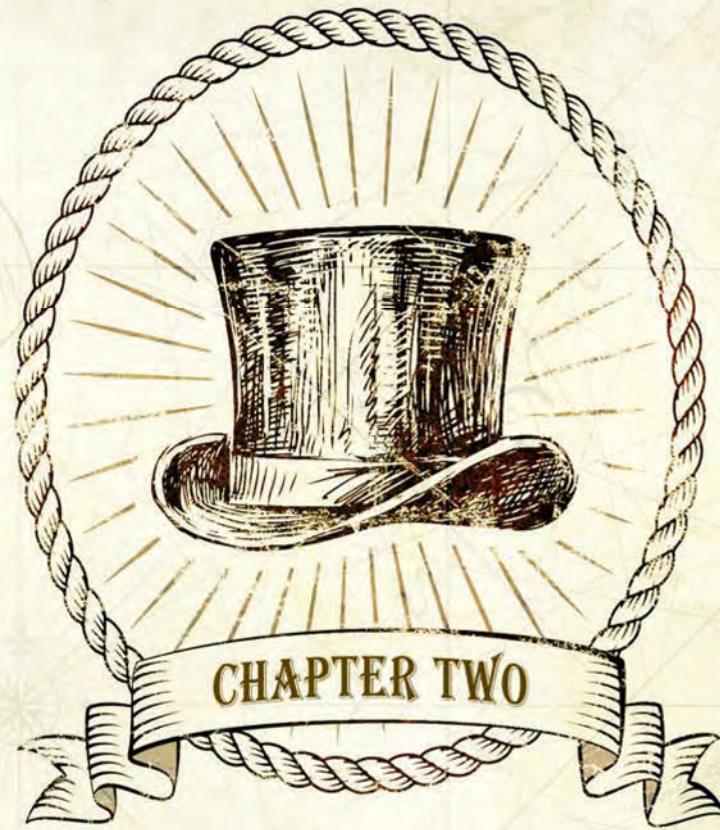


GREAT EXHIBITION

- EXHIBITION CONSTRUCTION -

- WORLD'S FAIR -





RESIDENTS



"Those who emerge from the cinders, high or low born, must be peddlers of ideas."

Bente Jorgensen



"How can display cabinets do justice to the four corners? From Ammonites to Zooplankton we must fire the imagination!"

- THE ORDINARY FOLK -



Willie Wibblesock



"I'll probably get a terrible start; islands riddled with snakes, or pirates - that'd be ruddy typical."

- SERVANTS OF EMERGENCY -



Princess Qing



*"When I believe a tree is one I know,
I see the bird within it is not."*

Beril O Mara



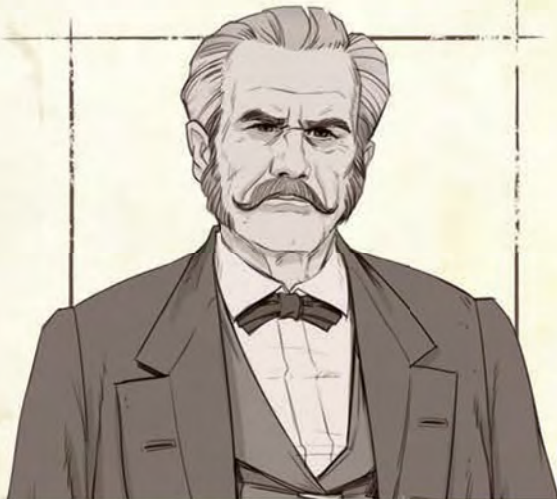
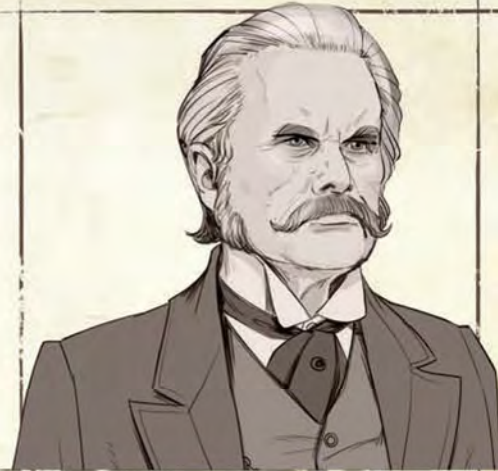
*"We all have our little superstitions.
I like to keep a knife in me satin boots."*



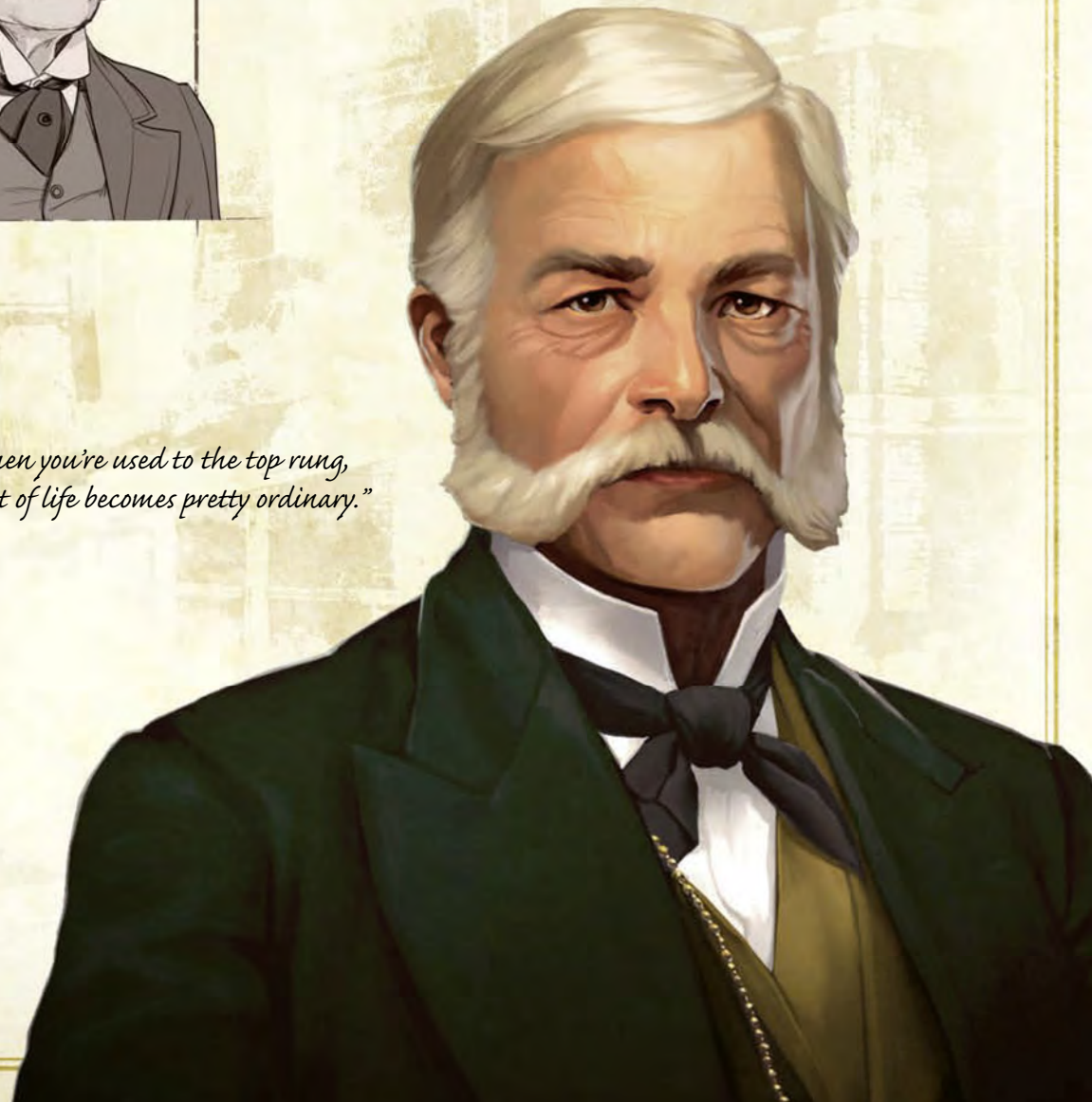
- MEN OF MEDICINE -



Investor



*"When you're used to the top rung,
most of life becomes pretty ordinary."*



Editor



"In journalism, one holds a mirror to life, amplifies the voiceless, pursues truth. In newspapers, you do what you're told."



Hannah Goode



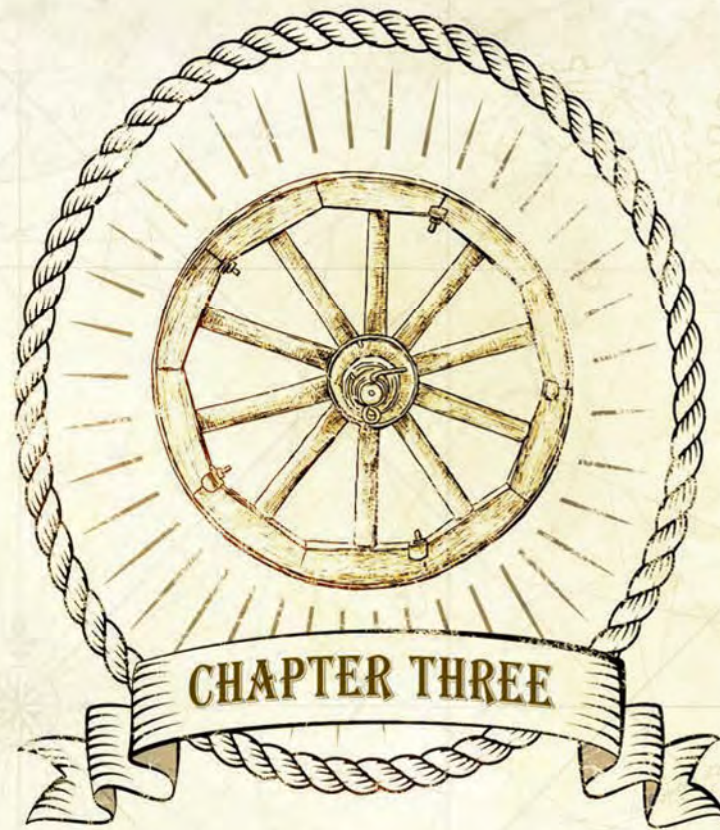
*"If ever I seem far away, remember so were you,
those long years."*

The Queen



*"If it please an all-powerful deity
to place me on the throne, it shall
certainly please you..."*





CONVEYANCE

*"The Steam Engine Has Done Much More for Science than
Science Has Done for the Steam Engine"*

- Lord Kelvin.

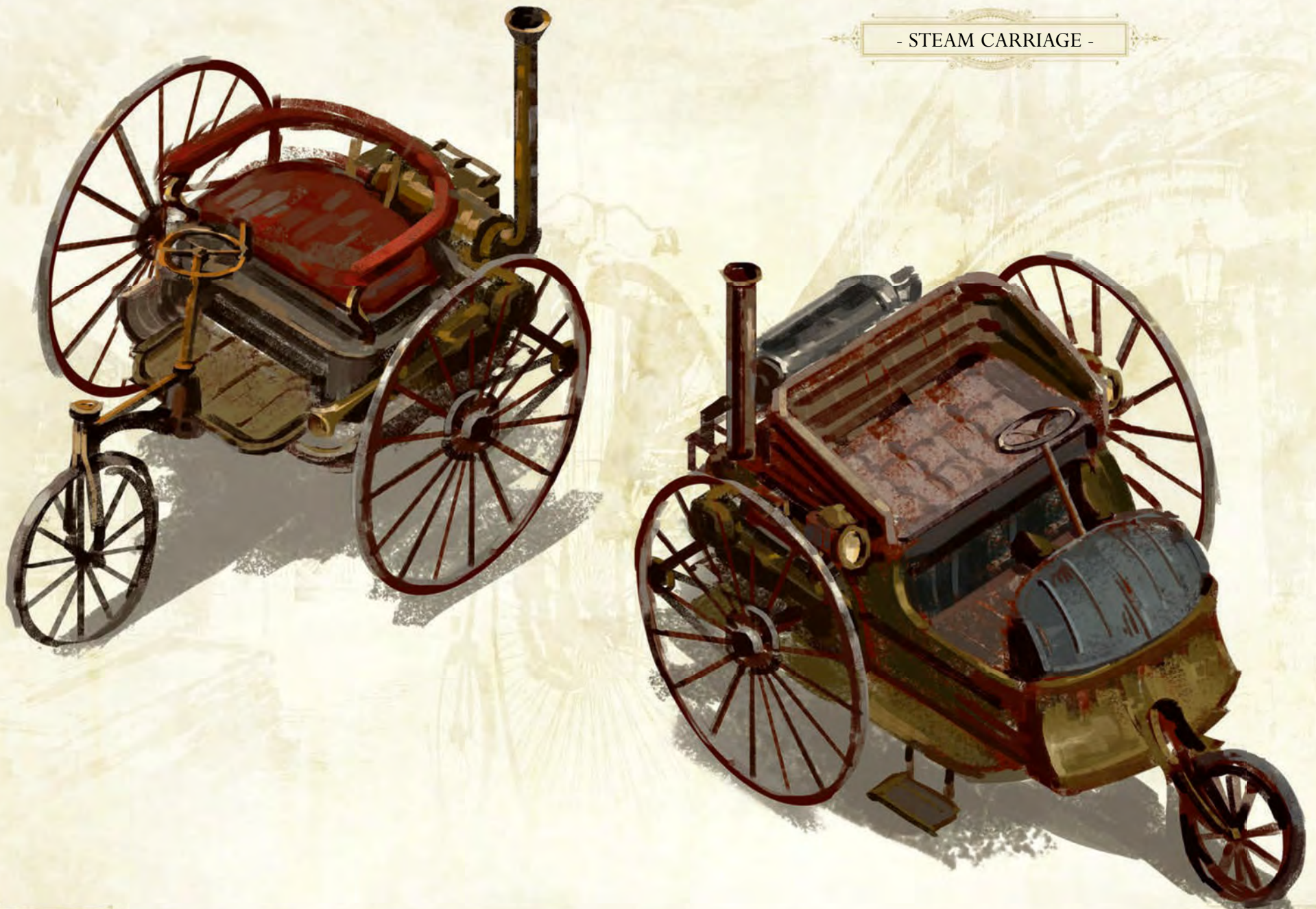




- HORSE AND CART -

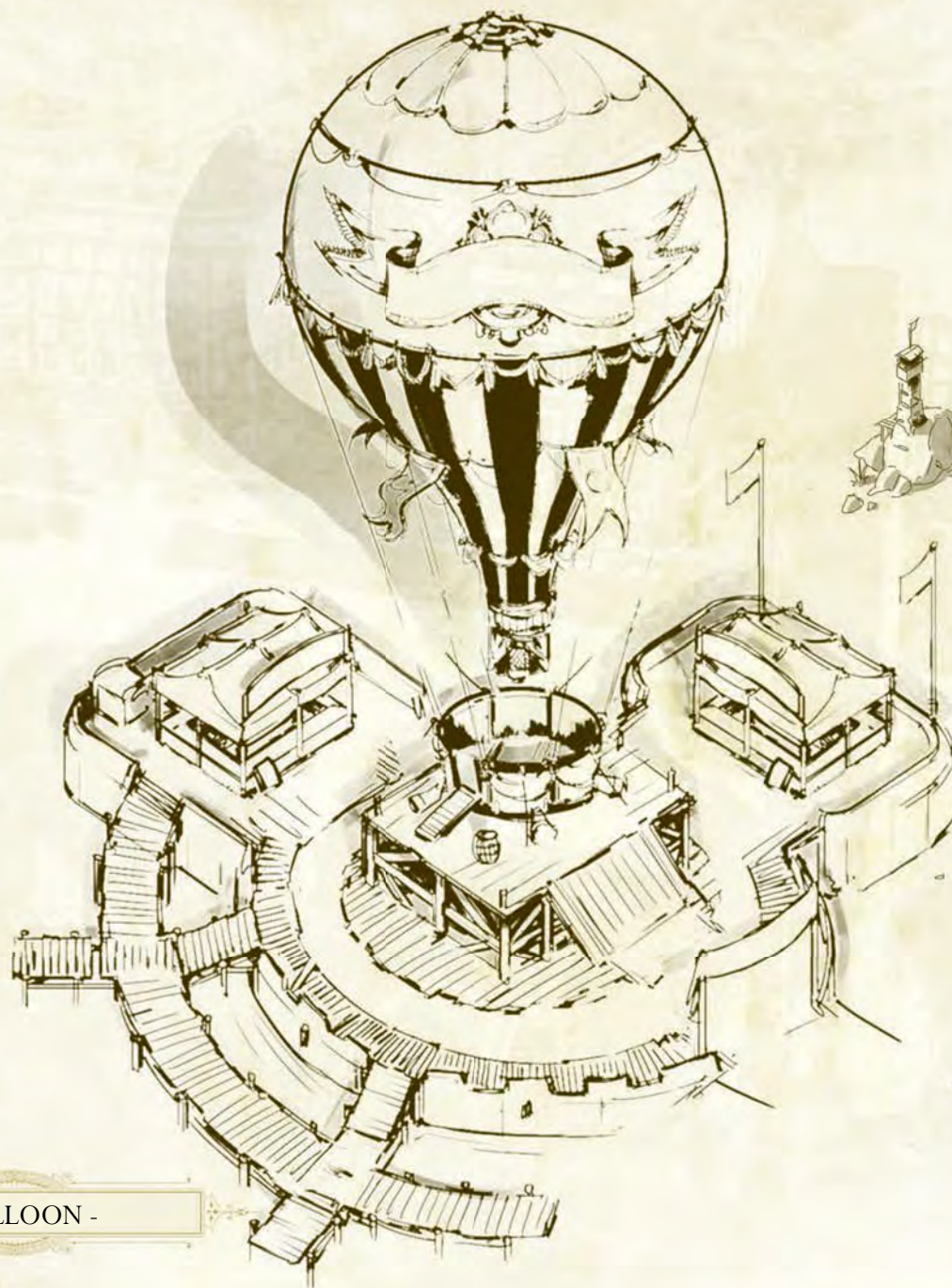


- STEAM CARRIAGE -

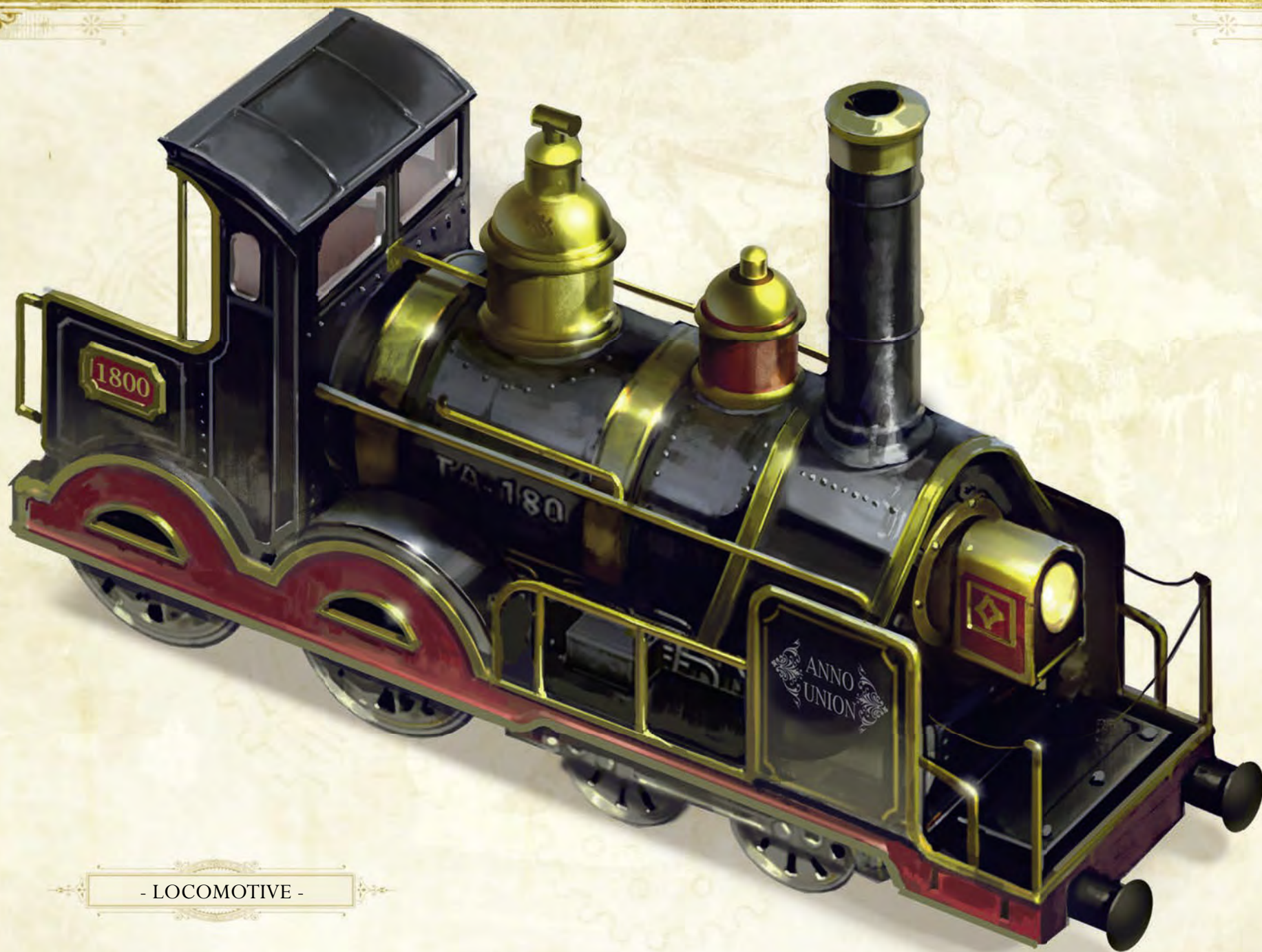


- AGRICULTURE VEHICULE -





- BALLOON -



- LOCOMOTIVE -

- TRAIN MISCELLANY -



The background is a painting of a ship's deck, viewed from a low angle looking up. A small wooden boat is hanging from the railing. The scene is bathed in a warm, golden light, suggesting sunset or sunrise. The ship's structure, including ropes and railings, is visible.

MARITIME EXPLORATION

Observing the wonders of nature, locating a northwest passage, uncovering the quasi-mythical cities of shadeless desert and knotted jungle - too many mysteries still remained to pique the interest of the 19th Century explorer.

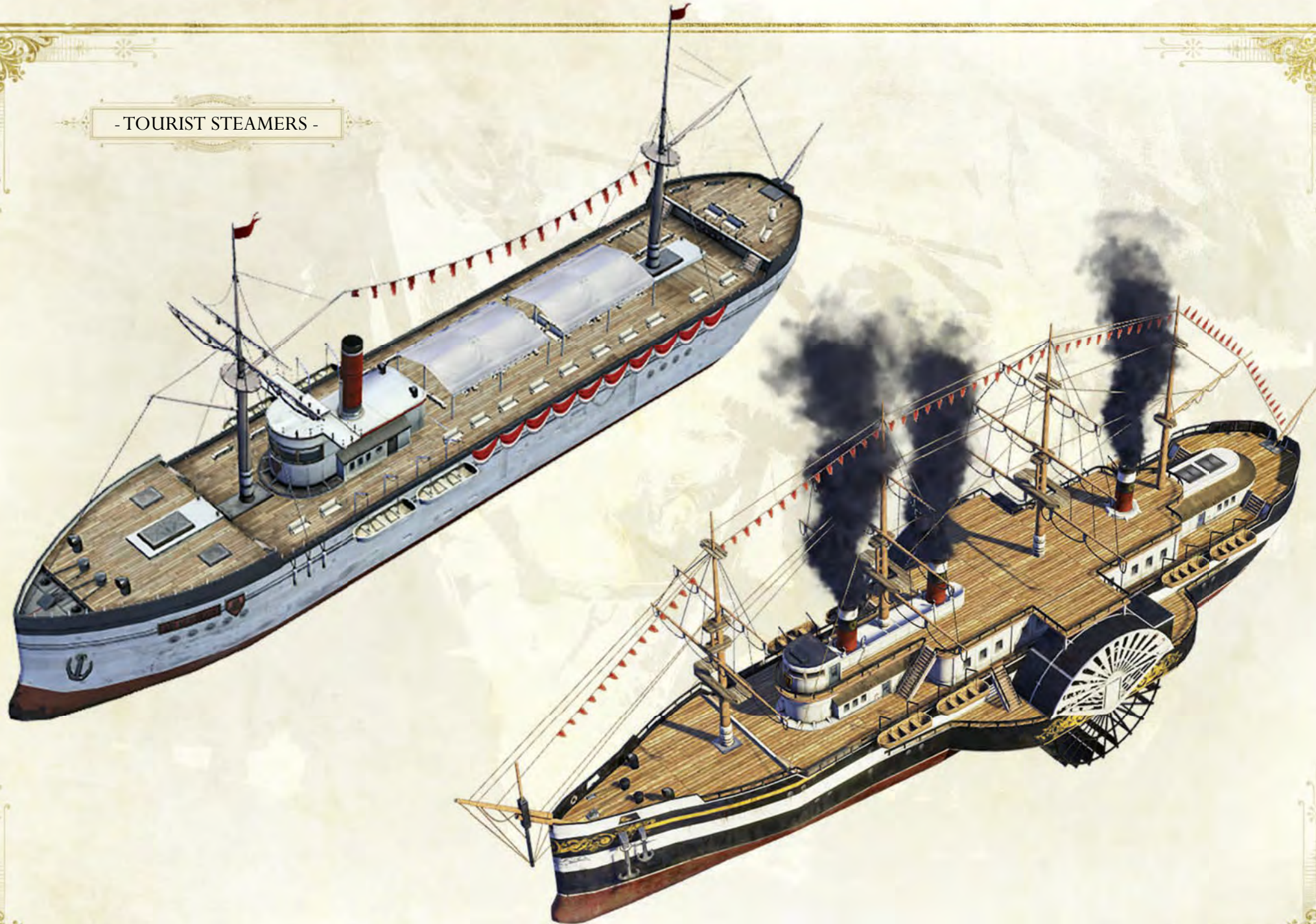




WATERCRAFT



- TOURIST STEAMERS -





- IMPERIAL FLAGSHIP -



- COURIER SHIP -

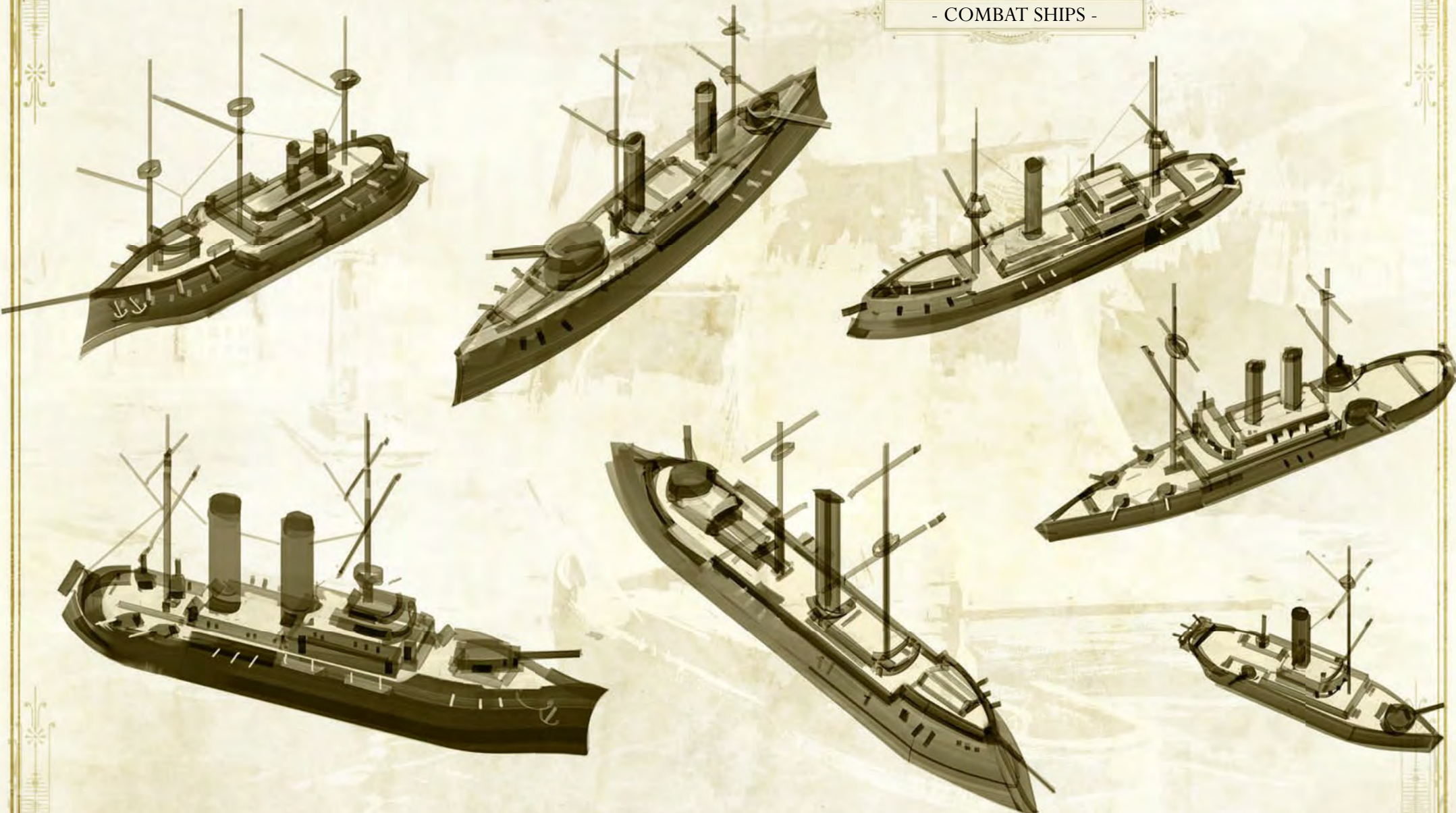




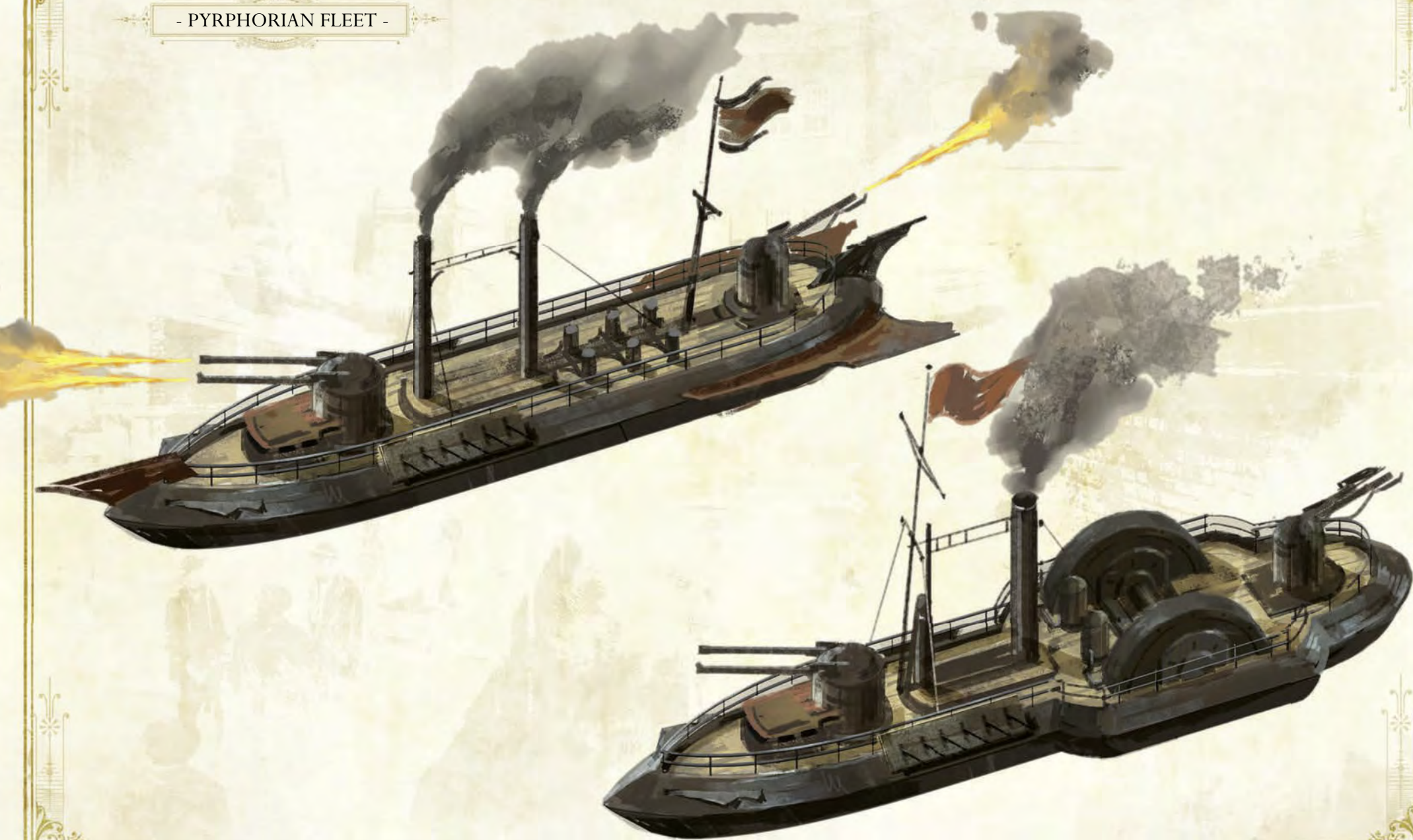
"No captain can do very wrong if he places his ship alongside that of the enemy."

- Admiral Lord Nelson

- COMBAT SHIPS -



- PYRPHORIAN FLEET -





- SMALL PIRATE SHIP -

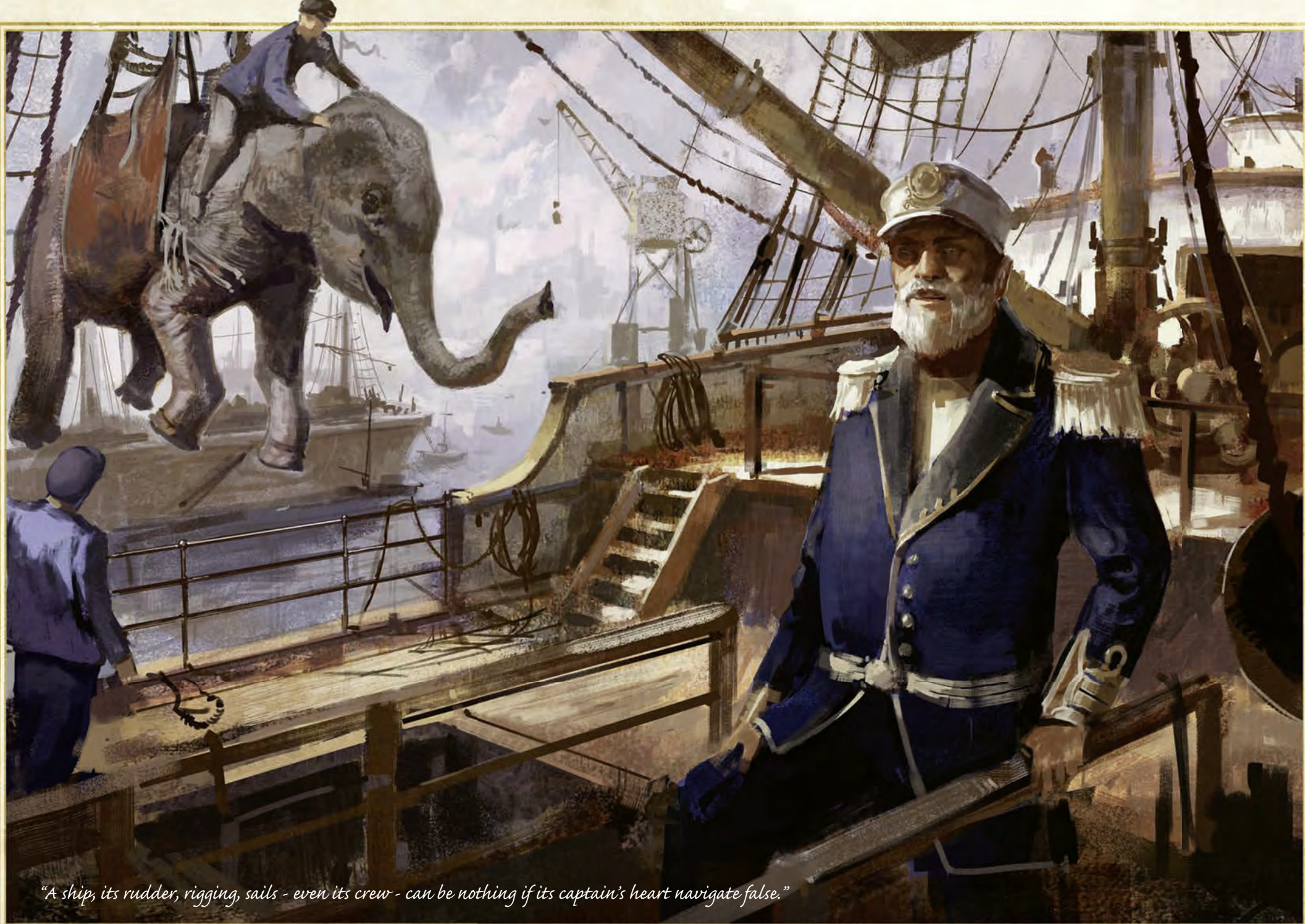




- SHIP-OF-THE-LINE -



SEA DOGS



"A ship, its rudder, rigging, sails - even its crew - can be nothing if its captain's heart navigate false."

- SEAFARING TYPES -







"There is nothing which has yet been contrived by man, by which so much happiness is produced as by a good tavern."
- Samuel Johnson



- ANNO 1800 -

COME IN AND
CRAWL OUT

Anne Harlow



*"My whole house gone to hell, but for I,
the last swish of its flaming tail."*





Captain





*"Ah, the time we pitchpoled in hard wind.
There's little left to fear once yer longboat goes end-over-end."*

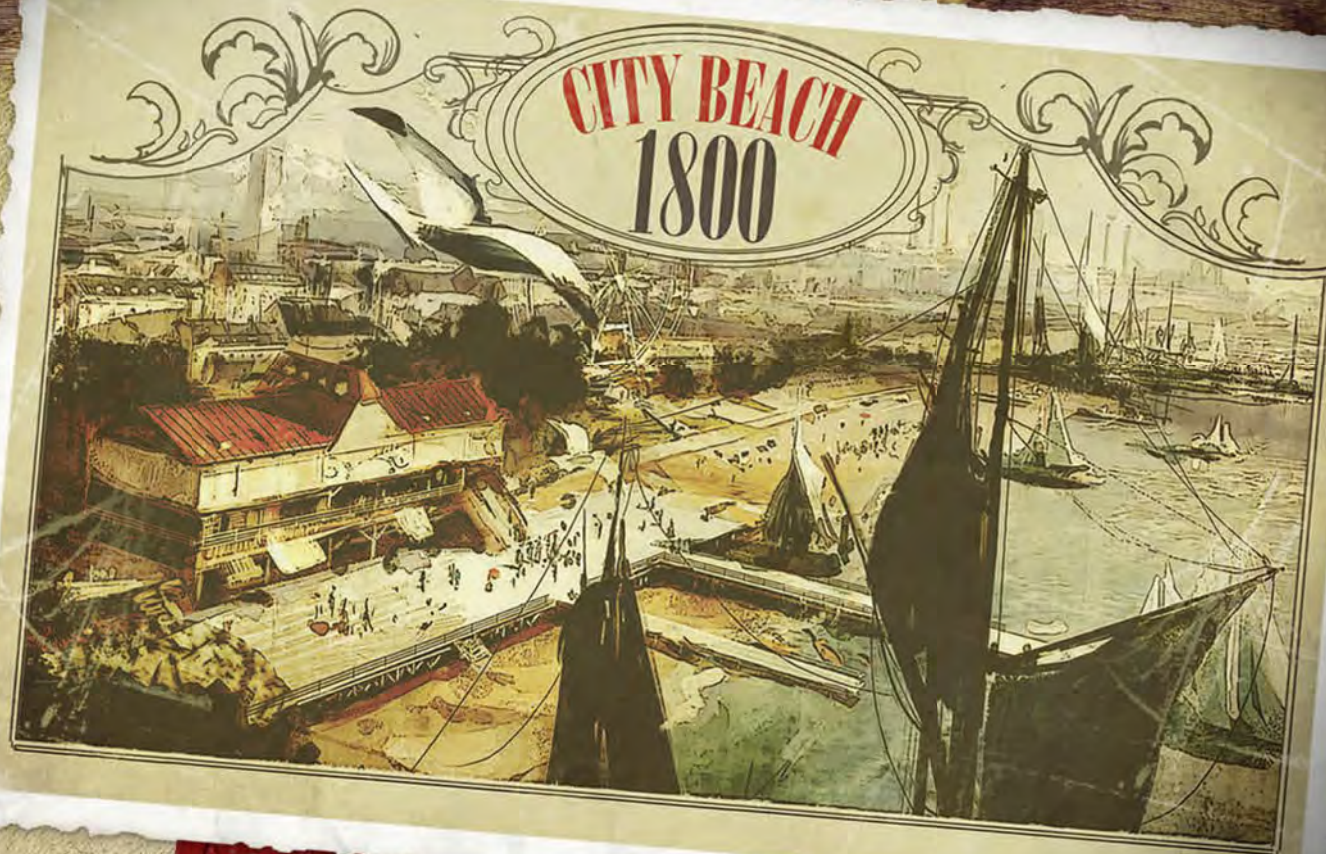


SHORELINES





- LIGHTHOUSES -

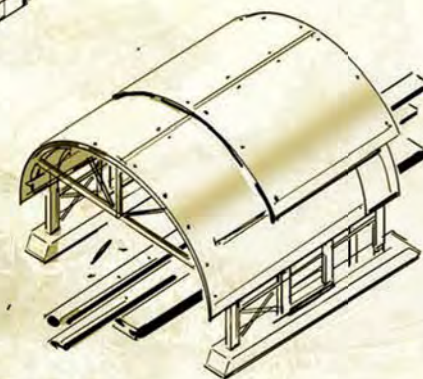
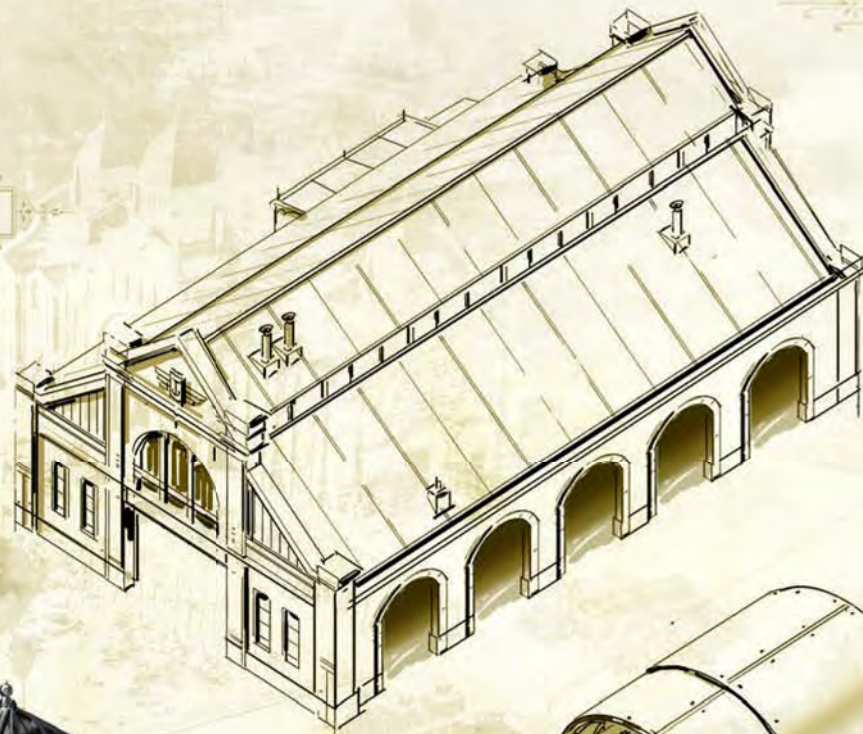




"This encampment must embody hope, our one comfort in the wilderness."

- Lady Faithful

- HARBOURMASTER'S OFFICE -





- REPAIR CRANE -



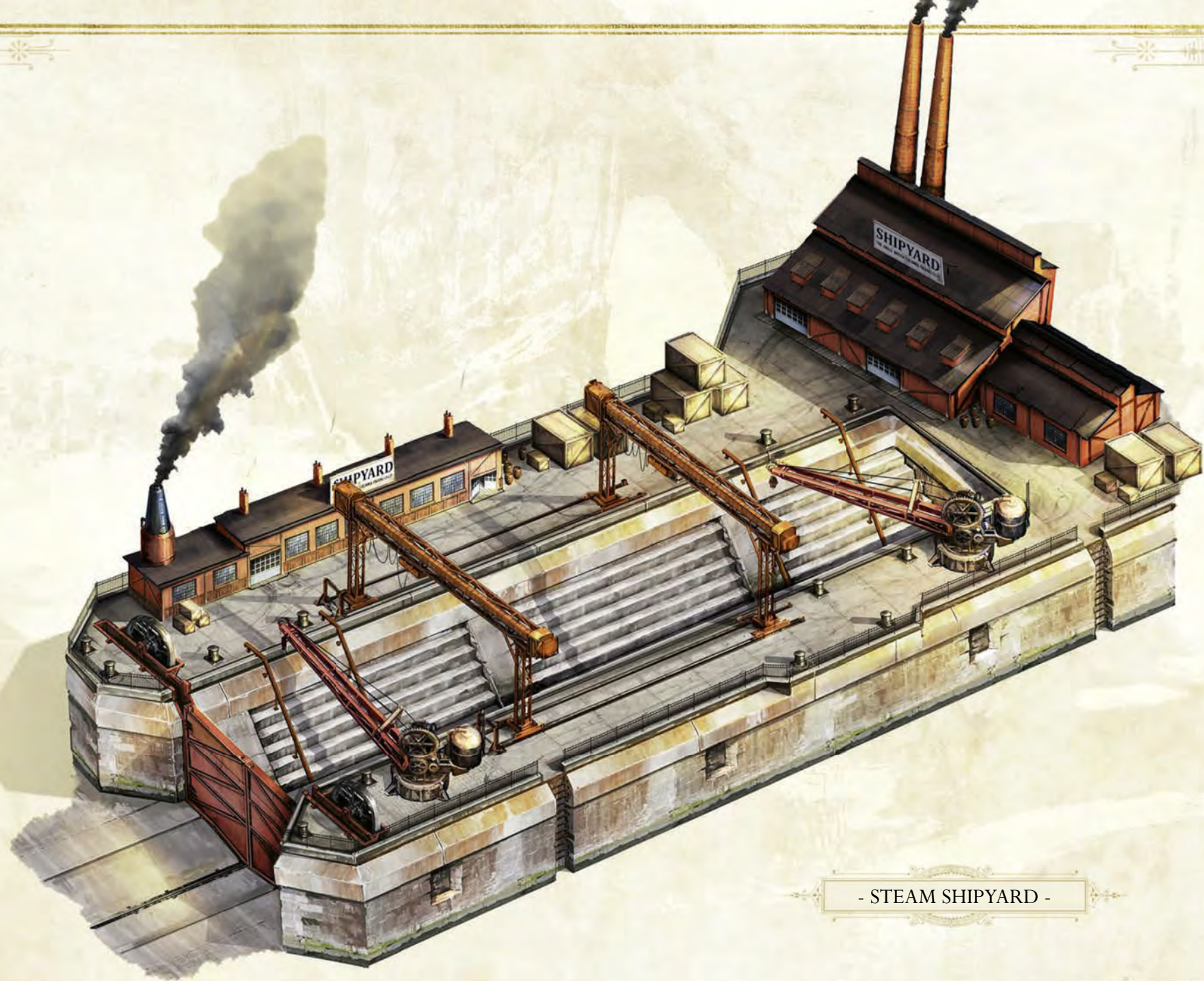
- COASTAL WORKS -



- HARBOUR REPOSITORY -



- QUAYSIDE REFINERY -



- STEAM SHIPYARD -



- BIG BERTHA -









THE NEW WORLD: SOUTH AMERICA

In this century of struggle, the new world began breaking free from the shackles of empire. From the horrors of oppression and subjugation, new and emancipated communities grew. They embraced the future, while never forgetting the sacrifices made so they might come into being.





SETTLEMENTS



- JORNALERO SHACKS -






- OBREROS HOUSE -

-MARKETPLACE -





- CHAPEL -

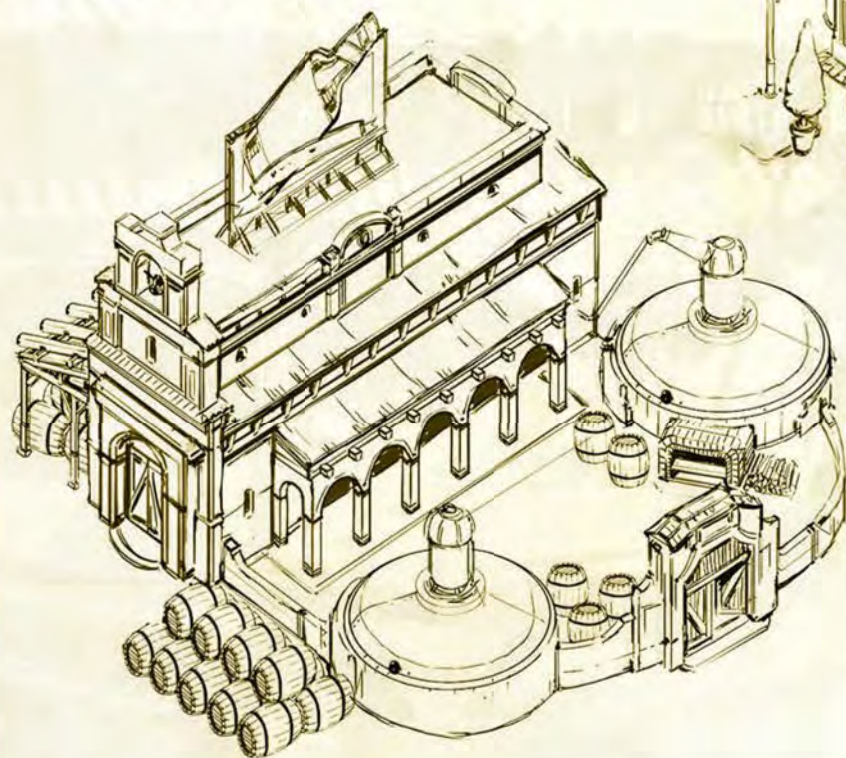
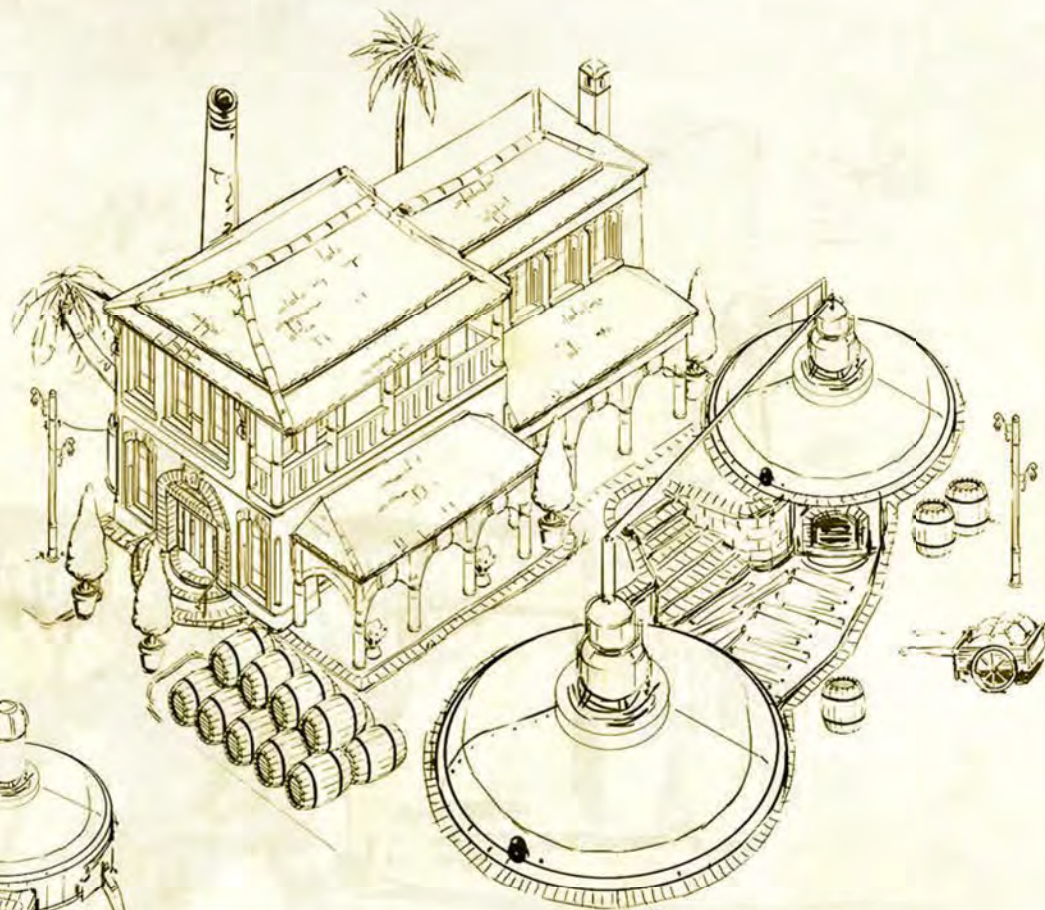
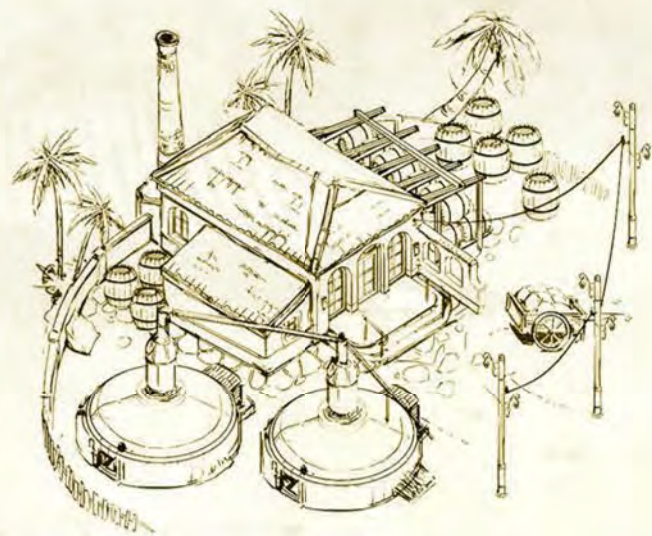


- NEW WORLD TOWN HALL -



- TOWN HALL VARIATIONS -





- RUM FACTORY -





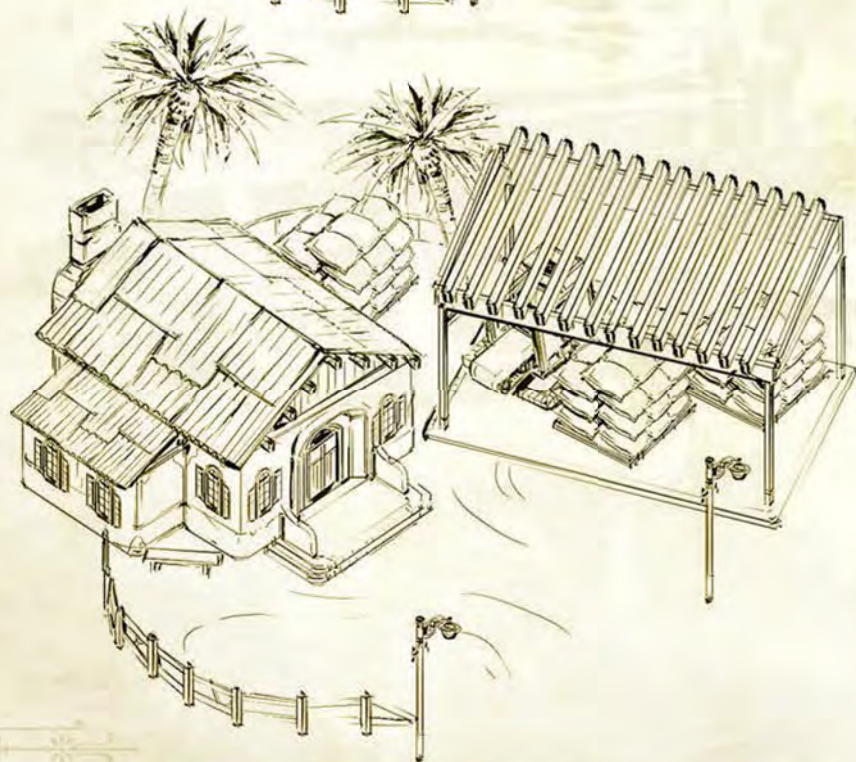
- CHOCOLATE FACTORY -



- COFFEE PRODUCTION -

- SUGAR REFINERY -







COMMUNITIES



Madame Kahina



*"The Emporium Exotique doesn't open
its doors to just anyone you know."*



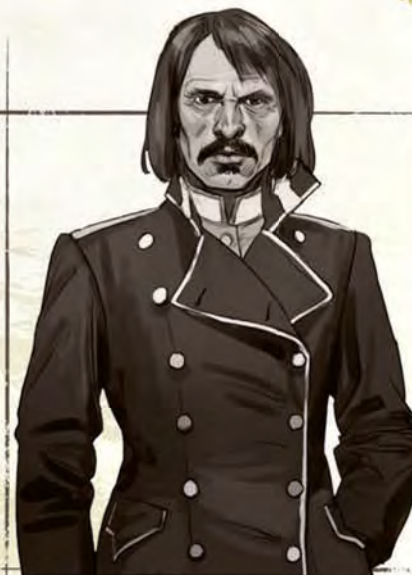
Aarhant



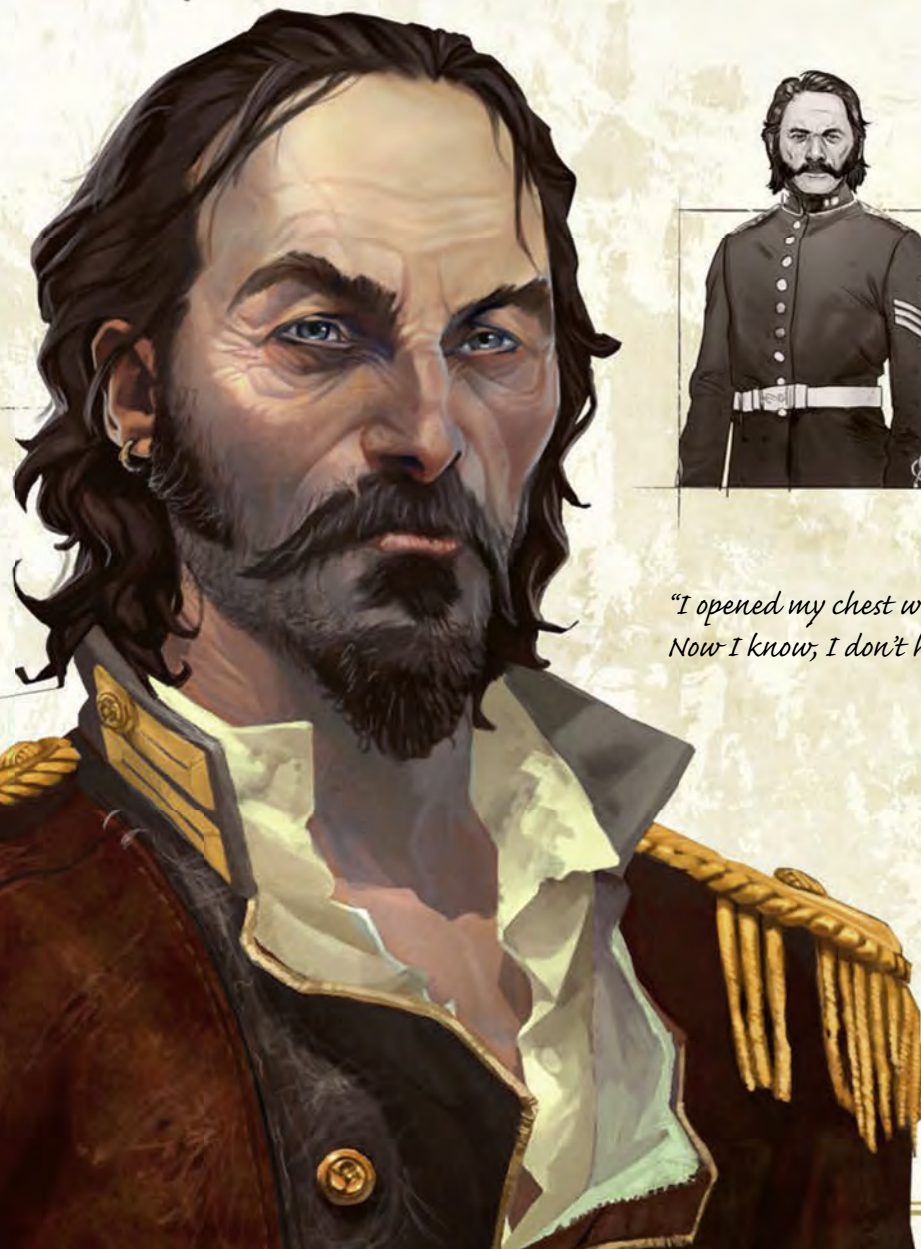
*"The land of many rivers shall see me
again, when all is forgiven."*



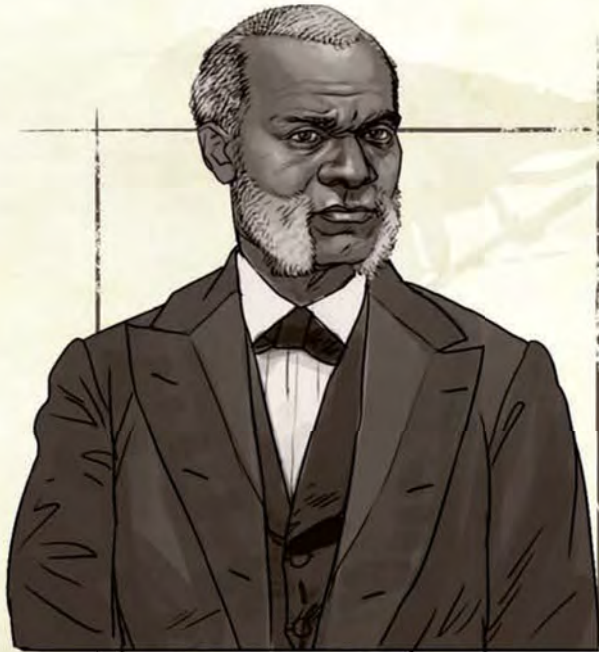
Alonzo Graves



*"I opened my chest with a comb.
Now I know, I don't have a heart."*



George Smith



*"You can't get on the wrong side of me,
not if you're on the right side."*



Jean Lafortune



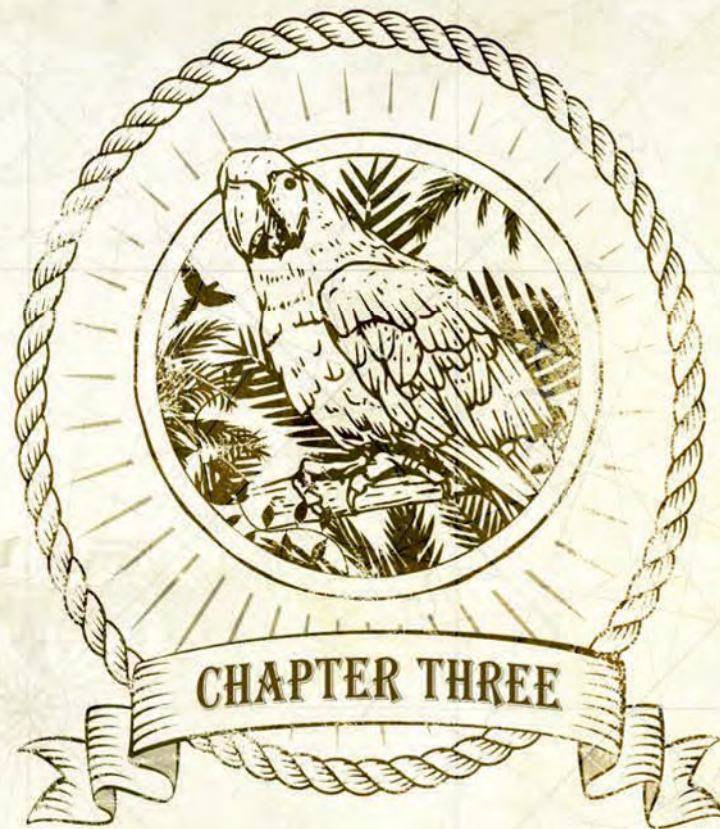
*"Who will benefit from
our defiance? All that
are human."*

Vicente Silva



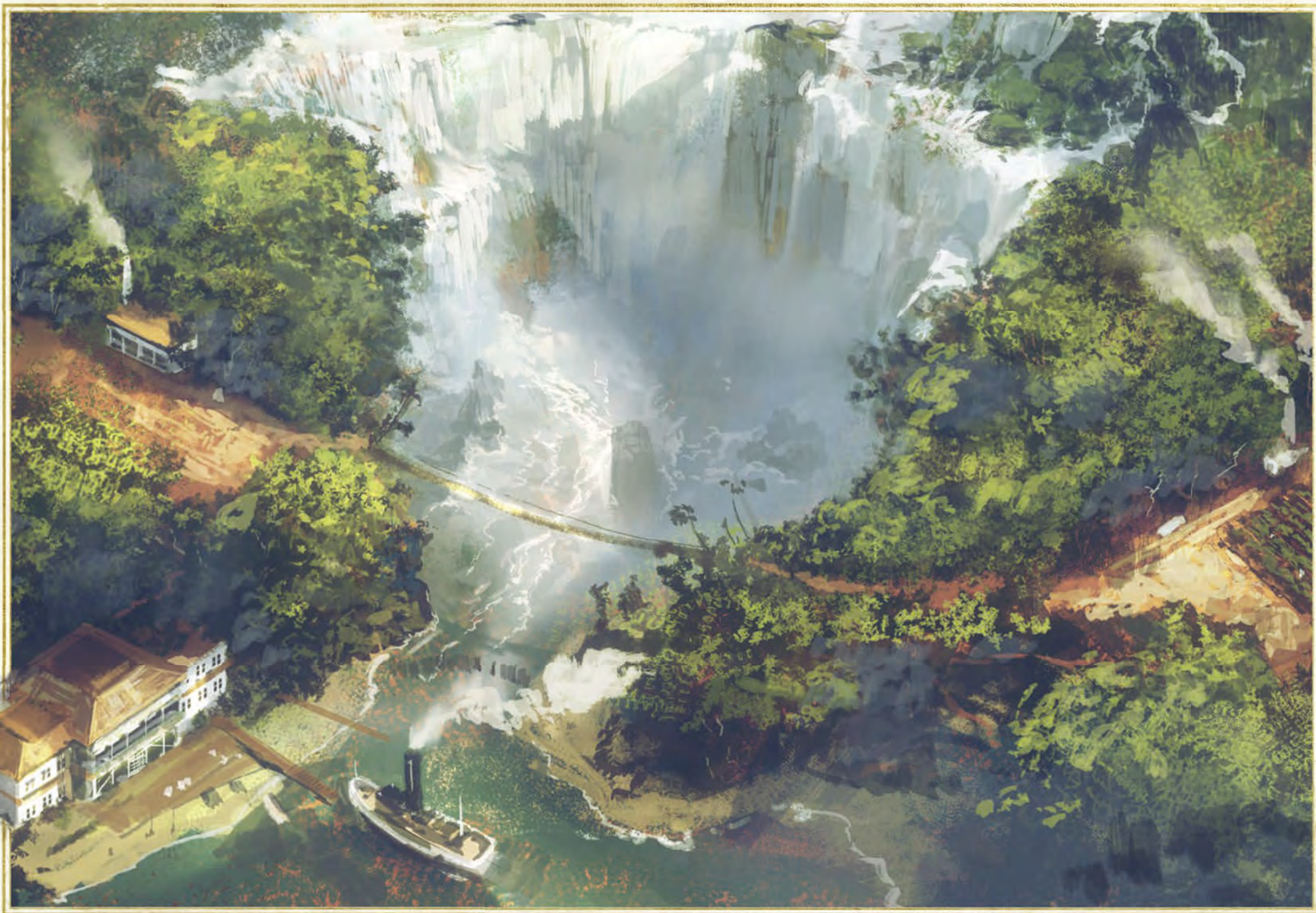
*"History will remember me well, since
I am to rewrite it for La Corona."*





LANDSCAPES





















The greatest enemy we may find in the wilderness is ourselves.

There is a dispute regarding the map. Some of the group go ahead to check. When they do not return, the rest try to follow.

They fall straight into the very same trap. . .







Production team

THANKS

Mainz, November, Anno Domini 2018

Thank you. What you cradle in your hands is the culmination of years of work by our team, delivering an Anno game both we and our fans can be proud of. It is also much more than that. Not only is Anno 1800 the seventh installment in the series, but it also marks the 20th anniversary for the series. 20 years is a significant milestone to reach by any measure, but an especially notable one in an industry as dynamic and fast-paced as digital entertainment.

No-one could have predicted this journey back in March 1998, when an unassuming new challenger entered, named “Anno 1602”, daring to take on the more established strategy competitors of its day. And what a journey it has since been! In these 20 years, we have enjoyed our own history together. We have seen the renaissance, and the age of enlightenment. We have even travelled into the future, settled the ocean floor and colonized the moon.

None of this would have been possible without you - the dedicated and passionate Anno fans who have inspired and empowered us every step along the way. Our community of “Annoholics” has been our driving force, and these 20 years are a testament to their enthusiasm. So no matter if this is your very first Anno (and if so, welcome aboard!), or if you have been with us for two decades - Thank you, from the bottom of our hearts.

The Anno 1800 Development Team

CREDITS

DEV TEAM BLUEBYTE

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Andreas Jupe - Digital Artist
Felix Lukas - Junior Digital Artist
David Shelton - Digital Artist
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Nadin Bernstorff - Senior Project Manager
Matt Cook - Game Writer

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Karakter - Artworks

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UBISOFT EMEA

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This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

