

Start with your first substation



Actual gameplay: substation layout and connections.

Your goal

Plan equipment and connections, bring power to the city, and balance reliable supply against maintenance and construction costs. Get a small grid working before expanding.

Choose a starting point

Start with the tutorial and follow its on-screen steps. In a scenario, read the current objectives first. Use sandbox mode to experiment, choosing the available budget, equipment unlock and aging options.

Learn to look around

Pan with W A S D or the arrow keys, drag with the right mouse button to rotate, and use the wheel to zoom. In normal observation mode, T toggles top view; road and wall tools use T differently.

Build, connect and supply

1 Plan a small supply route

Check the objective, the source of power and the area you want to supply. Leave room for equipment and future expansion instead of spending your entire budget at once.

2 Choose equipment

Open the backpack and filter equipment by category and voltage. Click a card to preview placement, then left-click to confirm, or drag a card into the scene. Hold R and scroll to rotate the preview; Esc cancels the active action.

3 Make the connections

Choose suitable line material and connect equipment using the tutorial and endpoint prompts. Check the start, end and three-phase connections section by section. If a connection is unavailable, review the tool prompt and equipment voltage.

4 Check the result

Use device controls to inspect switching and operating states. Watch voltage, current, loading and messages. Check the affected equipment and connections when something is wrong before expanding further.

5 Save your progress

After a useful building step, save through the top-bar save/load entry or the Esc menu when no tool is active. Wait for the save message. Keep a saved version before making major changes.

Operate and manage

Read equipment information

Voltage and current help you understand operation; loading shows how heavily equipment is used; health helps you plan maintenance. Read these together with switching states, connections and warnings.

Respond to supply problems

Read the message, find the affected device, then inspect its connections, switches, loading and health. Observe the result after each adjustment. If trips repeat, investigate the warning before repeatedly operating the switch.

Keep expansion affordable

Review daily income and expenses and leave funds for maintenance and your next construction step. When demand grows, identify whether generation, transformation or connections are limiting supply before choosing an upgrade or expansion.

Improve capacity through the technology tree

Open the technology tree, choose a category, branch and node, and compare current capacity, target capacity and requirements. Confirm an upgrade when its requirements are met. See the Technology Tree guide for details.

Learn by experimenting

Use the Grid Academy to inspect equipment models and in-game explanations. In sandbox, change one thing at a time and compare supply and finances before and after the change.

Useful menus and common questions

Backpack / City construction / Technology tree

Use the backpack for equipment and lines, city construction for its building tools, and the technology tree for capacity upgrades. Available content depends on the current role, scenario and tool state.

Why did a click not select a device?

A placement, drawing or editing tool may still be active. Press Esc to cancel the current action, then try selecting again. Windows and text fields take input before scene controls.

Why is an upgrade unavailable?

Read the reason below the selected node. Check prerequisites, matching scene equipment, grid vouchers and any additional requirements. An already-upgraded state is not a failed upgrade.

How do I continue a previous build?

Use Continue or the save/load entry to select an existing save. Save any current progress you want to keep before loading another game or changing sandbox options.

Where can I find help or report a problem?

Open the in-game ? help for controls, and use Feedback to report a problem. Describe what you were doing, include the message you saw, and attach a relevant gameplay screenshot.