



# TROPICO 5

## COMPLETE COLLECTION




**See important health and safety warnings in the system Settings menu.**


## GETTING STARTED

### PlayStation®4 system

**Starting a game:** Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the Tropico 5 - Complete Collection disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system's home screen, and then press the  button. Refer to this manual for information on using the software.

**Quitting a game:** Press and hold the  button, and then select [Close Application] on the screen that is displayed.

**Returning to the home screen from a game:** To return to the home screen without quitting a game, press the  button. To resume playing the game, select it from the content area.

**Removing a disc:** Touch the (eject) button after quitting the game.



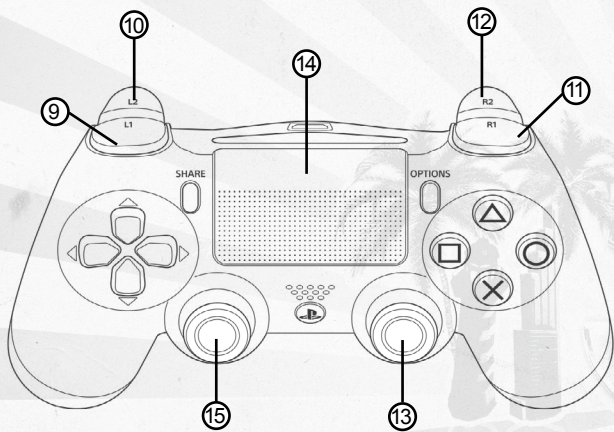
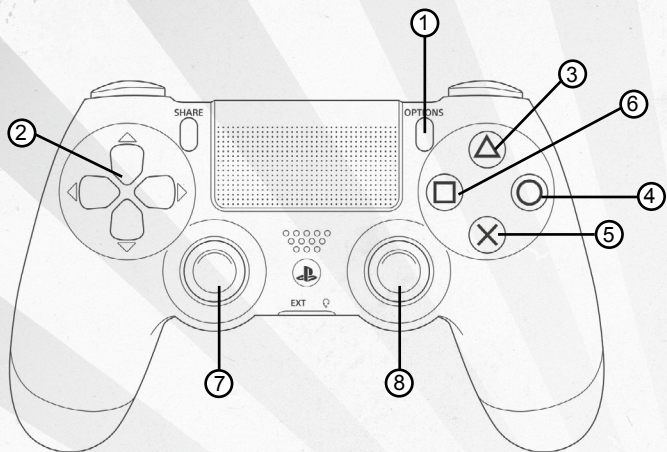
**Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.



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# GAME CONTROLS



- |   |                     |  |
|---|---------------------|--|
| ① | OPTIONS button      | Main Menu                                  |
| ② | Directional Buttons | Navigate / Speed Controls                  |
| ③ | △ button            | Construction                               |
| ④ | ○ button            | Close / Select task or squad               |
| ⑤ | × button            | Confirm / Select building                  |
| ⑥ | □ button            | Select person                              |
| ⑦ | Left stick          | Pan view                                   |
| ⑧ | Right stick         | Rotate / Zoom view                         |
| ⑨ | <b>L1</b> button    | Toggle description panel / Centre on event |
| ⑩ | <b>L2</b> button    | (Hold) Change Control Mode                 |
| ⑪ | <b>R1</b> button    | Toggle description panel                   |
| ⑫ | <b>R2</b> button    | (Hold) Change Control Mode                 |
| ⑬ | <b>R3</b> button    | (Press) Tasks                              |
| ⑭ | Touch Pad button    | —  |
| ⑮ | <b>L3</b> button    | —  |



# CONTENT OF THE COMPLETE COLLECTION



## ESPIONAGE

THE WORLD IS FULL OF INTRIGUE AND MYSTERY. EVEN TROPICO HARBORS VALUABLE TREASURES AND THERE IS THE NEED TO DEFEND TOOTH AND NAIL AGAINST THE GLOBAL POWERS. IN THE NEW **TROPICO 5** EXPANSION 'ESPIONAGE', ONLY YOU, AS EL PRESIDENTE, CAN KEEP TROPICO SAFE FROM ENEMY SPIES AND FOREIGN POWERS WHO MIGHT TRY TO STEAL YOUR ISLAND'S BEST KEPT SECRETS FOR THEIR OWN GAIN.

- NEW CAMPAIGN AND THRILLING STORY SPANNING 6 CHALLENGING MISSIONS
- 9 NEW SPY AND MILITARY THEMED BUILDINGS
- 4 NEW ISLAND MAPS (ALSO AVAILABLE FOR SANDBOX GAMES)
- 4 NEW MUSIC TRACKS
- 4 NEW AVATAR COSTUMES
- 6 NEW AVATAR ACCESSORIES
- NEW SANDBOX TASKS AND EVENTS TO GO WITH THE NEW 'ESPIONAGE' SETTING

## WATERBORNE

IT'S TIME TO GET NAUTICAL – THE FUTURE OF TROPICO LIES ON ITS SHORES! HARNESS THE VAST POTENTIAL OF THE SEA BY CONSTRUCTING WATERBORNE STRUCTURES AROUND YOUR ISLAND. BUILD BRAND NEW OFF-SHORE ALTERNATIVES TO DEFENCE, FOOD, ENERGY, ENTERTAINMENT AND EVEN HOUSING – WHICH EACH COME WITH THEIR OWN SET OF OPPORTUNITIES AND DISADVANTAGES.

- NEW CAMPAIGN AND STORY SPANNING 6 CHALLENGING MISSIONS
- 9 NEW OFF-SHORE BUILDINGS AND MARINE VEHICLES
- 4 NEW ISLAND MAPS (ALSO AVAILABLE FOR SANDBOX GAMES)

- 4 NEW MUSIC TRACKS
- 2 NEW AVATAR COSTUMES
- 6 NEW AVATAR ACCESSORIES
- NEW SANDBOX TASKS AND EVENTS TO GO WITH THE ‘WATERBORNE’ SETTING

## DLC PACKS

THE FOLLOWING 3 DLC PACKS EACH HAVE THREE NEW SINGLE PLAYER SCENARIOS, THREE NEW BUILDINGS, THREE NEW AVATAR ITEMS AS WELL AS THREE NEW MAPS AND THREE NEW PIECES OF MUSIC.

THERE IS ALSO THE “THE BIG CHEESE” DLC, WHICH CONTAINS A NEW SCENARIO, A NEW BUILDING, A NEW AVATAR ITEM AS WELL AS A NEW MAP AND A NEW PIECE OF MUSIC.

## DLC PACK “HOSTILE TAKEOVER”

### MAD WORLD

IS THIS MADNESS? NO, THIS IS TROPICO! FIND NEW WAYS OF DISPOSING UNWANTED OPPOSITION TO YOUR REGIME BY INSTALLING THE ASYLUM, INCLUDING STRAIT JACKETS, ISOLATION CELLS, ELECTROCONVULSIVE THERAPY AND MORE!

### GENERALISSIMO

THOUGHT THE CUBAN MISSILE CRISIS WAS OVER? FAR FROM IT! IN THIS LATEST EPISODE OF **TROPICO 5**, HISTORY IS REPEATING ITSELF WHILE EL PRESIDENTE PREPARES FOR ALL-OUT INVASION AND LARGE-SCALE WARFARE!

## JOINT VENTURE

EL PRESIDENTE IS SELLING OUT. IT'S TIME FOR TROPICO TO START PLAYING IN THE MAJOR LEAGUE OF INTERNATIONAL FRANCHISES. START BY INVITING INVESTORS AND CONSTRUCTING A CHAIN OF FAST FOOD RESTAURANTS ALL ACROSS THE ISLAND.

## DLC PACK "PARADISE LOST"

### SURF'S UP!

COME WITH EL PRESIDENTE ON A JOURNEY THROUGH TIME AND SPACE IN THE NEW 'SURF'S UP!' DLC. IN THE NOT-TOO-DISTANT FUTURE, EARTH IS UNDER THREAT OF ALIEN INCURSION. THE ONLY HOPE FOR TROPICO LIES WITH THE WISE DOLPHINS OF THE PACIFIC OCEAN, WHO HOLD THE POWER TO VETO THIS DECISION THROUGH BUREAUCRACY! THE TROPICANS OF TOMORROW HAVE ASKED EL PRESIDENTE TO UTILISE THE BRAND NEW DOLPHINARIUM BUILDING IN ORDER TO ATTRACT TOURISTS, MAKE MONEY AND SAVE THE BEAUTIFUL SEA CREATURES.

### GONE GREEN

IT'S AN ENDLESS STRUGGLE TRYING TO PLEASE THE PEOPLE OF TROPICO – AND THIS TIME EL PRESIDENTE NEEDS TO GO GREEN IN ORDER TO GET OUT OF TROUBLE. OF COURSE, THIS IS ALL TO PROTECT THE FUNDS OF HIS SWISS BANK ACCOUNT – WHICH ARE OBTAINED THROUGH THE SIMPLE METHOD OF EXPORTING LUDICROUSLY LARGE AMOUNTS OF CRUDE OIL TO COMPETING SUPERPOWERS. HELP EL PREZ PROMOTE A BETTER IMAGE OF THE ISLAND BY BUILDING 100% ECO-FRIENDLY WINDFARMS.

### SUPERVILLAIN

EL PRESIDENTE IS GETTING TIRED OF THIS RUTHLESS DICTATOR IMAGE, SO HE'S DECIDED IT IS TIME TO BECOME THE MOST FAMOUS SUPERVILLAIN IN THE WHOLE

CARIBBEAN. BENT ON DESTROYING MANKIND AS WE KNOW IT, EL PREZ WILL BATHE IN ULTIMATE EVILNESS! SO GO ALL OUT AND BUILD A MAGNIFICENT LAIR WITH A GIANT LASER HIDDEN INSIDE!

## DLC PACK “EPIC MELTDOWN”

### INQUISITION

RUMOURS ARE THAT A GROUP OF CITIZENS HAVE UNITED TO FORM A MYSTERIOUS CULT AND HAVE PLACED A CURSE OVER TROPICO. A NEW SUPERNATURAL AUTHORITY IS LOOKING TO SEIZE POWER AND YOU, AS EL PRESIDENTE, NEED SOME DIVINE ASSISTANCE TO LIFT THE CURSE. ENTER, THE INQUISITION.

### SUPERCOMPUTER

KNOWLEDGE IS POWER. NO ONE KNOWS THIS BETTER THAN EL PRESIDENTE, WHO LEAVES NO STONE UNTURNED IN HIS QUEST TO POSITION TROPICO AS A LEADER IN THE WORLD OF TECHNOLOGICAL PROGRESS. TOGETHER WITH THE SUPPORT OF THE BRIGHTEST SCIENTISTS IN ALL OF TROPICO, YOU MUST BUILD THE BIGGEST AND MOST EFFICIENT SUPERCOMPUTER IN THE WORLD IN ORDER TO RESEARCH NEW TECHNOLOGY FASTER THAN YOUR RIVAL NATIONS AND FIND THE ANSWER TO THE ULTIMATE QUESTION OF LIFE, THE UNIVERSE, AND EVERYTHING.

### T-DAY

THERE'S NO BUSINESS LIKE SHOW BUSINESS! IN HIS INFINITE WISDOM, EL PRESIDENTE HAS DECIDED THAT OUR BELOVED ISLAND OF TROPICO IS TO BE THE LEADING CULTURAL INFLUENCE ON THE WORLD STAGE. TO DO THIS, YOU WILL PRODUCE A BLOCKBUSTER MOVIE WHICH OUTCLASSES EVERY OTHER HOLLYWOOD

PRODUCTION IN EXISTENCE AND SETS ITSELF UP FOR ENDLESS REBOOTS, SEQUELS AND DIRECTOR'S CUTS IN THE PROCESS.



## GAME MODES



### TUTORIAL

THE TUTORIAL CONSISTS OF THREE SHORTS MISSIONS DESIGNED TO FAMILIARIZE YOU WITH THE BASIC CONTROLS AND GAME CONCEPTS. PLAYING THE TUTORIAL FIRST IS RECOMMENDED, EVEN IF YOU HAVE PREVIOUS EXPERIENCE WITH THE TROPICO SERIES.

### CAMPAIGN

THE CAMPAIGN CONSISTS OF 15 MISSIONS SET ON VARIOUS FICTIONAL ISLANDS IN THE CARIBBEAN REGION. YOUR CONSTRUCTED CITY AND PROGRESS ON ONE ISLAND WILL BE CARRIED TO THE NEXT MISSIONS THAT YOU HAPPEN TO PLAY ON THE SAME ISLAND.

INITIALLY YOU WILL BE ABLE TO CHOOSE BETWEEN TWO ISLANDS – THE LUSH CAYO DE FORTUNA AND THE ARID BAO-BAO. AFTER YOU COMPLETE THE FIRST CAMPAIGN MISSION ON ONE OF THOSE ISLANDS YOU WILL PLAY THE SECOND MISSION ON THE OTHER ISLAND. FOR THE THIRD MISSION YOU WILL ONCE AGAIN BE ABLE TO CHOOSE EITHER ISLAND, CONTINUING WITH YOUR EXISTING CITY THAT YOU DEVELOPED PREVIOUSLY AND SO ON. NEW ISLANDS WILL BECOME AVAILABLE AT A CERTAIN POINT IN THE CAMPAIGN.

THE BASE GAME CAMPAIGN IS TITLED “CHANGING THE WORLD”, THE WATERBORNE CAMPAIGN “LORD OF THE PEARL” AND THE ESPIONAGE CAMPAIGN “THE MALTESE TOUCAN”.

## SANDBOX

SANDBOX GAMES ARE FULLY CUSTOMIZABLE, ALLOWING YOU TO SELECT THE ISLAND MAP, POLITICAL AND ECONOMICAL DIFFICULTY, STARTING RESOURCES, STARTING ERA AND DISASTER FREQUENCY. SANDBOX GAMES CAN EITHER BE OPEN-ENDED OR TO PURSUE A SPECIFIC GOAL – VICTORY BY POINTS, VICTORY BY MONEY, OR VICTORY BY CONSTRUCTION.

## MULTIPLAYER

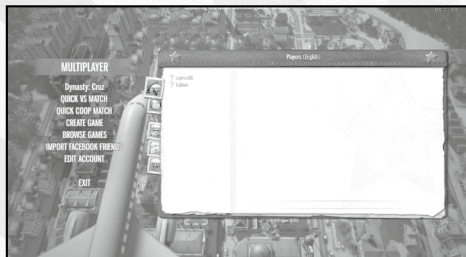
MULTIPLAYER OFFERS BOTH COOPERATIVE AND COMPETITIVE GAME EXPERIENCES. QUICK MATCH WILL IMMEDIATELY MATCH YOU WITH ANOTHER PLAYER OF A SIMILAR SKILL LEVEL TO START A GAME ON DEFAULT MULTIPLAYER SETTINGS. YOU CAN ALSO CREATE A CUSTOMIZED GAME FOR 2-4 PLAYERS, SETTING ALL GAME PARAMETERS AND VICTORY CONDITIONS. CUSTOM GAMES MAY BE VISIBLE TO EVERYONE OR ONLY TO YOUR FRIENDS – THIS SETTING RESTRICTS WHO CAN SEE AND JOIN THEM.

## MULTIPLAYER LOBBY

AFTER LOGGING IN THE MULTIPLAYER LOBBY, YOU WILL SEE A MENU ON THE LEFT SIDE OF THE SCREEN AND A CHAT PANEL WITH SEVERAL OPTIONS ON THE RIGHT SIDE.

FROM THE LEFT SCREEN MENU YOU CAN SELECT A DYNASTY YOU ALREADY HAVE PLAYED WITH OR CREATE A NEW ONE FROM THE DYNASTY BUTTON. YOU MAY CHOOSE BETWEEN TWO TYPES OF QUICK MATCHES (COOPERATIVE OR PLAYER VS PLAYER), WHICH QUICKLY FIND AN OPPONENT AND START A GAME ON A RANDOMLY GENERATED MAP WITH STANDARD SETTINGS. BY CLICKING ON “CREATE GAME”

YOU CAN CUSTOMIZE YOUR GAME SETTINGS LIKE MAP, VICTORY CONDITIONS, STARTING MONEY, PLAYER COUNT AND SO ON. “BROWSE GAMES” SHOWS CURRENTLY AVAILABLE GAMES WAITING FOR PLAYERS TO BEGIN AND ALLOWS YOU TO JOIN ANY SUCH GAME. FURTHERMORE YOU MAY CHOOSE “IMPORT FACEBOOK FRIENDS”, WHICH SENDS INVITES TO YOUR FACEBOOK FRIENDS TO JOIN YOUR **TROPICO 5** FRIENDS LIST.



NEXT TO THE CHAT FIELD ON THE RIGHT, THERE ARE VARIOUS IMPORTANT FIELDS. IN THE FIRST FIELD (“PLAYER”), A LIST OF ALL PLAYERS THAT ARE CURRENTLY ONLINE AND NOT IN A GAME IS DISPLAYED, WITH THE NAME OF THE CHATROOM THAT THEY ARE IN (STANDARD SETTING IS YOUR REGION). IF YOU GO TO A NAME OF A PLAYER AND PRESS THE **X** BUTTON, TWO OPTIONS APPEAR WITH WHICH YOU CAN EITHER BLOCK THE PLAYER OR SEND THEM A FRIEND REQUEST. THE ROOMS FIELD SHOWS YOU A LIST OF ALL AVAILABLE CHATROOMS. THE BRACKETS NEXT TO THEM SHOW THE NUMBER OF PLAYERS IN THE ROOMS. THE FRIENDS FIELD SHOWS A LIST OF ALL YOUR FRIENDS THAT ARE CURRENTLY ONLINE IN **TROPICO 5**. UNDER THE FRIENDS FIELD THERE IS AN INVITATIONS FIELD, WHERE ANY PENDING INVITATIONS ARE SHOWN UNTIL THEY ARE EITHER ACCEPTED OR BLOCKED. THE LAST FIELD IS A LIST OF ALL PLAYERS YOU HAVE BLOCKED. YOU CAN UNBLOCK THEM HERE TOO.



# GENERATED MAPS



WHEN YOU ARE PROMPTED TO SELECT A MAP FOR A SANDBOX OR MULTIPLAYER GAME YOU CAN CREATE A CUSTOM RANDOMLY GENERATED MAP. YOU MAY CUSTOMIZE THE FOLLOWING PARAMETERS:



**ISLAND SIZE** – THE SIZE OF THE GENERATED ISLAND. IT IS OFTEN MORE DIFFICULT TO PLAY ON SMALLER ISLANDS BECAUSE THE BUILDING SPACE IS LIMITED THERE.



**ELEVATION** – FLAT ISLANDS TEND TO HAVE MORE BUILDING SPACE THAN ISLANDS WITH HIGHER ELEVATIONS.



**RESOURCES** – DETERMINES THE QUANTITY OF MINERAL, OIL AND FISH DEPOSITS.



**CLIMATE** – WET ISLANDS HAVE MORE TREES AND GRASSY AREAS, WHILE DRY ISLANDS HAVE MORE DESERTS AND BARREN LAND.



# HISTORICAL ERAS



**TROPICO 5** TAKES PLACE OVER FOUR DIFFERENT HISTORICAL ERAS, EACH PROVIDING DIFFERENT CHALLENGES AND OPPORTUNITIES.

## COLONIAL ERA

TROPICO IS BUT A SMALL COLONY, DEPENDENT ON THE WHIMS OF THE CROWN. YOU ARE THE COLONY'S GOVERNOR AND WILL BE REMOVED FROM OFFICE WHEN YOUR MANDATE EXPIRES. MOST ADVANCED BUILDINGS ARE UNAVAILABLE AND THE ECONOMY DEPENDS ALMOST ENTIRELY ON THE PRODUCTION OF NATURAL RESOURCES. SPECIAL TASKS FROM THE CROWN EARN MANDATE EXTENSIONS, POPULATION AND MONEY AS REWARDS.

**GOAL:** TO ADVANCE TO THE NEXT ERA YOU MUST GATHER SUPPORT FOR THE REVOLUTION AND DECLARE INDEPENDENCE.

**AVAILABLE FACTIONS:** ROYALISTS, REVOLUTIONARIES

**AVAILABLE SUPERPOWERS:** THE CROWN

## WORLD WARS

YOU ARE THE FIRST PRESIDENTE OF A FREE TROPICO AND THE TRIALS OF THE WORLD WARS AND THE GREAT DEPRESSION LIE BEFORE YOU. ADVANCED INDUSTRY BECOMES AVAILABLE DURING THIS ERA, AND REBELS APPEAR TO OPPOSE YOUR REGIME. CITIZENS START TO DEMAND ELECTIONS AND FOREIGN SUPERPOWERS, SUCH AS THE AXIS AND THE ALLIES MAY POSSIBLY INVADE TROPICO.

**GOAL:** THERE IS NO SPECIFIC ADVANCEMENT REQUIREMENT FOR THE NEXT

ERA – TROPICO MUST SIMPLY SURVIVE WITH YOU AS RULER UNTIL THE WORLD WARS ARE OVER. IF YOU RESEARCH EVERY AVAILABLE TECHNOLOGY THE OPPORTUNITY TO ADVANCE TO THE COLD WAR ERA WILL BE PRESENTED EARLIER.

**AVAILABLE FACTIONS:** MILITARISTS, RELIGIOUS, COMMUNISTS, CAPITALISTS

**AVAILABLE SUPERPOWERS:** THE AXIS, THE ALLIES

## THE COLD WAR

DURING THE COLD WAR TROPICO IS DROPPED RIGHT INTO THE MIDDLE OF THE POWER STRUGGLE BETWEEN THE USA AND THE USSR. THERE ARE NEW OPPORTUNITIES FOR PROFIT, SUCH AS THE OIL INDUSTRY AND TOURISM.

**GOAL:** TO ADVANCE TO THE FINAL ERA YOU MUST FIRST RESEARCH AND THEN BUILD A SUPER PROJECT – EITHER A SPACE PROGRAM OR A NUCLEAR PROGRAM.

**AVAILABLE FACTIONS:** MILITARISTS, RELIGIOUS, COMMUNISTS, CAPITALISTS, ENVIRONMENTALISTS, INDUSTRIALISTS

**AVAILABLE SUPERPOWERS:** USA, USSR

## MODERN TIMES

ALL BUILDINGS ARE AVAILABLE IN THE MODERN ERA, AND THE CITIZENS' EXPECTATIONS OF YOU AS A RULER ARE VERY HIGH. NEW SUPERPOWERS SUCH AS EUROPE, CHINA AND THE MIDDLE EAST APPEAR ON THE FOREIGN POLITICAL SCENE. NEW MODERN FUTURISTIC TECHNOLOGIES WILL ALLOW YOU TO REALIZE

TROPICO'S FULL POTENTIAL AS A NATION.

**GOAL:** PLAYTIME IN MODERN TIMES IS NOT LIMITED AND THERE IS NO NEXT ERA.

**AVAILABLE FACTIONS:** MILITARISTS, RELIGIOUS, COMMUNISTS, CAPITALISTS, ENVIRONMENTALISTS, INDUSTRIALISTS, GLOBALISTS, NATIONALISTS

**AVAILABLE SUPERPOWERS:** USA, USSR, EUROPE, CHINA, MIDDLE EAST



## FACTIONS



THERE ARE 10 DIFFERENT POLITICAL FACTIONS IN THE GAME. CITIZENS MAY SUPPORT SEVERAL OF THEM AT ONCE, BUT THEY CAN NEVER SUPPORT TWO FACTIONS WITH OPPOSING VIEWS SUCH AS THE COMMUNISTS AND THE CAPITALISTS. FACTIONS HAVE LEADERS THAT CAN BE IDENTIFIED BY YOUR POLICE. BEWARE, AFFECTING A LEADER OR HIS FAMILY MEMBER WITH A CITIZEN ACTION MAY CHANGE YOUR STANDING WITH THE WHOLE FACTION (SEE CITIZEN ACTIONS, BELOW).

- **ROYALISTS:** THE ROYALISTS SUPPORT THE CROWN DURING THE COLONIAL ERA. THEY OPPOSE THE IDEA OF AN INDEPENDENT TROPICO AND WILL TRY TO STOP THE REVOLUTION AT ANY COST.
- **REVOLUTIONARIES:** THE REVOLUTIONARIES ARE THE PROGRESSIVE CITIZENS THAT SUPPORT THE IDEA OF AN INDEPENDENT TROPICO WITH YOU AS ITS LEADER. THEY CAN STILL MAKE TROUBLE IF THEY EVER SUSPECT THAT YOU ARE TOO EAGER TO PLEASE THE CROWN.
- **MILITARISTS:** THE MILITARISTS ARE ALL FOR MAINTAINING A LARGE STANDING ARMY AND RESOLVING PROBLEMS WITH BRUTE FORCE. THEY ARE NOT A LARGE FACTION, BUT BECAUSE OF THEIR CLOSE TIES WITH THE MILITARY IT IS

NOT A GOOD IDEA TO GET ON THEIR BAD SIDE.

- **RELIGIOUS:** THE RELIGIOUS FACTION IS NUMEROUS AND INFLUENTIAL. THEIR SUPPORTERS DESIRE CHURCHES AND CATHEDRALS AND WILL OPPOSE SHADY OR CORRUPT ACTS.
- **COMMUNISTS:** THE COMMUNISTS STAND FOR EQUALITY AND SOCIAL SECURITY, EVEN WHEN THEY ARE AT THE EXPENSE OF THE EFFICIENT ECONOMY. THEY ARE ONE OF THE MOST NUMEROUS FACTIONS AND WILL BECOME REBELS IF THEY ARE DISPLEASED.
- **CAPITALISTS:** CAPITALISTS DESIRE WEALTH AND PROSPERITY FOR THE PRIVILEGED ELITE. THEY SUPPORT BOTH DEVELOPING HEAVY INDUSTRY AND DEVELOPING LUCRATIVE TOURISM IN TROPICO AND OPPOSE MOST SOCIAL MEASURES.
- **ENVIRONMENTALISTS:** THE ENVIRONMENTALISTS VALUE THE PRESERVATION OF NATURE ABOVE ALL ELSE. THEY START AS A SMALL FACTION IN THE COLD WAR, BUT GROW MORE NUMEROUS IN THE MODERN TIMES. ALTHOUGH THEY OPPOSE INDUSTRY, MINING, AND LOGGING, THEY CAN AGREE WITH A LIMITED TOURISM INDUSTRY, AS LONG AS THE NATURAL BEAUTY OF THE ISLAND IS BEING PRESERVED.
- **INDUSTRIALISTS:** THE INDUSTRIALISTS ARE ALL FOR DEVELOPING HEAVY INDUSTRY AND MAKING PROFITS BY CONSUMING THE RAW RESOURCES ON THE ISLAND AND PROCESSING THEM TO LUXURY GOODS. THEY DO NOT CARE ABOUT ECOLOGY AND ARE ALWAYS AT ODDS WITH THE ENVIRONMENTALISTS.
- **GLOBALISTS:** THE GLOBALISTS ARE A MODERN FACTION THAT ADVOCATES AN OPEN SOCIETY BEYOND NATIONAL BORDERS WITH FREE MOVEMENT OF PEOPLE, GOODS AND IDEAS. THEY SEE NATIONALISM AS A THING OF THE PAST.
- **NATIONALISTS:** THE NATIONALISTS PUT TROPICO ABOVE ALL ELSE. THEY OPPOSE CLOSE RELATIONSHIPS WITH ANY FOREIGN POWER AND POLICIES ENCOURAGING THE IMMIGRATION OF FOREIGN CITIZENS ON THE ISLAND.



# MAIN VIEW – INTERFACE



## HUD BUTTONS

### OVERLAYS

TO OPEN THE OVERLAY MENU, HOLD DOWN **R2** AND CONFIRM WITH THE **X** BUTTON. MOST OVERLAYS HAVE A COLOUR PROGRESSION FROM GREEN TO RED. GREEN STANDS FOR A HIGH VALUE FOR THE STATISTIC BEING DISPLAYED BY THE OVERLAY AND RED STANDS FOR A LOW VALUE. THIS FIELD CONTAINS THE FOLLOWING CATEGORIES:

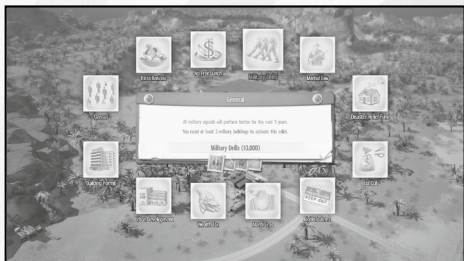
- **AGRICULTURE:** THE CROP CONDITIONS FOR THE DIFFERENT CROPS THAT CAN BE RAISED ON THE ISLAND.
- **ISLAND:** ISLAND CONDITIONS LIKE TREE DENSITY AND BEAUTY. ALSO INDICATES POLLUTION, VOLCANO AND TSUNAMI DANGER ZONES.
- **CITY:** DISPLAYS CRIME, LIBERTY AND THE ELECTRICAL GRID'S BOUNDS.

USE **R1** OR **L1** TO SWITCH BETWEEN CATEGORIES.



## EDICTS

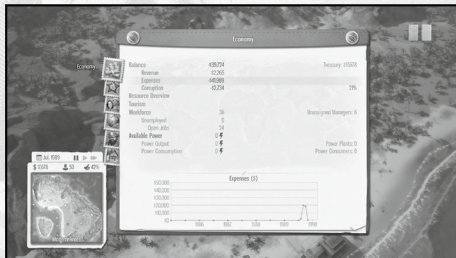
TO OPEN THE EDICTS MENU, HOLD DOWN **L2** AND CONFIRM WITH THE **O** BUTTON. ALL EDICTS ARE SORTED INTO VARIOUS CATEGORIES, AND SOME ARE ONLY ACTIVATED WITH A NEW ERA. THE CATEGORIES ARE: “GENERAL”, “WORLD WARS”, “COLD WAR” AND “MODERN TIMES”. YOU CAN SWITCH BETWEEN CATEGORIES WITH **R1** OR **L1**.



## ALMANAC

TO OPEN THE ALMANAC, HOLD DOWN **L2** AND CONFIRM WITH THE **□** BUTTON. THE ALMANAC SHOWS THE ISLAND'S IMPORTANT STATISTICS. YOU CAN ADJUST THE DATA IN THE ALMANAC BY TOGGING BETWEEN THE CATEGORIES ON THE LEFT SIDE WITH **R1** OR **L1**.

THE DIFFERENT CATEGORIES ARE “ECONOMY”, “HAPPINESS”, “PEOPLE”, “POLITICS”,



“DYNASTY” AND “BUILDINGS”. SOME OF THE TOPICS IN THE CATEGORIES CAN BE SELECTED BY PRESSING THE **X** BUTTON. EITHER A NEW OVERVIEW WILL OPEN OR FURTHER DETAILS ABOUT THE SELECTED TOPIC WILL BE DISPLAYED.

## TRADE

TO OPEN THE TRADE MENU, HOLD DOWN **R2** AND CONFIRM WITH THE **Δ** BUTTON. IN THE FOLLOWING CATEGORIES, YOU WILL FIND POSSIBLE IMPORT OR EXPORT ROUTES: “AGRICULTURE (FOOD)”, “AGRICULTURE (OTHER)”, “MINING AND CLEARING”, “INDUSTRY GOODS”, “LUXURY GOODS” AND “YOUR CURRENT, ACTIVE ROUTES”. YOU CAN SWITCH BETWEEN CATEGORIES WITH **R1** OR **L1**. WHEN YOU SELECT A TRADE ROUTE, YOU WILL BE ABLE TO VIEW DETAILS ABOUT THE AGREEMENT. PRESS THE **X** BUTTON TO ADD A SHIP TO A TRADE ROUTE. USE THE **□** BUTTON TO REMOVE THE SHIP AGAIN, SO THAT IT CAN BE SENT ON ANOTHER ROUTE.



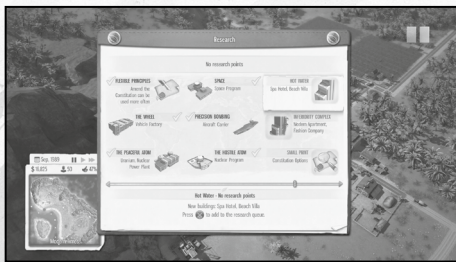
## CONSTITUTION

TO OPEN THE CONSTITUTION PAGE, HOLD DOWN **R2** AND CONFIRM WITH THE **□** BUTTON. THIS GIVES YOU THE OPPORTUNITY TO CHANGE THE CONSTITUTION. ALL CONSTITUTION OPTIONS ARE SORTED INTO VARIOUS CATEGORIES, WHICH ARE ACTIVATED WITH EVERY NEW ERA: “GENERAL”, “WORLD WARS”, “COLD WAR” AND “MODERN TIMES”. YOU CAN SWITCH BETWEEN CATEGORIES WITH **R1** OR **L1**. USE THE DIRECTIONAL BUTTONS TO SELECT A PARTICULAR CONSTITUTIONAL DRAFT AND TO REPLACE IT WITH A NEW DRAFT USING THE **X** BUTTON.



## RESEARCH

TO OPEN THE RESEARCH USER INTERFACE, HOLD DOWN **L2** AND CONFIRM WITH THE **X** BUTTON. WHEN A RESEARCH PROJECT STARTS, IT IS SHOWN IN THE RESEARCH QUEUE ABOVE. USING THE **X** BUTTON, YOU CAN ADD A PIECE OF TECHNOLOGY TO THE QUEUE AND REMOVE IT WITH THE **□** BUTTON. THE REMAINING TIME IS DISPLAYED NEXT TO THE TECHNOLOGY PRESENTLY BEING RESEARCHED. IF THE TECHNOLOGY IS DISPLAYED IN GREY, THE PREREQUISITES FOR THE RESEARCH ARE DISPLAYED BELOW.



## BUILD

USE THE **△** BUTTON TO OPEN THE BUILDING MENU, WHERE ALL BUILDINGS

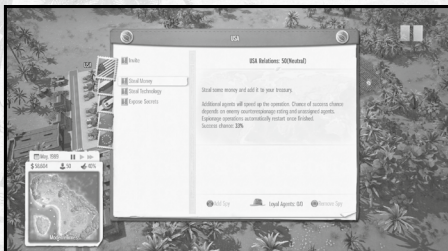




## DIPLOMACY & ESPIONAGE

HOLD DOWN **R2** AND CONFIRM WITH THE **O** BUTTON TO OPEN THE “DIPLOMACY & ESPIONAGE” SCREEN. THIS IS AVAILABLE STARTING FROM THE WORLD WARS ERA. AN OVERVIEW OF ALL SUPERPOWERS AS WELL AS OTHER PLAYERS IN THE MULTIPLAYER MODE IS DISPLAYED HERE. USE **R1** OR **L1** TO SWITCH BETWEEN SUPERPOWERS. YOU CAN INVITE FOREIGN POWERS INTO YOUR ISLAND’S EMBASSY VIA THIS SCREEN OR GET THEM TO LEAVE YOUR EMBASSY BY USING THE **X** BUTTON. YOU CAN ALSO ACKNOWLEDGE FOREIGN POWERS, SEND OUT DELEGATIONS AND SUGGEST ALLIANCES.

IN MULTIPLAYER MATCHES, THE “DIPLOMACY & ESPIONAGE” SCREEN ALSO INCLUDES VARIOUS OPTIONS WITH WHICH YOU CAN INTERACT WITH OTHER PLAYERS: “REQUEST MONEY”, “SHARE ELECTRICITY”, “SHARE FOOD”, “SHARE ALL RESOURCES”, “SHARE CONSTRUCTORS”, “SHARE AND ATTACK TEAMSTERS”



(PLEASE NOTE: YOU CAN ONLY ATTACK OTHER PLAYERS IN NON-FRIENDLY MULTIPLAYER MATCHES AND ONLY IF THEY ARE NOT IN YOUR TEAM)

IF YOU HAVE BUILT A SPY ACADEMY, YOU WILL HAVE A NUMBER OF NEW SPY OPERATIONS AVAILABLE ON YOUR SCREEN. YOU CAN SEND AGENTS INTO FOREIGN LANDS (X BUTTON) OR CALL THEM BACK (□ BUTTON), STEAL MONEY AND TECHNOLOGY (X BUTTON), UNCOVER THE DIRTY SECRETS OF THE SUPERPOWERS (X BUTTON) OR SABOTAGE OTHER PLAYERS IN MULTIPLAYER MATCHES.



## THE DYNASTY



BEFORE STARTING A GAME YOU MAY BE ASKED TO SELECT AN EXISTING DYNASTY OR CREATE A NEW ONE. THE DYNASTY IS THE RULING FAMILY OF TROPICO AND CONSISTS OF UP TO 7 MEMBERS WITH CUSTOMIZABLE APPEARANCE. EACH OF THEM MAY BE APPOINTED AS MANAGER OF A PARTICULAR CRUCIAL BUILDING OR ELECTED AS PRESIDENTE. CHARACTERS FROM THE DYNASTY HAVE VARIOUS SKILLS THAT GRANT VARIOUS BONUSES AND MAY BE IMPROVED OVER TIME.

IT IS BENEFICIAL TO HAVE A LARGE DYNASTY – YOU WILL TAKE ADVANTAGE OF ALL DIFFERENT GLOBAL EFFECTS OF DYNASTY MEMBERS (WITH THE GLOBAL EFFECT OF THE PRESIDENT DOUBLED) AND WILL BE ABLE TO USE EXTRA DYNASTY MEMBERS AS MANAGERS OF SOME OF THE CRUCIAL BUILDINGS ON THE ISLAND.

YOU WILL RECEIVE THE OPPORTUNITY TO RECOGNIZE ADDITIONAL DYNASTY MEMBERS THROUGH IN-GAME TASKS AND EVENTS, SO ALWAYS KEEP AN EYE ON THEM. ON THE OTHER HAND, BE WARY OF SENDING YOUR KEY DYNASTY MEMBERS TO DO TASKS THAT INVOLVE RISK AND DANGER, BECAUSE IF THEY PERISH, THEY WILL BE PERMANENTLY LOST TO YOU.

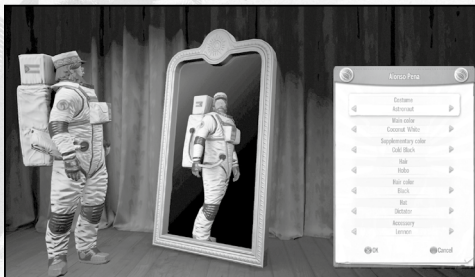
LEVELING UP THE SKILL OF A DYNASTY MEMBER COSTS MONEY FROM YOUR SWISS BANK ACCOUNT WITH INCREASING COST ON HIGHER LEVELS. THE COST DROPS DRAMATICALLY IF THE CHARACTER HAS COMPLETED AT LEAST ONE SCENARIO SINCE HIS OR HER LAST LEVEL UP.

YOUR SAVED DYNASTIES PERSIST BETWEEN GAMES AND MAY BE USED IN ALL GAME MODES, EXCEPT TUTORIAL. IF YOU LOAD AN OLDER VERSION OF YOUR DYNASTY YOU WILL BE PROMPTED TO SAVE IT UNDER THE SAME OR DIFFERENT NAME.

## CREATING YOUR FIRST DYNASTY

THE FIRST CHOICE YOU HAVE TO MAKE WHEN CREATING A NEW DYNASTY IS TO PICK A FAMILY NAME THAT ALL CHARACTERS OF THE DYNASTY WILL SHARE. THEN, YOU WILL BE ABLE TO CUSTOMIZE YOUR FIRST DYNASTY MEMBER.

AT THE BEGINNING YOU WILL HAVE TO SELECT YOUR GENDER, NAME, OUTWARD APPEARANCE, FACE AND SKILL. MOST OF THESE OPTIONS ARE PURELY SUPERFICIAL; ONLY THE SKILL IS REALLY IMPORTANT. WHILE YOU ARE SELECTING A SKILL, THE IN-GAME EFFECT OF THE SKILL IS DISPLAYED UNDER THE SKILL. YOU CAN ALSO LOOK IT UP IN THE UI OF THE DYNASTY LATER ON. FOR YOUR FIRST DYNASTY MEMBER, YOU WILL NOT BE ABLE TO SELECT ALL AVAILABLE SKILLS YET, BUT THE



DYNASTY MEMBERS THAT YOU RECEIVE LATER ON IN THE GAME WILL HAVE MORE SKILLS.

THE SECOND STEP ALLOWS YOU TO FURTHER CUSTOMIZE YOUR DYNASTY MEMBER BY SELECTING COSTUME, HAIRSTYLE AND VARIOUS ACCESSORIES. ALL OF THOSE CHOICES ARE AESTHETIC AND HAVE NO GAMEPLAY EFFECT. DON'T WORRY FOR PICKING THE PERFECT COSTUME JUST YET, YOU WILL BE ABLE TO CHANGE THE LOOKS OF YOUR DYNASTY MEMBERS LATER AT NO COST FROM THE DYNASTY UI.



## REBELS AND REBEL THREAT



VIOLENT ACTIONS SUCH AS KILL ORDERS AND SENDING THE MILITARY TO QUELL PROTESTS AND STRIKES WILL INCREASE THE REBEL TENDENCIES IN YOUR SOCIETY. REBEL THREAT MAY ALSO INCREASE DUE TO POOR STANDING WITH THE COMMUNIST FACTION, LOW OVERALL HAPPINESS, TOO MUCH MONEY STOCKPILED IN YOUR TREASURY OR A REBEL INCURSION RANDOM EVENT DURING THE COLD WAR ERA.

AS THE REBEL THREAT GROWS REBELS ON THE ISLAND BECOME MORE NUMEROUS AND BOLD. ULTIMATELY THEY MAY EVEN ATTACK YOUR PALACE AND FORCEFULLY REMOVE YOU FROM OFFICE.

THERE ARE SEVERAL WAYS TO LOWER REBEL THREAT, SUCH AS WINNING BATTLES AGAINST THE REBELS, IDENTIFYING AND ELIMINATING REBEL LEADERS, INCREASING THE OVERALL HAPPINESS OF YOUR CITIZENS AND RAISING YOUR STANDING WITH THE COMMUNIST FACTION.



# SOCIAL UNREST, UPRISINGS AND MILITARY COUPS



UNPOPULAR ACTIONS SUCH AS DENYING ELECTIONS, ISSUING CERTAIN CONTROVERSIAL EDICTS AND BANISHING CITIZENS WILL INCREASE THE UNREST IN YOUR SOCIETY. UNREST WILL ALSO INCREASE WHEN YOU IGNORE THE REQUESTS OF PROTESTERS.

HIGH UNREST MAY TRIGGER A CIVIL UPRISING OR A MILITARY COUP. DURING A CIVIL UPRISING ANGRY MOBS WILL ATTACK YOUR BUILDINGS, WHILE A COUP LEADS TO A SPLIT IN YOUR MILITARY WITH TRAITOROUS SOLDIERS TAKING UP ARMS AGAINST YOUR REGIME. AS WITH REBEL ATTACKS, IF YOUR PALACE FALLS ALL IS LOST AND THE GAME WILL BE OVER IMMEDIATELY.

## CITIZEN ACTIONS

CITIZEN ACTIONS ALLOW YOU TO INFLUENCE INDIVIDUAL CITIZENS. YOU CAN BRIBE THEM, DISCREDIT THEM OR REMOVE THEM FROM THE ISLAND WITH FORCE. TO DO THIS, SELECT A CITIZEN AND PRESS THE  BUTTON TO OPEN THE CITIZEN ACTIONS MENU. IN THIS MENU, YOU CAN CONFIRM THE INDIVIDUAL ACTIONS TO BE CARRIED OUT BY USING THE **X** BUTTON.

- **KILL** (\$2000): THE CITIZEN WILL BE EXECUTED. FAMILY MEMBERS AND BYSTANDERS WILL BE ANGERED. INCREASES THE CIVIL UNREST. IF THE TARGET OR THE TARGET'S SPOUSE IS A FACTION LEADER THIS ACTION INFLUENCES HIS FACTION.
- **ARREST** (\$1000, REQUIRES A FREE PRISON CELL): THE CITIZEN WILL BE ARRESTED. FAMILY MEMBERS AND BYSTANDERS WILL BE ANGERED. INCREASES THE CIVIL UNREST. IF THE TARGET OR THE TARGET'S SPOUSE IS A FACTION

LEADER, THIS ACTION INFLUENCES HIS FACTION.

- **BRIBE** (VARIABLE COST DEPENDING ON THE WEALTH OF THE CITIZEN): INCREASES THE APPROVAL OF THE CITIZEN AND ITS SPOUSE AND INCREASES THEIR FAMILY WEALTH. IF THE TARGET OR THE TARGET'S SPOUSE IS A FACTION LEADER THIS ACTION INFLUENCES HIS FACTION.
- **BANISH** (\$1000): THE TARGET AND HIS OR HER FAMILY WILL LEAVE THE ISLAND. YOU MAY APPROPRIATE SOME OF THE FAMILY WEALTH. INCREASES THE CIVIL UNREST. IF THE TARGET OR THE TARGET'S SPOUSE IS A FACTION LEADER THIS ACTION INFLUENCES HIS FACTION.
- **DISCREDIT** (\$5000): FABRICATE COMPROMISING EVIDENCE. THE TARGET DROPS OF ANY ISLAND FACTIONS. TARGET'S FAMILY WILL BE ANGERED. INCREASES THE CIVIL UNREST. IF THE TARGET IS A FACTION LEADER, THE FACTION WILL LOSE SOME SUPPORTERS.

## ELECTIONS

STARTING FROM THE WORLD WAR ERA THE POPULATION OF THE ISLAND WILL DEMAND FREE ELECTIONS EVERY FEW YEARS. IF YOU DO NOT ALLOW ELECTIONS, SOCIAL UNREST WILL INCREASE SIGNIFICANTLY.

WHEN ELECTIONS HAVE BEEN SCHEDULED, YOU WILL RECEIVE UP-TO-DATE POLL INFORMATION AT THE BOTTOM OF YOUR SCREEN. PEOPLE ARE MORE LIKELY TO VOTE FOR YOU IF YOU HAVE GOOD STANDING WITH THE POLITICAL FACTIONS THEY BELONG TO AND IF THEIR OVERALL HAPPINESS IS HIGH. OF COURSE, THE OPPOSING CANDIDATE AND HIS FAMILY ARE NOT LIKELY TO VOTE FOR YOU. PERSONAL ACTIONS SUCH AS BRIBES WILL MODIFY THE CITIZENS' RESPECT AND MAY CONVINCE THEM TO CHANGE THEIR VOTES.

IF YOU LOSE AN ELECTION, YOU WILL ALSO LOSE THE GAME. IT IS POSSIBLE TO ARRANGE AN ELECTION FRAUD, BUT THIS WILL INCREASE THE UNREST ON THE

ISLAND, ALTHOUGH THE INCREASE WILL NOT BE AS GREAT AS WHEN ELECTIONS ARE DENIED ALTOGETHER.



## TRADE, RESEARCH, CONSTITUTION



### TRADE

PRODUCED RESOURCES ARE NORMALLY EXPORTED BY FREIGHTERS AT DEFAULT PRICES THAT SOMETIMES CHANGE AS TIME PROGRESSES – FOR EXAMPLE OIL BECOMES MORE AND MORE EXPENSIVE LATER IN THE GAME WHILE THE PRICE OF GOLD STAYS THE SAME.

ONCE YOU PURCHASE A TRADE LICENSE IN THE COLONIAL ERA YOU WILL BE ABLE TO ESTABLISH TRADE ROUTES TO SELL OR BUY RESOURCES. TO ESTABLISH ANY TRADE ROUTE YOU WILL NEED AN IDLE TRADE SHIP. SEVERAL TRADE SHIPS MAY BE ASSIGNED TO A SINGLE TRADE ROUTE. EACH DOCK YOU HAVE PROVIDES ONE TRADE SHIP TO YOUR TRADE FLEET. TRADE ROUTES ARE EXHAUSTED WHEN A CERTAIN QUANTITY OF RESOURCES IS TRADED AND THE ASSIGNED SHIPS WILL BE FREED AT THIS POINT.

SOME TRADE ROUTES REQUIRE CERTAIN STANDING WITH THE SUPERPOWERS TO BE INITIATED. OTHERS WILL CHANGE YOUR FOREIGN STANDING AS LONG AS THEY ARE ACTIVE – A SUPERPOWER WILL NOT BE HAPPY WHEN YOU TRADE WITH ITS RIVAL.

THE LIGHTHOUSE ALLOWS YOU TO CHOOSE FROM MORE TRADE ROUTES. THE DRYDOCK BUILDING DECREASES TRAVEL TIMES FOR ALL YOUR TRADE SHIPS AND WILL DOUBLE THE NUMBER OF YOUR TRADE SHIPS WITH THE SHIPWRIGHT UPGRADE.

## RESEARCH

YOU CAN RESEARCH MORE THAN 40 TECHNOLOGIES THAT UNLOCK VARIOUS BUILDINGS, EDICTS, CONSTITUTION PRINCIPLES, CITIZEN MANAGER TRAITS AND OTHER DICTATORIAL GOODIES.

EACH TECHNOLOGY REQUIRES A CERTAIN NUMBER OF PREVIOUSLY COMPLETED TECHNOLOGIES AS A PREREQUISITE. IT IS POSSIBLE TO RESEARCH ALL TECHNOLOGIES AVAILABLE IN A PARTICULAR ERA. TECHNOLOGIES CAN BE QUEUED - IN THIS CASE RESEARCH ON THE NEXT TECHNOLOGY IN THE QUEUE IS STARTED AUTOMATICALLY WHEN THE PREVIOUS ONE IS READY.

STARTING THE GAME IN A LATER ERA OR PROGRESSING IN THE CAMPAIGN WILL AUTOMATICALLY GRANT ALL TECHNOLOGIES FROM THE PREVIOUS ERAS. ADVANCING TO THE NEXT ERA IN THE SAME SCENARIO WILL NOT GRANT ANY TECHNOLOGIES.

## CONSTITUTION

THE CONSTITUTION BECOMES AVAILABLE FROM THE WORLD WARS ERA ON AND ONLY IF YOU HAVE ALREADY COMPLETED THE CORRESPONDING COLONIAL ERA RESEARCH. THE CONSTITUTION CONSISTS OF A SET OF FUNDAMENTAL PRINCIPLES SUCH AS VOTING RIGHTS, CITIZENSHIP AND ECONOMY STRUCTURE. THE SETTING OF CONSTITUTION PRINCIPLES HAS PROFOUND EFFECTS ON LIFE IN TROPICO AND

WILL GREATLY INFLUENCE BOTH THE FOREIGN RELATIONS AND THE STANDING WITH THE INTERNAL FACTIONS. THE CONSTITUTION CAN BE AMENDED ONCE EVERY 5 YEARS OR WHEN NEW CONSTITUTION PRINCIPLES BECOME AVAILABLE THROUGH RESEARCH.

IN ADDITION TO THEIR GENERAL EFFECT, ALL CHOSEN CONSTITUTION PRINCIPLES ALSO AFFECT YOUR STANDING WITH THE TROPICAN FACTIONS AND THE SUPERPOWERS. FOR EXAMPLE, IF YOU CHOOSE THE "ATHEIST STATE" CONSTITUTION PRINCIPLE YOU WILL BE UNPOPULAR WITH THE RELIGIOUS FACTION BUT WILL GAIN STANDING WITH THE COMMUNIST. THOSE EFFECTS MAY CHANGE FROM ONE ERA TO ANOTHER SO IT IS IMPORTANT TO KEEP UP WITH THE TIMES – WHILE VOTING DISCRIMINATION BASED ON GENDER MAY BE MORE ACCEPTABLE FOR SOME FACTIONS DURING THE WORLD WARS, IT WILL BE MUCH LESS SUPPORTED BY THE SAME FACTIONS IN MODERN TIMES. YOU CAN REVIEW YOUR STANDING WITH THE FACTIONS AND FOREIGN POWERS FROM THE POLITICS PAGE IN THE ALMANAC.



## ESPIONAGE



THE ESPIONAGE MECHANICS BECOME AVAILABLE AFTER A SPY ACADEMY HAS BEEN CONSTRUCTED. THEY ARE NOT AVAILABLE DURING THE COLONIAL ERA OR DURING MISSIONS WHERE THE SPY ACADEMY IS UNAVAILABLE.

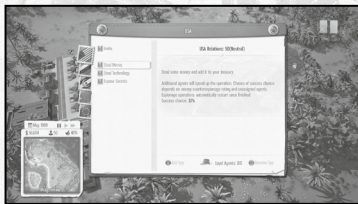
THE SPY ACADEMY TRAINS CITIZENS INTO AGENTS. TRAINED AGENTS MAY BE SENT TO WORK UNDERCOVER IN FOREIGN COUNTRIES OR THEY MAY REMAIN IN TROPICO TO ACT AS COUNTER-SPIES AND OPPOSE ENEMY AGENTS. IF YOU IDENTIFY FOREIGN AGENTS IN YOUR TERRITORY, YOU CAN NEUTRALIZE THEM WITH CITIZEN ACTIONS SUCH AS "KILL" OR "BANISH".

ASSIGNING/RECALLING AGENTS AND ESPIONAGE OPERATIONS ARE MANAGED IN

THE "DIPLOMACY & ESPIONAGE" INTERFACE, ACTIVATED BY THE CORRESPONDING BUTTONS. YOU CAN INITIATE THE FOLLOWING SPY OPERATIONS WITH YOUR AGENTS SENT TO FOREIGN COUNTRIES:

- **STEAL MONEY:** STEAL SOME MONEY AND ADD IT TO YOUR TREASURY. WHEN ANOTHER PLAYER IS TARGETED IN MULTIPLAYER THE AMOUNT STOLEN VARIES DEPENDING ON HIS TREASURY.
- **STEAL TECHNOLOGY:** STEAL A TECHNOLOGY THAT YOU HAVE NOT YET RESEARCHED.
- **EXPOSE SECRETS:** THIS OPERATION CAN ONLY BE INITIATED AGAINST SUPERPOWERS. IF IT IS COMPLETED SUCCESSFULLY YOU WILL GAIN FOREIGN STANDING WITH THE RIVAL SUPERPOWER OF YOUR TARGET. FOR EXAMPLE, IF YOU EXPOSE THE SECRETS OF USA DURING THE COLD WAR, YOU WILL GAIN STANDING WITH THE USSR.
- **SABOTAGE:** THIS OPERATION CAN ONLY BE INITIATED AGAINST OTHER PLAYERS IN MULTIPLAYER GAMES. IF SUCCESSFUL, YOUR AGENTS WILL DESTROY A RANDOM PRODUCTION OR MILITARY BUILDING BELONGING TO THE TARGET PLAYER.

SPY OPERATIONS ARE RESTARTED AUTOMATICALLY WHEN THEY ARE COMPLETED AND ARE COMPLETED FASTER WHEN MORE AGENTS ARE ASSIGNED TO THE TARGET COUNTRY. THE CHANCE FOR SUCCESS DEPENDS ON THE NUMBER OF DEFENDING COUNTERSPIES.





# BUILDINGS



## CONSTRUCTION

PRESS THE **△** BUTTON IN THE OVERVIEW TO OPEN THE CONSTRUCTION MENU IN ORDER TO CONSTRUCT A BUILDING. SELECT THE CORRESPONDING CATEGORY WITH **R1** OR **L1** AND PRESS THE **X** BUTTON TO SELECT A BUILDING TO CONSTRUCT. ROTATE THE BUILDING WITH **R1** AND **L1**, AND PRESS THE **X** BUTTON AGAIN TO CONFIRM THE CONSTRUCTION.

BUILDERS THAT ARE ON DUTY WILL HEAD TO THE SITE AFTER YOU PLACE THE CONSTRUCTION. THEY WILL USUALLY NEED AT LEAST A FEW GAME MONTHS TO FINISH THEIR WORK AND IT WILL TAKE EVEN LONGER WHEN YOU ORDER HUGE PROJECTS LIKE AN AIRPORT OR SEVERAL CONSTRUCTIONS AT THE SAME TIME.

## RESOURCE PRODUCTION

THE BASIC RESOURCE PRODUCING BUILDINGS SUCH AS PLANTATIONS AND MINES PROVIDE THE RAW MATERIALS FOR YOUR ECONOMY. THOSE BUILDINGS EITHER HAVE TO BE PLACED ON A DEPOSIT (MINES), NEAR A DEPOSIT (FISHING WHARF) OR THEIR PRODUCTION DEPENDS ON THE VALUE OF AN OVERLAY IN THEIR AREA (PLANTATIONS). WHEN PLACING A BUILDING THAT DEPENDS ON AN OVERLAY, REMEMBER THAT GREEN AREAS REPRESENT GOOD LOCAL CONDITIONS WHILE RED AREAS STAND FOR BAD CONDITIONS.

PRODUCED RESOURCES ARE TRANSPORTED BY YOUR TEAMSTERS. THEY ARE AUTOMATICALLY EXPORTED ON NEARBY DOCKS, UNLESS THEY ARE NEEDED FOR YOUR ECONOMY. IN THE LATTER CASE, THE TEAMSTERS WILL TAKE THEM

TO THE RESOURCE CONSUMER BUILDINGS INSTEAD. A ROAD CONNECTION WILL BE REQUIRED FOR THIS. FOR EXAMPLE, ANY LOGS YOU PRODUCE WILL BE AUTOMATICALLY TRANSPORTED TO ANY CONNECTED LUMBER MILLS.

ADVANCED BUILDINGS SUCH AS THE LUMBER MILL PROCESS ONE OR SEVERAL RAW RESOURCES TO PRODUCE OTHER RESOURCES. THE LUMBER MILL WILL PRODUCE PLANKS FROM YOUR LOGS.

## ELECTRICITY

SOME ADVANCED BUILDINGS WILL REQUIRE ELECTRICITY TO FUNCTION. YOUR POWER PLANTS WILL PROVIDE AN AMOUNT OF ELECTRICITY IN A RADIUS AROUND THEM, AS LONG AS THEY ARE SUPPLIED WITH THEIR RESPECTIVE RESOURCES (E.G. COAL FOR THE POWER PLANT AND URANIUM FOR THE NUCLEAR POWER PLANT). THE ELECTRIFIED AREA CAN BE EXTENDED BY CONSTRUCTING ELECTRIC SUBSTATIONS.

WHEN THERE IS NOT ENOUGH ELECTRICITY, A BLACKOUT WILL OCCUR AND SOME ELECTRICITY CONSUMERS WILL CEASE TO FUNCTION. TO RESOLVE BLACKOUTS, TAKE CARE THAT ALL YOUR POWER PLANTS ARE WELL SUPPLIED AND STAFFED, TRY INCREASING THEIR BUDGET OR CONSTRUCTING ADDITIONAL POWER PLANTS.



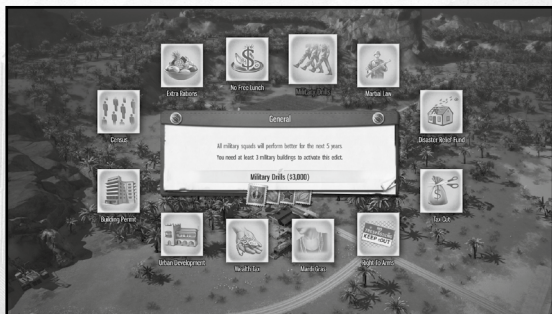
# EDICTS



EDICTS ARE SPECIAL LAWS THAT YOU CAN ISSUE. THEY AFFECT THE ISLAND ECONOMY, CITIZEN RIGHTS AND DAILY LIFE IN TROPICO. SOME EDICTS HAVE ONE-TIME EFFECTS WHILE OTHERS CAN BE TOGGLED ON AND OFF. MOST ONE-TIME EDICTS CANNOT BE ISSUED TOO OFTEN AND ARE RESTRICTED BY COOLDOWNS VARYING FROM A FEW MONTHS TO SEVERAL YEARS GAME TIME. SOME SPECIAL EDICTS CAN BE ISSUED ONLY ONCE.

EDICTS ARE ORGANIZED IN CATEGORIES WITH THE “GENERAL” CATEGORY AVAILABLE FROM THE “COLONIAL ERA” AND ONE OTHER CATEGORY UNLOCKED IN EACH OF THE FOLLOWING ERAS. MANY EDICTS REQUIRE PREREQUISITES SUCH AS CERTAIN TECHNOLOGIES OR BUILDINGS.

BE CAREFUL WHEN ISSUING CONTROVERSIAL OR UNPOPULAR EDICTS. THEY INCREASE SOCIAL UNREST AND IN EXTREME CASES WILL PROVOKE AN UPRISING OR A MILITARY COUP AGAINST YOUR REGIME.





# LIST OF EDICTS



## GENERAL

### Extra Rations



Effect	Increases the food consumption and the food happiness of the citizens.
Cost	\$500

### No Free Lunch



Effect	Tropicans will have to pay for their food.
Cost	\$3000

### Military Drills



Effect	All military squads will perform better for the next 5 years.
Cost	\$3000

## Martial Law



<b>Effect</b>	Stops elections. Decreases Crime, Liberty, tourism and efficiency of production buildings. Increases unrest when activated and once each year afterwards.
<b>Upkeep</b>	\$40 per month

## Disaster Relief Fund



<b>Effect</b>	Permanently reduces the cost of rebuilding destroyed buildings and lowers casualties from disasters.
<b>Cost</b>	\$1500
<b>Upkeep</b>	\$350 per month

## Tax Cut



<b>Effect</b>	The cost of this edict depends on the number of Tropicans that are well-off or richer. Their personal approval is increased when the edict has been issued.
<b>Upkeep</b>	\$50 per well-off citizen \$200 per rich citizen \$500 per filthy rich citizen

## Right to Arms



Effect	Increases Crime and Liberty. Makes infantry units stronger but causes more casualties during uprisings.
Cost	\$1000

## Mardi Gras



Effect	Increases the service quality of all entertainment buildings and overall Crime on the island.
Cost	\$2500

## Wealth Tax



Effect	Generates revenue based on the number of rich and filthy rich Tropicans on the island. Those citizens lose wealth and suffer a significant loss of respect towards the regime.
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## Urban Development



Effect	Decreases the cost of all residential buildings by 50% for the next 2 years.
Cost	\$7000

## Building Permit



Effect	Increases the cost of all buildings by 20%. Half of this increase is added to the Swiss account when a construction is finished.
Cost	\$1000

## Census



Effect	Discovers citizens with special skills suitable for building managers.
Cost	\$10000

# WORLD WARS

## Sovereign Debt



Effect	Manage the sovereign debt of Tropicco by issuing and buying back bonds. Borrowed money will accrue interest.
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## Prohibition



Effect	Stops all rum distilleries, night clubs, and Taverns. Increases the efficiency of production buildings by 5. Significantly increases Crime.
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## Amnesty



Effect	Has a chance to lower the rebel threat. The chance is better with higher happiness in Tropicco.
Cost	\$5000

## Paid Healthcare



Effect	Tropicans will have to pay for Healthcare. The ones that cannot afford it will receive no healthcare.
Cost	\$500

## Smear Campaign



Effect	Target faction loses supporters depending on the popularity of El Presidente. Lose standing with all remaining supporters of the faction and a bigger drop with the faction leader.
Cost	\$2500



## Early Elections

Effect	Schedules elections after 12 months.
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## Agricultural Subsidies



Effect	Increased effectiveness of all Plantations and Hydroponic Farms.
Upkeep	\$600 per month

## Global Research Initiative



Effect	Grants bonus research points from all superpowers that have high standing with Tropico.
Cost	\$5000
Upkeep	\$600 per month

## Industrialization



Effect	Decreases the cost of all factories by 50% for the next 2 years.
Cost	\$10000

## Social Security



Effect	Guarantees at least Poor wealth level for all unemployed, kids, students, and retirees. The upkeep cost depends on the number of people affected.
Upkeep	\$10 per unemployed citizen, kid, or retiree per month

## Literacy Program



Effect	Increases the efficiency of High Schools and Colleges, helping all students graduate faster. The upkeep is based on the total number of education buildings.
Cost	\$500
Upkeep	\$100 per month

## Mortgage Subsidies



Effect	Lowers the wealth required for living in all residential buildings. The upkeep depends on the number of residential buildings.
Cost	\$2000
Upkeep	\$20 per residence per month

## COLD WAR

### Secret Police



Effect	The Police Station discovers special citizens such as Rebels and faction leaders faster.
Upkeep	\$500 per Police Station per month

## Big Brother



Effect	Reveals the roles of two thirds of the unrevealed citizens with roles. Permanently decreases crime from residential buildings.
Cost	\$15000

## Provoke The Rebels



Effect	Provoke a conflict with the rebels.
Cost	\$5000

## Waste Sorting



Effect	Reduces pollution from all residential buildings.
Cost	\$1000

## Contraception Ban



Effect	Increases the Tropic birth rate but decreases Liberty.
Cost	\$1000

## Geological Survey



Effect	Increases the amount of iron, bauxite, coal, uranium and gold in all non-depleted deposits.
Cost	\$10000

## Immunization Program



Effect	The campaign takes two years. If completed, it raises the efficiency of clinics and hospitals healthcare and reduces death by bad healthcare.
Cost	\$10000
Upkeep	\$300 per month

## Hydraulic Fracking



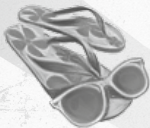
Effect	Increases the amount of resources in all non-depleted oil deposits.
Cost	\$15000

## Sensitivity Training



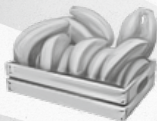
Effect	All military and police buildings reduce liberty less. Upkeep depends on total number of policemen and military personnel.
Cost	\$500
Upkeep	5 per policeman or soldier annually

## Tourism Campaign



Effect	Increases the tourism rating for 5 years.
Cost	\$7000

## Organic Campaign



Effect	Stops all Hydroponic and Factory Farms. All agricultural goods increase base price by 20%.
Cost	\$7500

## International Summit



Effect	Increases all foreign relations by 20 for 5 years.
Cost	\$10000

# MODERN ERA

## Same Sex Marriages



Effect	Allows gay couples to marry and gay tourists to come to the island. Increases Liberty and Tourism Rating. Increases Unrest.
Cost	\$200

## Nuclear Test



Effect	Extort some money from the superpowers. All foreign relations drop significantly.
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## Smoking Ban



Effect	Stops all Tobacco farms and Cigar Factories. Decreases healthcare death rate and increases life expectancy. Decreases Liberty and Increases Unrest.
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## Legalized Substances



Effect	Provides money every year but worsens foreign relations. Increases tourism.
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## Commuting Program



Effect	Reduces the number of people that use cars.
Cost	\$3500
Upkeep	\$35 per month

## Stem Cell Research



Effect	All Clinics and Hospitals will provide research points but have increased budget.
Cost	\$8000
Upkeep	\$200 per month

## Social Engineering



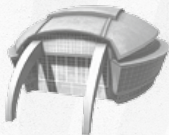
Effect	Select any faction on the island and make it more prominent. Some citizens will convert to this faction immediately and the faction will attract more members in the future.
Cost	\$4500

## GM Crops



Effect	People need less food to be fed.
Cost	\$4500
Upkeep	\$200 per month

## Host Olympics



Effect	Increases the tourism rating proportionally to the number of Stadiums on the island. The effectiveness of all Stadiums is increased permanently.
Cost	\$10000

## E-Government



Effect	Decreases the cost of all edicts by 25%.
Cost	\$10000

## IT Education



Effect	Increases the retirement age. Requires upkeep based on the number of people above middle age.
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<b>Cost</b>	\$2500
<b>Upkeep</b>	1 per per Middle-aged or Senior citizen per month

### Free WiFi

<b>Effect</b>	Increases housing quality and hotel efficiency on the island.
<b>Cost</b>	\$15000
<b>Upkeep</b>	\$300 per month



# LIST OF TECHNOLOGIES



## COLONIAL ERA

The Sickle	Unlocks: Farm Upgrades
Cowboys	Unlocks: Ranch Upgrades
The Shovel	Unlocks: Mines
The Trigger	Unlocks: Military Fort
Foremen	Unlocks: Managers with Productivity Skills
Planks	Unlocks: Lumber Mill
Paper	Unlocks: Newspaper

Red Tape	Unlocks: Census, Urban Development and Building Permit edicts
Constitution	Unlocks: Voting Rights, Religion and State, and Armed Force options in Constitution

## WORLD WARS ERA

White Flag	Unlocks: Embassy, Praising of Foreign nations in Embassy
Legalese	Unlocks: Political Rights, Labor Policy and Citizenship options in Constitution
Electricity	Unlocks: Power Plant
Table Manners	Unlocks: Delegation and Alliance options in Embassy
Steel	Unlocks: Steel Mill
Tanks	Unlocks: Army Base
Socialism	Unlocks: Social Security, Literacy Program and Mortgage Subsidies edicts
The Compass	Unlocks: Drydock
Generals	Unlocks: Managers with Military Skills
Accounting	Unlocks: Bank
Bribes	Unlocks: Customs Office
Shiny	Unlocks: Jewelry Factory

## COLD WAR ERA

Oil	Unlocks: Oil Well, Oil Refinery
Executives	Unlocks: Managers with Entertainment Skills
Democracy	Unlocks: Personal Rights, Economy Structure and Media Independence options in Constitution
Flight	Unlocks: Airport
Naive Foreigners	Unlocks: International Summit, Tourism Campaign and Organic Campaign edicts
Sliced Bread	Unlocks: Supermarket
Flexible Principles	Amend the Constitution can be used more often
The Wheel	Unlocks: Vehicle Factory
The Peaceful Atom	Unlocks: Mining for Uranium, Nuclear Power Plant
Space	Unlocks: Space Program
Precision Bombing	Unlocks: Aircraft Carrier
The Hostile Atom	Unlocks: Nuclear Program

## MODERN TIMES ERA

Hot Water	Unlocks: Spa Hotel, Beach Villa
Inferiority Complex	Unlocks: Modern Apartment, Fashion Company
Small Print	Unlocks: Digital Rights, Globalization and Ecology options in Constitution
Luxury Flight	Unlocks: Modern Airport
The Internet	Unlocks: E-Government, Free WiFi and IT Education edicts
Waterworks	Unlocks: Hydroponics Farm
Swiss Future	Convert Research points into Swiss Bank account
The Future	Convert Research points into Money
Future Materials	Unlocks: Free Building



# LIST OF CONSTITUTION PRINCIPLES AND EFFECTS



## VOTING RIGHTS

Male Citizens Vote	Fewer voters, based on chauvinist gender discrimination.
Wealthy Citizens Vote	Fewer voters, based on reactionary wealth discrimination.
All Citizens Vote	More voters, based on crazy liberal ideals.

## RELIGION AND STATE

Theocracy	Religious buildings lower crime in their vicinity.
Secular State	Increased Liberty Happiness.
Atheist State	Research is faster by 10%. Less religious citizens appear in Tropic.

## ARMED FORCES

Militia	High-school soldiers. Additional Militia squads raised in battles.
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Conscription	No education for soldiers.
Professional Army	High-school soldiers. High effectiveness.

## POLITICAL RIGHTS

Totalitarian State	Elections happen less often. Vote frauds give 300% more votes. 50% more Rebels.
Police State	Every policeman convinces 1 voter to vote for you.
Democracy	Mandatory honest elections that happen more often and no uprisings.

## LABOR POLICY

Work For All	Child labor and late retirement. Life expectancy and job happiness reduced.
Happy Childhood	Late retirement. Normal life expectancy and job happiness.
Workers Paradise	Early retirement. High job happiness.

## CITIZENSHIP

Visa Program	More educated immigrants.
Immigrants Nation	Open borders - easier to immigrate and emigrate.
Guarded Heaven	Regulated borders - harder to immigrate and emigrate.

## PERSONAL RIGHTS

Total State Control	Reduced liberty. Assassination and Banish actions cost less.
Security Surveillance	Police discovers special citizens such as Rebels faster.
Open Society	High liberty. Assassinate and banish are limited. Special citizens are harder to discover.

## ECONOMY STRUCTURE

Planned Economy	Buildings with managers gain 10 bonus effectiveness.
Plutocracy	All Swiss Bank Account gains increased by 20%.
Free Market	Budget impact on building effectiveness is stronger.

## MEDIA INDEPENDENCE

Total Propaganda	Media provides less liberty. Protests happen less frequently.
Subsidized Media	Media requires higher budget. Journalists convert voters for your cause.
Independent Media	Media provides more liberty. Protests happen more frequently.

## DIGITAL RIGHTS

Total Firewall	Less citizens become rebels. Research is slower.
Fight Piracy	Increases the foreign aid gained from the EU and USA by 20%.
Free Internet	Research points generation increased by 15%.

## GLOBALIZATION

Protectionism	Increases base prices for Raw Resources by 20%.
Strategic Sector	Raises top export price by 20%.
Open Borders	Increases the base price for Manufactured Goods by 10%.

# ECOLOGY

Economy First	Factory effectiveness +10%. Factory pollution +50%.
Energy Efficiency	Factory budget -20%.
Zero Emissions	Factory effectiveness -20%. Factory pollution -75%. Tourism boost.



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