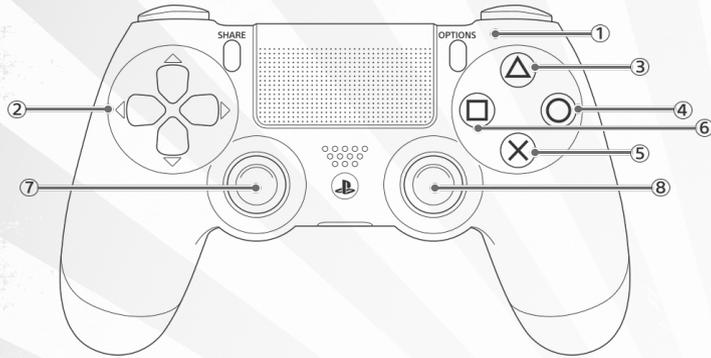


TROPICO





DEFAULT CONTROLS:



- ① OPTIONS BUTTON
- ② DIRECTIONAL BUTTONS
- ③ BUTTON
- ④ BUTTON
- ⑤ BUTTON
- ⑥ BUTTON
- ⑦ LEFT STICK
- ⑧ RIGHT STICK
- ⑨ **L1** BUTTON
- ⑩ **L2** BUTTON
- ⑪ **R1** BUTTON
- ⑫ **R2** BUTTON
- ⑬ **R3** BUTTON

- Main menu
- Navigate / Speed Controls
- Construction
- Close / Select task or squad
- Confirm / Select building
- Select person
- Pan View
- Rotate / Zoom view
- Toggle description Panel / Center on Event
- (hold) Change Control Mode
- Toggle description Panel
- (hold) Change Control Mode
- (press) Tasks



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GAME MODES



TUTORIAL

THE TUTORIAL CONSISTS OF THREE SHORT 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 TAKES YOU THROUGH A CHAIN OF MISSIONS SET ON VARIOUS FICTIONAL ISLANDS IN THE CARIBBEAN. BOTH THE CITY YOU HAVE BUILT AND THE PROGRESS YOU HAVE MADE ON AN ISLAND WILL BE CARRIED FORWARD TO THE FOLLOWING MISSIONS ON THE SAME ISLAND.

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.



THE DYNASTY



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

YOUR SAVED DYNASTIES PERSIST BETWEEN GAMES AND MAY BE USED IN ALL GAME MODES EXCEPT TUTORIAL.



GENERATED MAPS



HISTORICAL ERAS



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.

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

WORLD WARS

YOU ARE THE FIRST PRESIDENTE OF 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. THERE IS NO SPECIFIC ADVANCEMENT REQUIREMENT FOR THE NEXT ERA - TROPICO MUST SIMPLY SURVIVE WITH YOU AS RULER UNTIL THE WORLD WARS ARE OVER.

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. TO ADVANCE TO THE FINAL ERA YOU MUST FIRST RESEARCH AND THEN BUILD A SUPERPROJECT - EITHER A SPACE PROGRAM OR A NUCLEAR PROGRAM.

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 THE NATION OF TROPICO'S FULL POTENTIAL.



MULTIPLAYER



MULTIPLAYER OFFERS BOTH COOPERATIVE AND COMPETITIVE GAME EXPERIENCES. QUICK MATCH WILL IMMEDIATELY MATCH YOU WITH OTHER 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.





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