

TROPICO 4

GOLD EDITION



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Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Precautions to take during use

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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INSTALLATION & ACTIVATION

It is important to install the game correctly before playing; installation is a one-time process that only takes a few minutes. Please follow the instructions below:

1. Double-click on the downloaded **.dmg file** and wait for the **Tropico 4: Gold Edition disc icon** to appear on your desktop.
2. If it doesn't open automatically, double-click on the **Tropico 4: Gold Edition disc icon** to open it.
3. Drag the **Tropico 4: Gold Edition application icon** onto the **Applications folder** that appears next to it. It will start to copy across.
4. Once the copy has finished, drag the **Tropico 4: Gold Edition disc icon** on your desktop to the **Trash**. You may now delete the **.dmg file**.
5. Once installation is complete, double-click on the **Tropico 4: Gold Edition application icon**, which is found in the **Applications folder** on your hard drive. The Tropico 4: Gold Edition pre-game **Options window** will appear showing the **Activation tab**.
6. Enter your **Product Key** into the six empty boxes in the **Activation tab**. Once the **Product Key** has been entered, the **Save button** in the right-hand corner of the tab will activate. If you cannot find your **Product Key** after downloading the game please contact the vendor for assistance.
7. Click the **Save button** to save your **Product Key**.
8. Click the **Activate Online... button** in the **Activation tab**. A dialog box will appear confirming that your **Product Key** will be sent to Feral.
9. Click the **Activate Online button** in the new dialog box that appears. The **Activation tab** will update to show the number of machines on which the game is currently activated and on how many more you are allowed to activate it. In future, you can play the game without an internet connection.

GETTING STARTED

1. If Tropico 4: Gold Edition is not already running, double-click on the **Tropico 4: Gold Edition application icon**. By default this is to be found in the **Applications folder** on your computer's hard drive.
2. The Tropico 4: Gold Edition pre-game **Options window** will appear. Click the **Play button**. The game will launch.
3. After the loading screens, the **Create Profile dialog** will appear. Type your name and select **OK**.
4. The **Main Menu** will unlock. Select **Play**.
5. Select **Tutorial**.
6. After the loading screen, the **Journal screen** will appear. Select **Play**.
7. Welcome to Tropico, Presidente! It may look a little bare right now, but listen to your mentor and amigo, Generalissimo Santana, and he'll show you how to turn this unspoiled island paradise into a thriving industrial metropolis...

TROPICO 4: GOLD EDITION

Tropico 4: Gold Edition includes the base game, Tropico 4, and the Tropico 4: Modern Times expansion pack.

The content included in the Modern Times expansion pack is not available in every game mode (see **Game Modes** on p. 5). The content is never available in the campaign or the classic challenges, but it is always available in the Modern Times campaign and the Modern Times challenges. It can be enabled or disabled in sandbox games.

This manual is written assuming you have access to the Modern Times content. If you are playing in a game mode that does not include the content, some of the buildings, edicts and features mentioned in this manual will not be available to you.

For more information about the additional content included in Modern Times, see **What is included in Tropico 4: Gold Edition?** in the FAQs.



GAME MODES

*The danger is not that a particular class is unfit to govern.
Every class is unfit to govern.*

- Lord Acton

To access the game modes described below, select **Play** from the **Main Menu**.

TUTORIAL

The tutorial comprises four short missions that introduce the basic game concepts and mechanics.

How to Rule

The first mission introduces you to the basic controls, including moving the camera and constructing buildings.

Making Money

The second mission teaches you everything you need to know to establish a thriving economy, including setting up supply chains and managing wages.

Be Happy

The third mission teaches you how to keep your citizens happy, including how to provide services like healthcare and education.

Poly Ticks

The final mission gives you an overview of how to manage Tropicoco's government, including appointing ministers and managing the demands of different factions and foreign powers.

CAMPAIGN MODES

There are two campaign modes in Tropico 4: Gold Edition: the campaign (from the original game) and the Modern Times campaign (from the expansion pack).

Both campaigns comprise a number of missions that must be completed in sequence. Each time you complete a mission, the next mission is unlocked and your progress is saved automatically. Either campaign can be played as soon as the game is launched.

To save your progress during a mission, select **Save Game** from the in-game **Pause menu** during play.

Campaign

The campaign comprises 20 missions set on a series of troubled Caribbean islands.

Modern Times Campaign

The Modern Times campaign comprises 12 missions, which span the second half of the 20th century and extend into the near future.

EXTRA MISSIONS

Any DLC (downloadable content) missions that you download are accessible from the **Extra Missions** menu.

SANDBOX

In a sandbox game, there are no specific objectives to complete. However, you can adjust the game settings (see **Game settings** on p. 8) to customize your gameplay experience and set yourself additional challenges. You can either select a pre-made island or create a custom island (see **Random Map screen** on p. 7).

CHALLENGES

You can download and play challenges created by other players (see **Online Features** on p. 46). Challenge maps either present you with specific objectives that you must accomplish or challenge you to gain the highest possible score in a given time frame.

STARTING A MISSION

Every nation ridicules other nations, and all are right.

- Arthur Schopenhauer

When you start a mission, you will be given the option to customize certain settings. These are described in detail in the next few pages.

Depending on which game mode you are in, your ability to change certain settings will be restricted and you may not see all the screens described in the sections that follow. For example, sandbox games allow you to customize all of the possible settings, while the tutorial does not allow you to customize any of them.

CHOOSING A MAP

The **Choose a Map** screen enables you to pick the island you wish to play on.

Each island has its own difficulty rating, which appears on the right-hand side of the screen when you select an island.

To choose the island you wish to play on, highlight its name in the list, then select **Forward**. You will be taken to the **Game Settings screen** (see page 8).

Alternatively, you can generate a custom map. To do so, highlight **Random Island** in the list, then select **Forward**. You will be taken to the **Random Map screen**.

Random Map screen

The **Random Map screen** allows you to create custom maps by adjusting the parameters listed below. These affect the difficulty rating of the island, which appears underneath the parameter sliders.

- **Island size** - The size of the generated island. Decreasing the size of the island increases the difficulty, as it limits the number of buildings you will be able to construct.
- **Elevation** - The variation in the island's height above sea level. Different crops will fare better or worse depending on the elevation. Increasing the elevation increases the difficulty, as at higher elevations, the amount of space suitable for building is reduced.
- **Mineral deposits** - The number of iron, bauxite, gold and oil deposits on and surrounding the island. Increasing the mineral deposits decreases the difficulty, as you will have more resources to process and export.

- **Vegetation** - The number of trees and shrubs on the island. Increasing the vegetation decreases the difficulty, as islands with lush vegetation have larger areas of fertile soil for farming.

Once you are satisfied with the settings you have chosen, select **Generate** to create the custom map. An outline of the island will appear on the right-hand side of the screen. If you are not happy with the results, you can select **Generate** again to generate a new island with the same parameters. Once you are happy with your island, select **Forward**. You will be taken to the **Game Settings** screen.

GAME SETTINGS

Once you have chosen or created an island, you will be taken to the **Game Settings** screen, from which you can further customize your game by modifying the settings described below. The overall difficulty rating of the island is determined by these settings and the difficulty of the map you have chosen. The difficulty rating is displayed as a percentage in the bottom-right corner of the screen.

- **Political Stability** - The probability of rebel activity, coups, uprisings, protests, subversive actions and foreign invasions occurring on the island. Increasing political stability decreases the difficulty.
- **World Economy** - The amount of revenue produced when you export Tropicana goods (see **Exports** on p. 33). Increasing world economy decreases the difficulty.
- **Tourism** - The modifier applied to the island's tourism rating (see **Tourists** on p. 22). A higher tourism rating attracts more and wealthier tourists. Increasing tourism decreases the difficulty.
- **Game Length** - The maximum length of your presidency. Increasing game length decreases the difficulty.
- **Population** - The number of citizens living on your island at the start of the game. Increasing population decreases the difficulty.
- **Random Events** - The probability of random events, such as natural disasters and dramatic changes in export prices. When set to the minimum level, no random events will occur. Increasing random events increases the difficulty.
- **Prominent Faction** - The faction that has the most supporters and political influence on the island (see **Factions** on p. 37). You will need to make sure that this faction's demands are met if you wish to avoid displeasing a large proportion of your population. This setting does not affect the difficulty.

- **A Faraway Place** - The island is located far away from the United States. Fewer tourists will visit the island, but you are less likely to be invaded by the US (see **Superpowers** on p. 42). Turning this setting on increases the difficulty.
- **Rebel Yell** - Rebelling is a proud tradition of your people. Your citizens are more likely to become rebels (see **Rebel attacks** on p. 44). Turning this setting on increases the difficulty.
- **Free Elections** - Elections are closely monitored by the international community. You cannot cancel or rig elections (see **Elections** on p. 40). Turning this setting on increases the difficulty.
- **Immigrants Out** - No immigrants will come to the island for free. You can still pay to hire foreign workers (see **Jobs and Education** on p. 20). Turning this setting on increases the difficulty.
- **God Mode** - There are no elections, rebel attacks, coups, uprisings, foreign invasions or subversive activities. You begin the game with a budget of over \$500,000. Your budget resets periodically so that you never run out of funds. Turning this setting on decreases the difficulty to 1%, regardless of your other settings.
- **Modern Times** - The buildings, edicts and timeline feature included in the Modern Times expansion pack will be available to you. This setting does not affect the difficulty.

CHOOSING AN AVATAR

Once you have customized your game settings, you will be taken to the **Select Avatar** screen. You can either select one of the pre-made avatars or create your own (see below). Each time you start a new mission, you may select a different avatar.

For more information on your avatar, see **Avatar** on p. 31.

Creating a Custom Avatar

To create a custom avatar, select **Custom Avatar**, then select **Forward**.

You will be taken to the **Avatar Customization** screen, from which you can modify your avatar's appearance.

Your avatar's appearance is purely aesthetic and has no impact on gameplay. You can customize the following features:

- Gender
- Costume
- Complexion
- Hat
- Hairstyle
- Accessories
- Beard (male characters only)
- Mustache (male characters only)
- Earrings (female characters only)

NOTE: Some combinations of hats and hairstyles are not possible.

Avatar Bio

When you have finished customizing your avatar's appearance, select **Forward**. The **Avatar Bio** screen will appear, from which you can choose your avatar's name, background, rise to power and traits.

Except for name, all of these options affect gameplay by imposing positive and negative modifiers on various in-game statistics.

To choose your avatar's background, rise to power or traits, select the slots underneath each heading to open the list of possible choices. To see the modifiers that each option will apply to the game, highlight it in the list: its description will then appear on the right-hand side of the screen. To choose an option, highlight it in the list, then click **Select**.

Some characteristics are mutually exclusive. For example, your avatar cannot be ugly and charismatic at the same time. Any characteristics that are incompatible with your currently selected options will be greyed out.

Each trait has a rating from one to five stars. Traits are improved by successfully completing missions. Each time you complete a mission, the traits that your winning avatar had will increase by one, two or three stars, depending on how well the mission went. In subsequent missions, any avatar (pre-made or custom) that has that trait will benefit from the trait's new rating.

To select a random set of compatible characteristics, select **Random** on the **Avatar Bio** screen.

INTERFACE

Politics is the entertainment branch of industry.
- Frank Zappa

CONTROLS

Tropico 4: Gold Edition requires you to right-click in order to perform certain commands. If you are using a Magic Mouse or a Trackpad, your secondary click may not be activated by default: see **Can I play Tropico 4: Gold Edition using my Magic Mouse or Trackpad?** in the FAQs for detailed instructions on how to enable secondary click.

Move camera	Move mouse to edge of screen OR ↑ / ↓ / ← / →
Rotate camera	Alt (hold) + move Mouse left/right OR Middle Mouse button (hold) + move Mouse left/right
Tilt camera	Alt (hold) + move Mouse up/down OR Middle Mouse button (hold) + move Mouse up/down
Zoom in	Mouse wheel up OR  /  *
Zoom out	Mouse wheel down OR  /  *
Center camera on palace	 /  *
Quick save	Cmd + S
Quick load	Cmd + L
Save Game menu	Ctrl + S
Load Game menu	Ctrl + L

*If you have a short keyboard, you will need to use modifier keys to use these controls. For instructions on how to do this, see **My short keyboard does not have certain keys. How can I use the game commands that are mapped to them?** in the FAQs.

MAIN VIEW

The following elements are visible in the main view window during a mission:



1. Minimap
2. **Date, Budget, Happiness and Population**
3. Speed controls - **Pause, Normal, Fast and Fastest**
4. **Menu button**
5. **Select Avatar, Edicts, Overlays, Show Almanac and Timeline buttons**
6. Info panel
7. Current tasks

NOTE: The **Timeline button** will only be displayed if you are playing a game mode that includes the content from the Modern Times expansion pack.

Minimap

The minimap shows you an overhead view of your island. Click any point on the minimap to center the camera instantly on the corresponding point on the island.

Date, Budget, Happiness and Population

The figures beneath the minimap represent the in-game date, your budget, the average happiness of your citizens and your island's population.

Speed Controls

The speed controls beneath the minimap allow you to set the game speed.

Menu Button

Click the **Menu button** at any time to bring up the in-game **Pause menu**. From here, you can restart the game, save, load, adjust your game options, view your achievements or return to the **Main Menu**.

Select Avatar Button

Click this button to select your avatar.

Edicts Button

Click this button to open the **Edicts menu**. Edicts are sorted into seven categories: **General, Education, Foreign Affairs, Economy and Tourism, Interior, Defense and Modern Times**. For more information, see **Edicts** on p. 37.

Overlays Button

Click this button to open the **Overlays menu**. From here, you are able to select different visualizations that will give you detailed information about a number of your island's features.

When you select an overlay, a colored grid will appear over the relevant areas of your island. Red shading indicates the "worst" areas (such as those with the highest crime rate or the lowest crop yields) while green shading represents the "best" (such as those with the lowest crime rate or the highest crop yield). For example, when you select the **Logging overlay**, areas with plenty of trees are displayed in green, while those with few trees are displayed in red. A logging camp located in a green area will be more productive than one located in a red area.

The **Overlays menu** contains the items listed below. Select any item from this menu to open a list of individual overlays that fall under that category.

- **Crop conditions** - The potential yields for the seven different crop types: **Corn, Banana, Papaya, Pineapple, Coffee, Tobacco and Sugar**.
- **Natural resources** - The resources on and around the island. **Iron, Bauxite, Gold, Salt and Oil** are marked in different colors. These markings indicate the locations of deposits, but not their abundance. The **Fishing, Logging and Pastures overlays** do represent the abundance of these resources: red shading indicates that the resource is scarce.

- **Island conditions** - The environmental conditions on your island: **Humidity**, **Beauty**, **Pollution**, **Predicted pollution**, **Landfill coverage**, **Volcano danger zone** and **Tsunami hit area**.
- **People** - The societal conditions on your island: **Crime**, **Liberty** and **Population density**.
- **Services** - The accessibility and quality of services on your island: **Employment**, **Occupancy**, **Service quality**, **Job quality**, **Electricity** and **Telecom coverage**. Apart from **Electricity** and **Telecom coverage**, these overlays colorize the buildings they apply to, rather than the terrain.
- **Island economy** - The **Income**, **Expenses** and **Balance** (net profit) generated by your buildings. These overlays colorize the buildings they apply to, rather than the terrain.

Show Almanac Button

Click this button to open the almanac, which provides useful information about your island and its inhabitants. For more information, see **Almanac** on p. 15.

Timeline Button

Click this button to open the timeline, which gives you an overview of upcoming events on your island. For more information, see **Timeline** on p. 16.

Info Panel

The info panel is a window that appears on the right-hand side of the screen when you select a building or person. The info panel displays information about the selected object.

To select an object and open its info panel, simply click on it. Click anywhere on open ground to deselect the object and close its info panel.

Some info panels have a **Question Mark icon** in the top-right corner. Select the **Question Mark icon** to see even more information about the selected object.

Current tasks

Your current tasks are displayed as icons in the bottom-right corner of the screen. Click on an icon to see more details about the task. For more information, see **Tasks** on p. 16.

ALMANAC

Disbelief in magic can force a poor soul into believing in government and business.

- Tom Robbins

The almanac provides useful information about your island and its inhabitants. To open the almanac, click the **Show Almanac button** above the minimap.

The almanac is divided into seven tabs: **Overview**, **People**, **Economy**, **Trade**, **Factions**, **Foreign** and **Lists**. Click on any of the tabs at the top of the almanac to open the corresponding section.

- **Overview** - Information about your island as a whole, including population, overall happiness and your island's tourism rating.
- **People** - Information about your island's citizens, including detailed information on happiness ratings, average pay and food quality.
- **Economy** - Information about your island's economy, including income and expenses, income disparity and unemployment.
- **Trade** - Information on import and export prices for every commodity and resource your island can use or produce.
- **Factions** - Information on the respect ratings of each faction and the factors affecting them.
- **Foreign** - Information on your relations with foreign powers and the factors affecting them.
- **Lists** - Lists of your citizens and tourists that allow you to sort them by various criteria, including education, job and faction.

The information presented in the almanac is displayed on two pages. Select any item on the left-hand page to view more detailed information about it on the right-hand page.

If an item in the almanac has a checkbox next to it, you can plot it on the graph at the bottom of the page to see how that statistic has changed over time. To do so, tick the checkbox. You can plot several items together if they are compatible. If an item is not compatible with your currently selected item(s), it will have a cross through its checkbox and you will be unable to select it.

TASKS

Power corrupts. Absolute power is kind of neat.

- John Lehman

Tasks present you with objectives to complete. Some tasks are mandatory: you must complete them in order to complete the mission. Other tasks are optional.

Your current tasks are displayed as icons in the bottom-right corner of the screen. These icons indicate your progress towards completing the task, if it can be measured. Click on a task icon to open a window containing a more detailed description of what you must do to complete it.

Mandatory tasks will appear as pop-up notifications and will be added to your list of current tasks automatically. These tasks generally form part of the mission's objectives, and must be completed in order to win.

Optional tasks will appear from time to time in the form of **Exclamation Mark icons** over buildings. They are often demands from factions or foreign powers. Click on the icon to open a window with more details, from which you will be able to accept or dismiss the task.

You may only have five active tasks at a time. If you already have five tasks, you must complete at least one of them before you will be able to accept any more.

TIMELINE

Idealism is what precedes experience; cynicism is what follows.

- David Wolf

The timeline is a visual representation of a set of historical events that affect the economy and politics of your island. It displays the events that will occur within the next ten in-game years. To view the timeline, click the **Timeline button** above the minimap.

Some timeline events, such as the **Vietnam War Unrest** or the **Cuban Missile Crisis**, are based on actual historical events.

Some events unlock new buildings (see **Modern buildings** on p. 25). These events occur on the same date in every mission: if a mission starts after the date when a building would normally be unlocked, that building will be available immediately. Other events may vary in date. When a timeline event occurs, a message will appear on screen informing you of the event and its effect (if any) on the game.

ALL THE LITTLE PEOPLE

Great causes and little men go ill together.

- Jawaharlal Nehru

The daily lives of the good people of Tropicco are individually simulated. If you wish, you can monitor your Tropicans in minute detail.

Every citizen is unique: he has different needs, preferences, work experience and education from all of your other Tropicans.

Your Tropicans will get married and have children, and family units will live together and share their income and rent costs (see **Housing** on p. 20).

If you follow the life of a single citizen, you may be surprised by the drama that unfolds. Over the years, a homeless immigrant may find a job as a teamster, fall in love, get married, go to university in hopes of qualifying for a better job, move in to a luxurious home, become the leader of a political faction and finally die of malaria due to the poor healthcare on the island.

NEEDS

Every citizen has five needs. To check a citizen's current need levels, select him to open his info panel, then select the **Thought Bubble icon** to open the **Needs and Thoughts tab**. His needs are represented by bars which decrease with time. When a need bar gets low, the citizen will try to satisfy that need. For example, if he needs fun he will look for entertainment. Once he has paid for entertainment (for example, at a cabaret), the need bar will be refilled. If he is unable to find a way to satisfy his need, the need bar will be refilled anyway, but its related happiness rating (see page 18) will decrease. For example, if the citizen mentioned above is unable to find any entertainment, his fun need bar will be refilled, but his entertainment happiness will decrease.

- **Food** - Satisfied by eating meals acquired at a food production or distribution building, such as a farm or restaurant.
- **Rest** - Satisfied by resting at the citizen's home.
- **Faith** - Satisfied by visiting a religious building, such as a church or cathedral.
- **Fun** - Satisfied by visiting an entertainment building, such as a pub or cabaret.
- **Health** - Satisfied by visiting a healthcare building, such as a clinic or hospital.

Penultimo says: Presidente, as your trusted advisor, let me tell you that a wise leader such as yourself will never confuse need bars and happiness bars, described below. Low need bars do not indicate that the citizen is unhappy, only that he will soon try to satisfy the corresponding need.

Getting Food

Satisfying the food need works a little differently from the other needs. A citizen will visit a farm, marketplace or supermarket to obtain food and will pick up several meals during a single visit, which are shared amongst the citizen's family. This means that members of a family do not need to obtain food every time one of their food need bars runs low. Instead, they will use one of the meals they obtained earlier, and only return to a farm, marketplace or supermarket when they run out of meals.

HAPPINESS

Each citizen has 10 different happiness ratings, and one rating for his overall happiness. To check a citizen's current happiness levels, select him to open his info panel, then select the **Smiley Face icon** to open the **Happiness tab**.

The bars in the **Happiness tab** represent how happy a citizen feels about various aspects of his life. The ten individual happiness ratings are combined to produce the overall happiness rating. Each Tropicana considers certain happiness ratings more important than the others. Hover over each rating to see its **Weight**: the higher the weight, the greater the effect that rating will have on the citizen's overall happiness. The three ratings with the highest weight are displayed with stars next to them.

Unhappy citizens may start protests or become rebels (see **Anti-government activity** on p. 43) and if enough of your citizens are unhappy, they may instigate an uprising. The average happiness of all of your citizens is shown next to the **Smiley Face icon** beneath the minimap.

The ten happiness ratings are:

- **Food Quality** - Determined by how often the citizen eats. You can increase food quality by constructing more farms and marketplaces to ensure your citizens have access to food and by providing multiple types of food (see **Resource Buildings** on p. 36).
- **Housing** - Determined by the housing quality (see **Housing** on p. 20) of the citizen's home. You can increase housing quality by constructing more expensive residences such as condominiums and mansions.
- **Religion** - Determined by the accessibility and service quality (see **Service Quality** on p. 27) of religious buildings. You can increase religious happiness by constructing buildings like churches and cathedrals near your citizens' homes.
- **Entertainment** - Determined by the accessibility and service quality of entertainment buildings. You can increase entertainment happiness by constructing buildings like pubs and cabarets near your citizens' homes.

- **Healthcare** - Determined by the accessibility and service quality of healthcare buildings. You can increase healthcare happiness by constructing buildings like clinics and hospitals near your citizens' homes.
- **Crime Safety** - Determined by the crime levels around the citizen's home and workplace. You can reduce crime by constructing police stations and avoiding building cheap housing such as tenements.
- **Environment** - Determined by the pollution levels around the citizen's home and workplace. You can reduce pollution levels around homes by constructing industry buildings far away from housing and by issuing certain edicts (see **Edicts** on p. 37).
- **Liberty** - Determined by the liberty levels around the citizen's home and workplace. You can increase liberty levels by constructing media buildings, such as TV stations and radio stations, and by enacting certain edicts.
- **Job** - Determined by the job quality at the citizen's workplace. You can increase job quality by increasing the salary (see **Job Quality and Salary** on p. 21) at a workplace.
- **Respect** - Determined by the citizen's political views and his personal opinion of your activities. You can increase respect by enacting certain edicts and setting the work mode (see **Work Modes** on p. 26) of your media buildings to propaganda channels.

SPECIAL ACTIONS

You are able to interact with your citizens: you can offer them bribes or throw them in jail as dissidents. A cruel ruler may even order the assassination of a troublesome individual.

To order a special action to be taken against one of your citizens, select him to open his info panel, then select one of the five black icons that appear under the tab icons. Each special action has a cost (shown in brackets after the action's name). The special actions are:

- **Arrest (\$1,000)** - If you have an operational prison, you can arrest your citizens and put them in jail. The arrested citizen and any citizens who witnessed the arrest will temporarily have a lower respect happiness rating.
- **Bribe (\$1,000)** - If you have an operational bank or national bank, you can bribe your citizens. Bribed citizens will temporarily have a higher respect happiness rating.

- **Heretic (\$500)** - If you have an operational cathedral or diamond cathedral, you can declare your citizens heretics. A citizen who has been declared a heretic will not be able to protest, run as a candidate in elections or become a faction leader, but he and his family will have lower respect happiness ratings.
- **Eliminate (\$500)** - If you have at least one soldier on the island, you can order that your citizens be eliminated. The late citizen's family and anyone who saw the killing will temporarily have a much lower respect happiness rating.
- **Arrange "Accident" (\$3,000)** - If you have an operational secret police force (see **Covert operations** on p. 45) you can arrange for an "accident" to befall any troublesome citizens. All details about the matter will be hushed up and there will be no penalties to your citizens' respect happiness ratings.

HOUSING

Families can afford to pay up to a third of their combined salary for rent, rounded down. This means that a single citizen that earns \$7 can afford housing with rent of up to \$2 and a family where the mother and father both earn \$9 can afford housing with rent of up to \$6. For more information, see **Fees, Rents and Salaries** on p. 27.

Every residence has a housing quality rating that directly affects the housing happiness of its residents. The housing quality is shown beneath the **Rent slider** in the info panel. More luxurious residences, like condominiums and mansions, have a higher housing quality.

If citizens cannot find a residence that suits them, they will automatically construct rickety shacks to live in. Shacks are the worst type of housing and you should strive to have as few of them as possible.

JOBS AND EDUCATION

Initially most of your citizens will be uneducated. This means that they can't practice advanced professions like doctor or journalist. You can educate your citizens in a high school or college.

To see whether a workplace requires its employees to have a high school or college education, select the relevant building. The info panel displays the requirements for its employees under the **Workers heading**. The possible requirements are: **male, female, uneducated, high school** and **college**.

If you need more workers you can pay to bring immigrants to the island. To do so, open the info panel of the building you would like to hire foreign workers for, then click on an empty worker slot. A dialog will appear asking whether you would like to hire a foreign worker, and informing you of the cost.

Workers with a high school education cost more than uneducated ones, and those with a college education cost the most. Each time you hire a foreign worker, the cost of hiring another foreign worker with the same level of education increases.

Job Quality and Salary

Every workplace has a job quality rating that directly affects the job happiness of its workers. The job quality is shown beneath the **Wages slider** in the info panel. More prestigious professions with higher salaries provide higher job quality.

You can't force your workers to work at any particular place - they decide which job to take based on the job quality and their previous job experience.

A citizen's salary determines the entertainment he can afford. Entertainment buildings such as pubs and cabarets have entrance fees. The higher a citizen's salary, the more expensive the entertainment he can afford. For more information, see **Fees, Rents and Salaries** on p. 27.

SKILLS

Every Tropican has four primary skills and a number of job experience ratings dependent on the professions they have had experience in. To view a citizen's skills, open their info panel and select the **Hammer and Wrench icon** to open the **Skills tab**.

The four primary skills are **Education, Intelligence, Courage** and **Leadership**.

- **Education** determines which jobs a citizen can perform.
- **Intelligence** determines how quickly a citizen gains job experience (see below).
- **Courage** determines how likely a citizen is to become a rebel if he becomes unhappy.
- **Leadership** determines how likely a citizen is to become a faction leader or run against you in an election.

A citizen's job experience levels are displayed as bars beneath the four primary skills. The longer a citizen has worked in a particular job, the better he is at it. A newly recruited worker will work more slowly or less efficiently than an experienced one, no matter what his profession is: a skilled builder will construct buildings faster, and a skilled waitress will raise the satisfaction of all the visitors of a restaurant. A very experienced worker is a valuable asset to any city.

A citizen often has experience in several different professions, and he will have a separate **Job Experience bar** for each profession that he has worked in. The rate at which a citizen's job experience increases depends on his intelligence. To view a citizen's job experience in a particular profession as a percentage, hover over the **Job Experience bar** for that profession.

TRACKING CITIZENS

You can assign hotkeys to specific citizens to make them easier to track. To do so, select a citizen, then hold the **Control (ctrl) key** and press one of the **Number keys** (1, 2, 3...). Once a citizen has been marked, an **Eye symbol** will appear above their head. You can select them at any time by pressing the corresponding **Number key**.

TOURISTS

Foreign tourists bring fresh money to the economy, and if you make sure they leave the island with happy memories, more foreign visitors will follow.

There are four classes of tourist that will visit the island: young spring break tourists, cheapskate slob tourists, tree-hugging eco-tourists and desirable wealthy tourists. To see which class a tourist belongs to, select them to open their info panel. The tourist class will be shown directly under the tourist's name at the top of the panel.

Tourists can't visit your island unless they have a way to get there: the freighter is fine for immigrants, but tourists will only travel by liner or airplane. As such, you must build a tourist dock, airport or aerodrome in order to attract tourists. Airports and aerodromes are more expensive but will attract more visitors.

Tourism Rating

Your island has a tourism rating that reflects how attractive it is to prospective tourists. To view your island's tourism rating, open the almanac and select the **Overview tab**. There is an overall tourism rating, as well as a breakdown of how your island appeals to each class of tourist. The higher the overall rating, the more tourists your island will attract and the wealthier they will be. You can also enact edicts (see **Edicts** on p. 37) to attract particular classes of tourist.

To improve your tourism rating, build more and better attractions. These can be found under the **Tourism, Attractions and Luxury Attractions categories** in the **Build Menu**. The different classes of tourist prefer different attractions. To see which types of tourist are drawn to an attraction, hover over its icon in the **Build Menu** for a detailed description.

Spending Limits

Each tourist family has a maximum amount of money that they are willing to spend at an attraction or for accommodation. The family's spending limit is shown in the info panel of each member of that family.

Each tourist attraction has its own spending limit, shown in the building's info panel as **Tourist Spending**. A tourist can never spend more money at an attraction than the attraction's maximum spending limit. More prestigious venues have higher limits.

Tourist Preferences

Like citizens, tourists each have their own preferences, which you can view in the **Preferences tab** in their info panel. Factors like the environment, entertainment venues and safety are usually very important to tourists.

If a tourist leaves the island happy with their trip, the island's tourism rating will increase. However, if they leave unhappy, or do not make it home at all, the island will get a bad reputation as a tourist resort and its tourism rating will decrease.

BUILDINGS

Politics is the art of looking for trouble, finding it whether it exists or not, diagnosing it incorrectly, and applying the wrong remedy.

- Ernest Benn

CONSTRUCTION

To order the construction of a building, right-click anywhere in the main view to open the **Build Menu**. Select a category of building, then select the specific building you wish to construct. A template of the finished building will appear beneath your cursor. The template will turn red if it is positioned over an invalid construction site. Left-click with the template positioned over a valid site to construct the building there. Keep an eye on the construction panel at the right side of the screen for additional information, including increased construction costs due to rough terrain.

Builders (see below) 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 airports or when you order several constructions at the same time.

You can prioritize a construction to try to speed up the building process. To do so, select the building site and use the buttons at the bottom of the info panel to change the construction priority. Builders will try to complete higher priority constructions before lower priority ones. It is also possible to manage buildings while they are in construction (see **Administration** on p. 26).

BUILDERS

In order to construct anything on the island, you need builders, who work at construction offices. If you find that building orders are taking a long time to complete, make sure that your construction offices are fully staffed or build a new one.

MODERN BUILDINGS

At set dates, new buildings will become available in the **Build Menu**. These buildings may be entirely new (for example, the sanatorium) or they may be updated versions of previously available buildings (for example, the bio farm, which replaces the farm). In the latter case, the original building will no longer be available to construct. For example, once the bio farm has been unlocked, you cannot build any new farms. However, your existing farms will remain unchanged.

These modern buildings offer more or improved functionality than the buildings available to you at the beginning of a mission.

NOTE: Modern buildings are included as part of the Modern Times expansion pack. They are available in the Modern Times campaign, Modern times challenges and sandbox games, but are not available in the main campaign or classic challenges.

QUICK BUILD

If you need to complete a construction quickly, you can use the quick build action. To do so, select a construction site to open its info panel, then select **Quick Build**. The building will be completed extremely quickly, whether there are builders present or not. However, you will have to pay the building construction price again, effectively doubling the cost of the building.

Penultimo says: Be careful when using the quick build action, Presidente. If you often spend Tropicó's hard-earned pesos on completing constructions quickly, you may find the treasury empty and then you will not be able to build anymore! A wise and patient Presidente such as yourself would take care to avoid this situation.

BLUEPRINTS

Advanced buildings require you to purchase blueprints before you can construct them. In the **Build Menu**, buildings that require blueprints are displayed with a **Question Mark icon**. To purchase the blueprints, select the building from the **Build Menu**. A dialog will appear informing you of the price of the blueprints. Click the **Pay button** to purchase them.

You only need to purchase the blueprints for each building once per mission. Blueprints are sometimes earned as rewards for completing tasks.

DEMOLITION

To demolish a building, construction site or road segment, right-click to open the **Build Menu** and select **Infrastructure**. Select **Demolish** to activate the **Demolish Tool**. Left-click on an item to toggle the order to demolish it, and right-click to deactivate the **Demolish Tool**. Alternatively, press the **Delete** () key to quickly activate the **Demolish Tool**. Like construction, demolishing a building will take some time. You can cancel a demolition order by opening the info panel of a building marked for demolition and selecting **Stop Demolish**. Demolishing a construction in progress will fully refund the cost of the building.

REBUILDING

Buildings will occasionally be destroyed by natural disasters, leaving piles of rubble where they once stood. You can rebuild a destroyed building by selecting the rubble to open its info panel, then selecting **Rebuild**. Rebuilding costs the same amount as constructing the building from scratch and the rebuilt building will not have any of the upgrades you bought for the original.

ADMINISTRATION

Work Modes

Many buildings have different work modes that affect their maintenance costs or efficiency. You can change the work mode of a building at any time, even while it is being constructed. To do so, select the building to open its construction panel or info panel. The current work mode will be shown directly under the building's name at the top of the panel. Select the work mode to display a menu of all possible work modes for that building. Hover over a mode to display a tooltip with more details. Click a mode to select it.

Upgrades

Some buildings allow you to construct upgrades.

Upgrades are special improvements to a building that require a one-time investment. They modify the functionality of the building and once constructed cannot be disabled. Some upgrades cannot be selected unless the building is on the electrical grid (see **Electricity** on p. 30) and will consume electricity once constructed.

To view or buy upgrades, open a building's info panel. If upgrades are available, they will be shown by icons at the bottom of the panel. Hover over an icon to display a tooltip with more details. Click the icon to buy the upgrade.

Hiring and Firing

You can hire foreign workers by clicking on an empty worker slot in the info panel of the building that needs them (see **Jobs and Education** on p. 20).

Unless you do not have enough workers to fill all the positions on your island, you do not generally need to hire them yourself. Citizens will decide to fill available vacancies if the job quality is attractive enough.

To fire a worker, right-click on his portrait in the worker slot.

You can disable worker slots to prevent them from being filled by new workers. To do so, right-click on an empty slot.

Fees, Rents and Salaries

You can adjust the fees charged by your entertainment buildings, the rents charged by your residences and the salaries paid by your workplaces from the info panels of the relevant buildings:

- To adjust the fee for an entertainment building, open its info panel and use the **Entry Fee slider**.
- To adjust the rent for a residence, open its info panel and use the **Rent slider**.
- To adjust the salary for a workplace, open its info panel and use the **Wages slider**.

Your workers' salaries and your tenants' rents are added to and subtracted from the budget (see **Economics** on p. 33) once a month. Fees are added to the budget when a person uses the service provided by the building.

Penultimo Says: Presidente, it is prudent to raise fees and rents according to the spending limits of the people, in order to squeeze as many pesos as possible from them. If salaries on the island are high, raise fees and rents to earn some of that money back.

Service Quality

Entertainment and tourist buildings have a **Service Quality rating**, which you can view in the building's info panel. The service quality determines how satisfied people using the building will be, which affects their respective happiness ratings. For example, a Tropicana who uses a cabaret with a high service quality may experience an increase in his entertainment happiness.

A building's service quality is determined by the experience of the workers employed there, the building's type (more expensive buildings tend to have higher service quality) and the work mode it is set to.

INFRASTRUCTURE

In politics, absurdity is not a handicap.

- Napoleon Bonaparte

DOCK

The dock is where Tropicana goods are exported (see **Exports** on p. 33) and people enter or leave your island.

Freighters will arrive at a dock from time to time. The more docks you build, the more often freighters will visit your island. Each time a freighter arrives, it may bring immigrants with it. When it leaves the island, it will take away any goods waiting to be exported, and the price of these goods will be added to your budget.

To encourage more immigrants to come to your island, make sure that the average happiness of your population is high. You might even consider increasing wages.

You can also build an immigration office to manage migration. By changing the work mode of your immigration office, you can change your island's immigration policy to target specific types of workers or to limit migration to or from the island.

If a citizen becomes particularly unhappy, they may decide to leave the island on the next freighter.

TEAMSTERS

Teamsters are essential to the day-to-day management of your island. They haul goods between production buildings and to the dock, ready to be exported. Teamsters work at a teamster's office.

Any building that produces goods has an output storage, which you can view in its info panel. The output storage shows how many units of the product are currently waiting to be picked up from the building. If goods are not being moved out of a building quickly enough, check that your teamster's offices are fully staffed or try building a new one.

Some buildings also have an input storage, which you can view in their info panels. These are typically industry buildings that take a natural resource, such as lumber, and produce finished goods, such as furniture.

CONNECTING TO ROADS

Roads enable Tropicans to travel around your island by car. This increases their efficiency, as they spend less of their time travelling to and from work. Roads are found in the **Build Menu** under the **Infrastructure** category. Some buildings can be connected to roads. This allows citizens and tourists to travel from them by car to other buildings connected to the same road network. When you are placing a building that connects to the road network, the template will be displayed with an arrow indicating the building's road entrance and a small section of road extending out from that entrance. If the template is close enough to an existing road, the arrow will turn green and the road section will snap to meet the existing road. The building will function even if it is not connected to a road, but workers will be unable to travel to and from it by car.

Garages

Since many buildings cannot be connected to roads, you can optimize the transportation network of your island with garages. Any person can travel by car from one garage to another. This means that if you have two separate neighborhoods with connected garages, people will be able to travel quickly between them.

Penultimo Says: Presidente, if your people travel large distances, garages and roads can do wonders to optimize their trips. Garages also employ two additional teamsters for your workforce, so they can save you the trouble of building additional teamster's offices.

ELECTRICITY

Some of your buildings require electricity in order to operate and some upgrades cannot be built unless a building is powered.

In order to produce electricity, you will need a working power plant. Power plants can be found in the **Build Menu** under the **Infrastructure** category. Once a power plant is operational, it will provide electricity to an area around it. This is called the electrical grid. To view your island's electrical grid, select a power plant or substation: the grid will be shown by colored shading extending from your power plants and substations. Green shading indicates that your electricity production far exceeds your consumption; yellow shading indicates that consumption is nearing production; red shading indicates that consumption exceeds production.

To extend the electrical grid without building additional power stations, construct an electric substation near the edge of the shaded area.

A building is considered to have enough electricity if it is located within your electrical grid and your power plants are producing enough megawatts of power to supply all the buildings on the island. If not, a rolling blackout will occur and buildings that require electricity will only function intermittently.

To see how much electricity your power plants are producing, select any power plant or substation. The info panel lists the **Power Supply** (the electricity produced by that power plant), the **Total Power** (the electricity produced by all the power plants on your island) and the **Total Consumption** (the amount of electricity being used by your buildings).

To see how much electricity a single building uses, select it to open its info panel, then select the **Question Mark icon** in the top-right corner of the panel. The panel lists the **Electricity Consumption** for that building.

AVATAR

If I were two-faced, would I be wearing this one?
- Abraham Lincoln

CONTROLS

To select your avatar, either click the **Select Avatar button** above the minimap or click directly on your avatar in the main view. With your avatar selected, right-click anywhere on open ground to move him to that location. You can also perform context-specific actions by right-clicking on certain buildings or units (see below). If your avatar engages some rebels or traitors (see **Anti-government activity** on p. 43), he will automatically fight them and you will not be able to control him until the battle is over. If he is wounded, he will retreat to the palace (see below) to recuperate and will be unavailable until he has healed.

THE PALACE

The presidential palace is the centre of your island and home to your avatar. It employs up to four soldiers.

Following successful attacks on smaller buildings, rebels may decide to attack the palace. Should they succeed in fighting off your soldiers and killing your avatar, you will lose the mission.

THE LIMO

Like your citizens, your avatar is able to use the road network to move quickly from place to place. He will automatically use his presidential limo to travel between garages or buildings connected to a road, if doing so will decrease his journey time.

ACTIONS

Your avatar is able to perform the following actions:

- **Rush construction** - Activated by right-clicking on a construction site. Your avatar personally gives orders to the workers at a construction site, significantly increasing the construction speed.
- **Production building visit** - Activated by right-clicking on a production building. Your avatar visits a production building, slightly boosting production for the next six months.

- **Service building visit** - Activated by right-clicking on a service building. Your avatar visits a service building, such as an entertainment or healthcare building, slightly boosting service quality for the next six months.
- **Hold a speech** - Activated by right-clicking on the palace. Your avatar holds a speech from the balcony, raising the respect ratings of any nearby citizens, who will gather to listen.
- **Calm down a protest** - Activated by right-clicking on a protesting citizen (see **Protests** on p. 43). Your avatar talks to the citizen and ends the protest.
- **Diplomatic mission** - Activated by right-clicking on the airport. The next time you receive foreign aid (see **Superpowers** on p. 42), you will receive 20% more than usual.
- **Decorate** - Activated by right-clicking on an armory, guard station or army base. Your avatar decorates a soldier or general with a medal. This action raises the respect rating of all soldiers and generals working in the building.
- **Improve foreign relations** - Activated by right-clicking on a foreign office. Your avatar increases your foreign relations with both superpowers (see **Superpowers** on p. 42) for six months.
- **Attack** - Activated by right-clicking on an enemy during an attack. Your avatar will fight the rebel or traitor.

Penultimo Says: Presidente, keep in mind that you can cancel most actions if you have more urgent matters to attend to: simply move your avatar to somewhere else on the map. Also, the effects of an action do not stack. For example, if you visit a production building twice within six months, it will only gain the bonus once. However, it will extend the bonus so that it lasts for six months from the date of the second visit.

ECONOMICS

The government's view of the economy could be summed up in a few short phrases: If it moves, tax it. If it keeps moving, regulate it. And if it stops moving, subsidize it.

- Ronald Reagan

Running an island can be an expensive business. You must ensure a steady flow of income to cover your expenses and allow you to further develop Tropico by constructing buildings and enacting edicts. Your budget is shown beneath the minimap. This figure represents the current cash reserves in Tropico's treasury: it will change as you spend and earn money.

Penultimo Says: Presidente, don't forget that you must spend money to make money. Invest in resource buildings and industry early on and you will reap the benefits later.

INCOME

There are four main sources of income: exports, tourism, foreign aid and fees.

Exports

Any resources you produce that are not used on your island will be exported abroad. Your teamsters will haul these goods from production buildings to a dock.

When a freighter visits a dock, it will take away any goods being stored there. The price of those goods will be added to your budget.

The prices of exported goods vary over time, so a resource that is profitable early in the game may become undesirable later on. To view the current export prices, open the almanac and select the **Trade** tab. Select any of the **Trade Overview categories** on the left-hand page to display the current prices for goods in that category on the right-hand page.

Tourism

Foreign tourists can be a major source of income. Tourists generate revenue by renting accommodation and spending money at the restaurants and tourist attractions on your island.

For more information about tourism, see **Tourists** on p. 22.

Foreign Aid

The US and the USSR will send you foreign aid in order to help your developing country. You receive foreign aid from both superpowers once a year and the amount of money each one gives you depends on your foreign relations. To view your relations, open the almanac and select the **Foreign tab**. The better your relations with a superpower, the more money you will receive from them.

To improve relations, build a foreign office. By changing its work mode between **Pro-US** and **Pro-USSR**, you can improve relations with one power at the expense of relations with the other. For more information, see **Superpowers** on p. 42.

There are also a number of edicts (see **Edicts** on p. 37) that affect your foreign relations. These are found under the **Foreign Affairs category** of the **Edicts menu**.

Fees

Some buildings generate income by charging rent or fees, including most residences and entertainment buildings. These buildings will only produce a profit if citizens and tourists can afford to frequent them. All buildings have an upkeep cost (see below), so you should set their fees at a level that will cover their maintenance costs, but will not be too expensive for your citizens to afford.

EXPENSES

There are several sources of expenses:

- **Wages** - All workers expect a salary and educated workers will expect higher wages.
- **Construction** - New buildings, upgrades and blueprints all cost money.
- **Upkeep** - All existing buildings, whether they are currently functioning or not, have an upkeep cost. To view a building's upkeep, open its info panel, which shows the upkeep costs for that year and for the building's lifetime. If a building is no longer needed, it is better to demolish it and save money than to keep paying upkeep for it.
- **Edicts** - Most new edicts cost money to enact. To view an edict's cost, hover over its icon in the **Edicts menu**.
- **Miscellaneous** - Special actions such as hiring foreign workers or declaring a citizen a heretic cost money.

SUPPLY CHAINS

Many buildings produce goods that are ready to be exported from the island immediately. Buildings found under the **Food & Resources category** of the **Build Menu**, such as farms and mines, produce such goods.

It is more profitable to process raw materials into finished products before exporting. Buildings found under the **Industry category** of the **Build Menu**, such as canneries and lumber mills, generally use raw materials to produce more expensive products that can be exported at a higher price.

In order to produce finished goods, you will need to ensure that sufficient raw materials are able to reach your industry buildings. You must either produce the necessary resources on your island or import them from abroad (see below).

It is usually cheaper to produce the resources you need on your island: simply ensure that you have enough buildings gathering the resource to supply all of your industry buildings.

Imports

To import a commodity from abroad, select the industry building that requires imported goods to open its info panel. Select **Allow Imports**, then select **Allow Imports** again from the window that appears. The relevant resource will now be automatically imported from abroad as required. If you later wish to forbid imports of the resource, select **Forbid Imports** from the building's info panel. When imports are allowed, up to 500 units of the resource will be delivered each time the freighter visits your island, depending on the demand of industry buildings on your island that use the resource. The cost of the imports will be deducted from your budget when the freighter docks.

You can also manage imports from the almanac. Open the almanac and select the **Trade tab**, then select one of the **Trade Overview categories** on the left-hand page to display a list of resources. Resources that can be imported will be highlighted. Select one of these resources to open a window enabling you to allow or forbid imports of that resource.

The almanac also shows which foreign power a resource will be imported from: the US, the USSR, the Middle East or China. If you have very poor relations with a foreign power, it may institute a trade embargo, and you will be unable to import any of its resources (see **Foreign Politics** on p. 42).

Resource Buildings

There are several types of resource building. The most important are:

- **Farms** - Farms produce crops that provide food for your citizens or raw resources for your industry. Any crop can be exported or used in industry, but only corn, bananas, papayas and pineapples can be eaten. To change the crop a farm produces, select the farm to open its info panel, then change its work mode. A farm will be more or less productive depending on its location and the crop it is growing. Use the **Crop Conditions overlays** to see how well a crop will fare on different areas of your island. The ground near a farm will become less fertile over time, so you should check crop conditions regularly.
- **Mines** - Mines can be built to exploit the mineral deposits on your island. For a mine to be productive, it must be built near or over a deposit and its work mode must be set to either the same type of resource as the deposit it is near or **All Metals**. Use the **Natural Resources overlays** to see the locations of mineral deposits on your island.
- **Oil Wells** - Oil wells function in the same manner as mines, but they must be placed directly over an oil deposit on your island to produce crude oil.
- **Oil Refineries** - Oil refineries enable you to exploit offshore oil deposits. They must be built on a coastline. When you construct an oil refinery, oil rigs will automatically appear over nearby oil deposits in the ocean. The refinery processes crude oil obtained from oil rigs and on-shore oil wells into more profitable oil products.

SWISS BANK ACCOUNT

This bank account represents El Presidente's personal wealth - the money you managed to stash away during your reign for rainy days ahead. Money can be "diverted" from the budget in various ways. The amount of money in your swiss bank account contributes to your score at the end of each mission and may form part of your objectives.

To view the balance of your swiss bank account, open the almanac and select the **Overview tab**.

In order to siphon money to your personal account, you can:

- Enact the **Building Permit edict**.
- Construct a bank and set its work mode to **Slush Fund**.
- Build a childhood museum and set its work mode to **Retirement Fund**.

- Build a mausoleum.
- Build a customs office and set its work mode to **Customs duty evasion**.
- Buy the **Excavation Site upgrade** on some ancient ruins.
- Choose an avatar with the **Kleptomaniac trait**.

POLITICS

The revolution has no time for elections. There is no more democratic government in Latin America than the revolutionary government.

- Fidel Castro

EDICTS

Edicts represent political decrees that are essential for the efficient governance of your island. To enact an edict, click the **Edicts button** above the minimap. Select a category, then select an edict to enact it, or hover over an edict's icon to display a tooltip with more details.

Almost all edicts cost money to enact, and most have requirements that you must meet before you are able to enact them. Edicts in the **Education, Foreign Affairs, Economy and Tourism, Interior and Defense categories** require you to have a minister in the relevant office before you can enact them. Build a ministry and appoint a minister in order to do so.

FACTIONS

The people of Tropicco may be members of several political factions, each with its own agenda. A faction leader's happiness has a significant impact on the opinions of the members of the faction as a whole, so it is important to either keep the leaders happy, or quietly remove them from the scene.

Select the **Factions tab** in the almanac to view detailed information on the different factions. From here, you can see your current relations with each faction (see **Faction Demands** on p. 38). By clicking on a faction on the left-hand page, you can view more detailed information about that faction, including the number of Tropicans who support it and the faction's leader.

To see which individual Tropicans support each faction, open the almanac and select the **Lists tab**. Select any of the **Faction categories** on the left page to see which of your citizens are **Supporters** and which are **Detractors** of that faction.

There are eight factions:

- **Capitalists** - Capitalists on your island are usually few in number, but very influential, and your standing with them has an impact on your relationship with the US. Capitalists desire wealth and prosperity, so they are pleased when your economy is producing a large profit.
- **Communists** - The communists represent the interests of the worker class and are usually one of the largest factions on the island. They will be displeased if there is a large disparity between the highest and lowest wages on the island. Your standing with the communists has an impact on your relationship with the USSR.
- **Intellectuals** - The intellectuals represent your educated citizens, and are usually relatively few in number. If they are displeased, educated workers will leave the island. Intellectuals value liberty, democracy and education.
- **Religious** - The religious faction on the island usually has many supporters, so it is important to keep them placated. They desire churches and cathedrals and will oppose shady or corrupt acts.
- **Militarists** - The militarist faction usually includes most of the soldiers and generals on your island, so it is important to keep them happy. If they become displeased, they may stage a military coup (see **Military coup** on p. 44). To avoid this, it is often best to cater directly to the needs of your soldiers by increasing their wages and making sure their happiness ratings are high.
- **Environmentalists** - The environmentalists are a small faction that campaign against pollution and for the preservation of the island's natural features. They are displeased by high levels of pollution and heavy industry.
- **Nationalists** - The nationalists put Tropicco above all else. They oppose close relationships with any foreign powers, as well as policies that encourage immigration.
- **Loyalists** - The loyalists represent El Presidente's most fervent supporters. The loyalist faction is small initially, but certain edicts and buildings may convert people to loyalists.

Faction Demands

All factions have certain demands and expectations of you. To view the demands of a faction, open the almanac and select the **Factions tab**, then select a faction name on the left-hand page. The selected faction's major demands will be shown on the right-hand page. Faction representatives will inform you of the most urgent faction demands by way of pop-ups during the game.

Satisfying faction demands will improve your standing with the respective faction and thus the respective happiness of all supporters of that faction.

As factions grow in size and influence, they will have more ambitious demands and it will be more difficult to keep them content.

Factions offer optional tasks that allow you to improve your standing with them permanently. Keep an eye out for **Exclamation Mark icons** above buildings on your island, which represent optional tasks. Click an **Exclamation Mark icon** to open a window with more details, from which you will be able to accept or dismiss the task.

Faction Disasters

Having very poor relations with one of the factions can lead to a faction-specific disaster. For example, poor relations with the intellectuals will lead to student protests. The faction disaster will end when the respect of the faction increases or after three years, whichever is the sooner.

The possible faction disasters are:

Capitalists - Corruption

All export prices are decreased by 20%.

Communists - Rebel incursion

Rebels arrive with each freighter, even if you have an immigration office with its work mode set to **Tropicco First**.

Intellectuals - Student protests

The students arrange protests, shutting down all high schools and colleges. Nobody will graduate until the protest ends.

Religious - Anathema

The respect rating of a citizen will be lowered every time they visit a church or cathedral.

Militarists - Ultimatum

Militarists threaten to provoke a military coup after two years.

Environmentalists - Eco-protest

The protesters blockade an industrial building. The building will not function until the protests are ended. If several protesters are killed or arrested, the faction disaster ends.

Nationalists - Street riots

Nationalists provoke battles between Tropic-born citizens and immigrants.

Loyalists - Doubt in the leader

Loyalists begin to drop out of the faction, and continue to do so until the disaster is resolved.

ELECTIONS

The population of the island will demand free elections every few years. When Tropicans' expectations for democracy on the island are high, the people will demand elections more often. Democratic expectations are initially determined by your avatar's rise to power: if El Presidente was freely elected, expectations begin high, but if he seized power, expectations will be low. Subsequently, expectations change after each election opportunity: every honest election raises expectations, and every cancelled or fraudulent election lowers them.

When elections are due, a window will appear giving you the option to hold elections in a year's time or to cancel the elections. If you choose to hold elections, a small window will appear at the bottom-right corner of the screen, giving you up-to-date polling information. This enables you to see how your actions affect your chances of winning the election.

People are more likely to vote for you if they respect you and their overall happiness is high. Of course, the opposing candidate and his family are not likely to vote for you, so even on the happiest island, there will be a few opposition votes.

A month before the election, a window will appear giving you the option of committing election fraud. If the polls show that you might lose the election, you may wish to consider rigging it. Even if you choose to do so, there is no guarantee that you will win, and your relations with the intellectual faction will decrease dramatically.

If you lose an election, you lose the mission.

Election Speeches

Election speeches can be used to sway the opinion of the public or foreign powers. When you are prompted to hold elections you will be given the option to give a speech. Should you choose to do so, a special interface will appear, allowing you to compose your speech.

When composing a speech, you have three choices to make: which hot topic to address, who to praise and what to promise for the next elections.

- **Address a hot issue** - You can choose to address one of the following issues: job quality, housing, food quality, entertainment, religion, healthcare, environment or crime safety. When you address an issue, it will have less impact on the way your citizens vote at the next election.
- **Praise** - You can choose to praise a faction or superpower. Praising temporarily increases the respect ratings of the members of the faction or your relations with the selected superpower. You can also choose to praise yourself, raising the respect of the loyalist faction.
- **Promise** - You can choose to make a promise to achieve a certain goal if re-elected. You can choose one of the different faction demands as your promise. Election promises will allow you to sway your more impressionable subjects, but if you do not fulfill your promises by the next election, they will think twice before voting for you again. You may choose not to make an election promise.

MINISTERS

Most edicts and certain buildings require a minister to fill the relevant position in the Tropic cabinet. To appoint a minister you must first construct a ministry, found under the **Government category** in the **Build Menu**. Ministry positions require a citizen with certain professional experience; for example the Defense minister has to be an experienced general or soldier. A table detailing the experience required for each ministry position is shown below. To qualify for a ministry position, a citizen must have at least 16% experience in one of the listed professions.

To appoint a minister, select your ministry to open its info panel, then click on any of the vacant positions. A window will appear with a list of candidates qualified for the role. Click on any person in this list to appoint them. The window also gives you the option to hire a foreign expert.

Ministerial position	Professional experience required
Economy minister	Banker, journalist, shopkeeper or customs officer
Education minister	Teacher or professor
Foreign Affairs minister	Bureaucrat or journalist
Interior minister	Policeman, secret agent or SWAT member
Defense minister	General or soldier

Minister Events

Depending on the levels of their leadership, courage and intelligence attributes, your ministers may cause positive or negative events. A competent minister will make your life easier while an incompetent one will make gaffes. In such an event, a window will appear informing you of his blunder, and you will be given the option to fire him or accept the consequences of his mistake. Possible consequences include rebel attacks and decreased foreign relations.

FOREIGN POLITICS

Tropico maintains foreign relations with the two world superpowers: the US and the USSR. There are also three minor foreign powers: the EU, China and the Middle East. Each foreign power has certain expectations of your island, and whether you meet these expectations partly determines their relations with you. To view your relations with the different foreign powers, open the almanac and select the **Foreign tab**. Your relations are shown as percentages next to the name of each power. Select the name of a power to see a detailed breakdown of the factors affecting your relations.

Like factions, you will occasionally receive optional tasks from foreign powers. Completing such tasks will improve your standing with them.

Superpowers

The attitude of the two Cold War superpowers towards Tropico determines the amount of foreign aid they will send. The lower your relations, the less money you will receive. If your relations with a superpower are very low, they may impose a trade embargo on Tropico. When this occurs, a message will be displayed on-screen to inform you of the embargo. You will be unable to import any goods from that power. If your relations are extremely low, the superpower may attempt to forcefully remove you from office by launching an invasion.

You can prevent a superpower from invading by maintaining good relations with the superpower or by issuing the **Alliance with the US** or **Alliance with the USSR** edict. An alliance with either superpower prevents the other superpower from attacking your island. If you issue the alliance edict, you will have to build a military base on your island. You will receive \$2000 in rent each year from the base, but it will lower the respect of the nationalist faction.

Occasionally, the superpower with which you have formed an alliance will demand that you issue specific foreign policy edicts. When this occurs, a message will be displayed on-screen to inform you of the demand. Until you issue the edict it wants, you will not receive any rent from its military base. You can view a superpower's current demands in the info panel of its military base.

Minor powers

The EU, China and the Middle East will never invade Tropico, but it is beneficial to maintain good relations with them and not to ignore their demands. Like superpowers, minor powers can impose trade embargoes on your island if your relations get too low. Conversely, high relations may lead to benefits such as higher export prices.

To see the effects of your relations with a minor power, open the almanac and select the **Foreign tab**. Select the name of a minor power to view the factors affecting your relations and the effects of those relations.

ANTI-GOVERNMENT ACTIVITY

If citizens are very unhappy, they may organize anti-government activities designed to undermine your regime, including protests, uprisings, military coups and rebel attacks. Each type of anti-government activity is described in detail below.

During military coups, rebel attacks and uprisings, a number of citizens will become traitors and a number will become loyalists. Traitors are displayed with a red flag above their heads, while loyalists are displayed with a national flag. The number of traitors and loyalists is shown in the bottom-right corner of the screen.

Protests

Citizens who are unhappy may start a protest. When a protest begins, a message will appear on-screen informing you that some citizens are protesting peacefully against the government. The citizen leading the protest can be seen holding a white protest sign. Nearby citizens will gather around him to listen, and both he and the crowd will temporarily have lower respect ratings.

The chance of a protest occurring also depends on the liberty rating of the local area. Areas near media buildings such as a newspaper or radio station have higher liberty ratings, and protests are more likely to start there. If the liberty in an area is too low, the citizens will be too afraid to protest.

You can use your avatar to stop a protest. Select your avatar and right-click on a protestor. Your avatar will go and speak to the protestor, and end the protest. Alternatively, you can stop a protest by having a protestor arrested or eliminated.

You can prevent protests around the palace by buying the **Presidente Statues upgrade** for it.

Uprisings

If enough of your citizens are unhappy, an uprising may occur. Uprisings are brutal conflicts in which the population is split between those who support your rule and traitors who wish to overthrow you. The traitors will try to take control of your palace. If you lose your palace, you will lose the mission.

Military coup

If some of your soldiers and generals are unhappy they may stage a coup d'état. During a coup, the traitors will try to take control of your palace, while the soldiers who remain loyal to you will try to protect the palace and kill the traitors. If you lose your palace, you will lose the mission.

Rebel attacks

Unhappy citizens may choose to become rebels. When this occurs, a message will appear informing you of the fact. Rebels will occasionally decide to mount attacks against your buildings. They usually attack buildings in outlying areas of your island. Soldiers close to the site of an attack will try to repel the rebels. If they fail to fight them off, the rebels will destroy the building.

After several attacks, the rebels may become bold and try to attack your palace. If you lose your palace, you will lose the mission.

Penultimo Says: Presidente, they say a man's home is his castle. In your case, a man's palace is his home. In case it's not clear already, let me say this: if you value your life, you will protect the palace at all costs!

COVERT OPERATIONS

Secret Police

Establishing a secret police force on your island will enable you to use the **Arrange "Accident" special action** to knock off any troublesome citizens without lowering the respect happiness rating of any witnesses.

To establish a secret police force, you need to designate a building to be their headquarters. To do so, enact the **Secret Police edict**, found under the **Interior category** in the **Edicts menu**. You will then be prompted to select a headquarters by clicking on a valid building. Valid buildings will be highlighted in green.

Subversive Activities

The KGB, the CIA and the rebels on your island may incite subversive activities like bomb threats, worker strikes, media occupation, assassination attempts and hostage crises. When a subversive activity occurs, a window will appear giving you a choice of responses to the situation. Each type of crisis will have different possible responses, and each response will have a different result. For example, some may cost money and others may increase or decrease a faction's respect for you.

If you have established a secret police force on your island, you will be given additional possible responses that will enable you to resolve crises using your secret agents. The likelihood that this will be successful depends on the job experience of your secret agents and whether you have enabled the **Wiretapping edict**, which increases the effectiveness of the secret police.

ONLINE FEATURES

In democracy it's your vote that counts; In feudalism it's your count that votes.
- Mogens Jallberg

In Tropicco 4: Gold Edition, you can browse and play challenges created by Presidentes from around the world and view global high score tables.

CHALLENGES

You can play challenge maps created by other players via the **Challenge Browser** (Main Menu ⇨ Play ⇨ Challenges).

To play a challenge map, select it from the list on the left-hand page of the **Challenge Browser** and select **Play**.

There are two types of challenges: classic challenges and Modern Times challenges. To switch between the two types, click the **View Classic Challenges** or **View Modern Times Challenges** buttons.

HIGH SCORE TABLES

When you win a mission or a challenge you can submit your final score online. Your scores will be added to the global high score table for that game mode. There are two high score tables:

- **Campaign** - Players' individual scores for each campaign mission are combined to produce an overall campaign score. Players are ranked based on this combined score.
- **Challenge** - Players' ten highest challenge map scores are combined to produce an overall score. Players are ranked based on this combined score.

Both of these tables can be accessed from the **Challenge Browser**. To view the tables, select **Highscore** and click the **Campaign** or **Challenges** buttons to switch between the two tables.

You can see the top players for each challenge by selecting a challenge map and selecting **Top Players**.

TECHNICAL SUPPORT

Every effort has been made to make Tropicco 4: Gold Edition as compatible with current hardware as possible. However, if you are experiencing problems when running Tropicco 4: Gold Edition, please read on.

The latest version of the FAQs can be found by selecting the **View FAQs** button in the **Support** tab of the Tropicco 4: Gold Edition pre-game **Options window** (this is the window that opens when you launch the game), or by going straight to the Feral website: <http://support.feralinteractive.com>

CONTACTING FERAL

If the FAQs and/or updates do not solve your problem, then please feel free to contact us. The following information must be obtained before contacting Feral Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A **Tropicco 4 - Gold Edition Report.txt** file. This contains:
 - An Apple System Profiler Report of your Mac
 - Any crash logs that exist for Tropicco 4: Gold Edition
 - A list of the game's contents

All the information required can be obtained by opening Tropicco 4: Gold Edition and clicking on the **Support** tab in the Tropicco 4: Gold Edition pre-game **Options window**. In the **Support** tab, click on the **Generate Report** button. Once the report is generated it will appear as a file in your **~/Downloads** folder (the "~" symbol refers to your home directory). Now click on the **Create e-mail** button. Remember to attach the **Tropicco 4 - Gold Edition Report.txt** file to your e-mail.

In your e-mail, please include a brief description of the problem you have experienced with Tropicco 4: Gold Edition. We will do our best to help you.

E-Mail: support@feralinteractive.com

If you prefer to speak with a member of the support team, you may call on the following numbers:

North America Callers

Tel: 1-888-592-9925 (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

United Kingdom Callers

Tel: 020 8875 9787

Available between 9.00am and 6.00pm, Monday to Friday.

International Callers

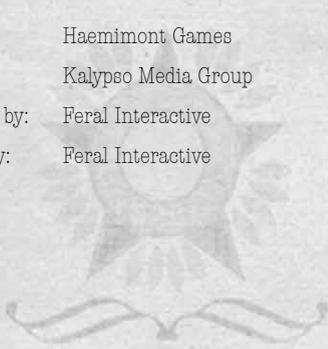
Tel: +44 20 8875 9787

Available between 9.00am and 5.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

CREDITS

Originally developed by: Haemimont Games
Originally published by: Kalypso Media Group
Macintosh development by: Feral Interactive
Macintosh publishing by: Feral Interactive



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