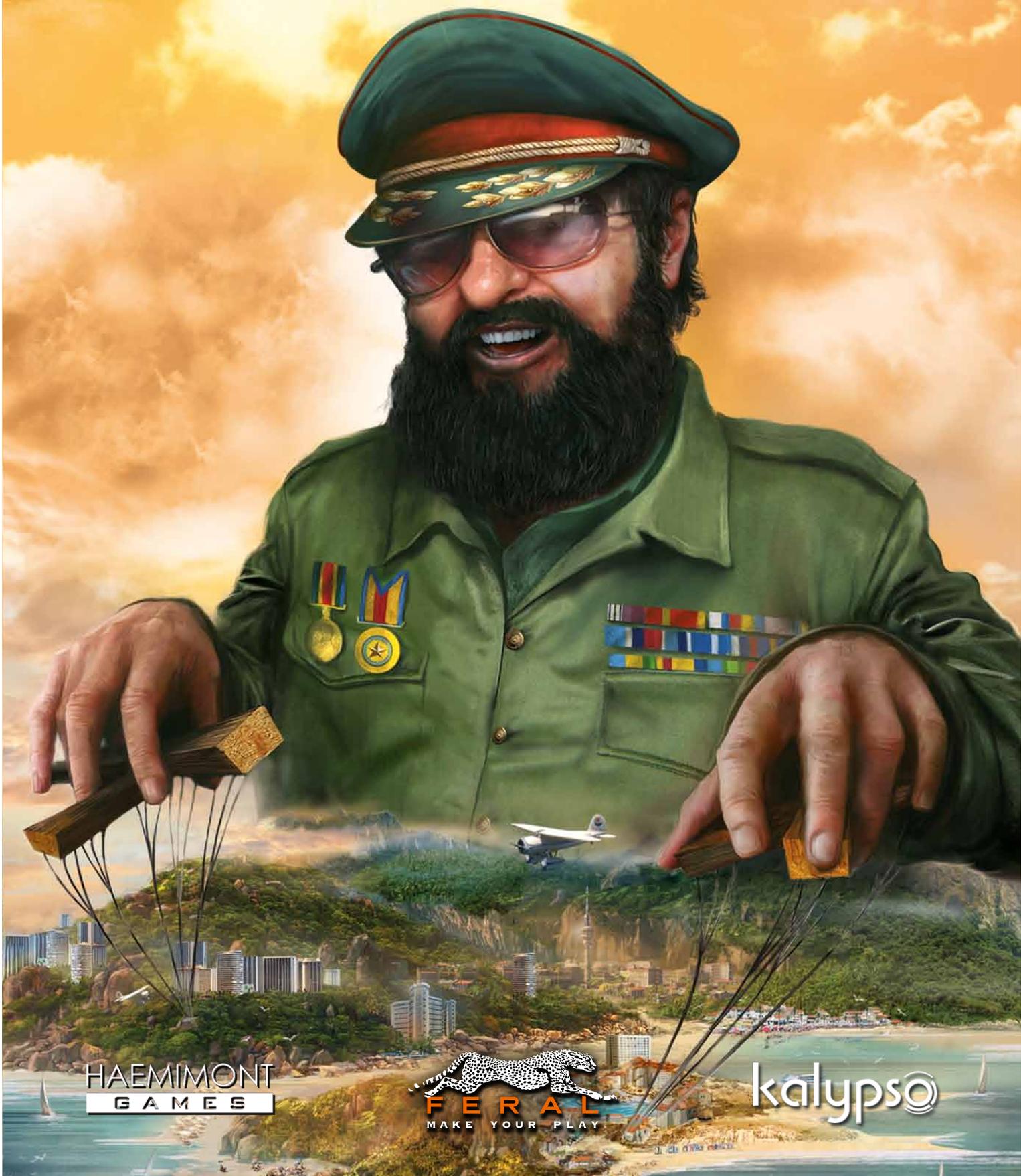


TROPICO 3

GOLD EDITION



HAEMIMONT
GAMES

FERAL
MAKE YOUR PLAY

kalypso

Epilepsy warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult a physician before resuming play.

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

"Politics" is made up of two words. "Polis", which is Greek for "many", and "tics", which are bloodsucking insects.

- Gore Vidal

- 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 **Tropico 3: Gold Edition.dmg file** and wait for the **Tropico 3: Gold Edition disc image** to appear on your desktop.
 2. If it doesn't open automatically, double-click on the **Tropico 3: Gold Edition disc image** to open it.
 3. Drag the **Tropico 3: 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 3: Gold Edition disc image** on your Desktop to the **Trash**. You may now delete the **Tropico 3: Gold Edition.dmg file**.
 5. Once installation is complete, double-click on the **Tropico 3: Gold Edition application icon**, which is found in the **Applications folder** on your hard drive. The **Tropico 3: 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 the game is currently activated on and how many more you are allowed to activate. In future, you can play the game without an internet connection.

You can now move onto the **Getting Started section**, which will take you through playing the game for the first time.

Getting Started

Where there is a worker, there lies a nation.

- Evita Peron

1. If Tropico 3: Gold Edition is not already running, double-click on the **Tropico 3: Gold Edition application icon**. By default this is to be found in the **Applications folder** on your computer's hard drive.
2. The Tropico 3: Gold Edition pre-game **Options window** will appear. Click on the **Play button**. The game will launch.
3. After the splash screens, you will see a plane flying over the island of Tropico. Press any key or click the Mouse.
4. When the **Main Menu** appears, select **New Game**.
5. If this is your first time playing Tropico 3: Gold Edition, select **Tutorial**. Presidency is a complicated business, and it's worth taking the time to make sure you have a firm grip on power.
6. The tutorial places you in 1950s Tropico, where your humble and loyal administrator Penultimo is waiting to guide you through the first critical stages of your presidency...

If you've never played a Tropico game before reading the manual is a good idea. It's full of information you'll find helpful.

This manual has been organized into a short print manual and the full manual which is present on the disc as a pdf.

The print manual contains the essential information to get started with Tropico 3: Gold Edition, while the full manual is useful as a reference for particular issues.

Both the shorter print manual and the full pdf manual contain separate sections on the main game Tropico 3 and the expansion pack Absolute Power.

Both are written assuming that you are using a two-button mouse with a mouse wheel. If you are using a laptop, a Magic Trackpad or a Magic mouse don't worry. All Apple devices can enable right click by opening "System Preferences" in the Apple menu and making sure "Secondary Click" is enabled in the Trackpad or Mouse sections. Alternatively you can hold down the Ctrl key when clicking, this will mimic a right click in the game.

Scrolling on a trackpad or Magic Mouse is simple: just place two fingers on the control device and slide them up and down. You can see video demonstrations of both scrolling and right clicking in the System Preferences next to the relevant option. This action will allow you to zoom or scroll depending on where you are in Tropico 3.

Game Modes

Thirty-two coups d'états are enough.

- Jean-Bertrand Aristide

The various game modes described below are accessible through the New Game button in the Main Menu. We recommend that you start playing the Tutorial game mode.

All game modes except "Sandbox" are comprised of missions, individual games in which you are tasked with fulfilling a certain objective. Each mission has its own island, timeframe and winning conditions. Some missions feature events that will affect Tropicco in different ways, so expect the unexpected!

Tutorial

The Tropicco 5 Tutorial is a short mission that introduces the camera controls, the interface, and the key gameplay elements like constructing and administrating buildings, issuing edicts, and controlling your avatar.

For **Advanced Tutorial** and **Absolute Power Campaign** modes, please see page 56.

Classic Campaign

Tropicco 5 features a 15 mission Campaign set on various fictional islands in the Caribbean. Initially only a single mission is available, but as the Campaign progresses more and more missions will become available and usually you will be able to choose between several missions that are not yet completed.

Completed missions are available for replay and are marked with a flag on the Campaign Map.

After you have selected a mission to play, you will have to choose or create a character, as described in the "Character Creation" section of this manual.

Sandbox

The Sandbox maps set no specific goals before you, but you are allowed to customize the "Game Parameters" as described in the corresponding section of this manual. You will be able select the map to play or to create a custom random island. For details on the latter option, refer to the "Map Generation" section.

Challenges

Similar to Sandbox mode, Challenges allow you create a special scenario. You can save and name the scenario to play whenever you want.

Map Generation

This country is heaven, in the spiritual sense of the word. And I say, we prefer to die in heaven than survive in hell.

- Fidel Castro

The Map Generator allows you to create a custom random map for a Sandbox mission or a challenge created by you. You are able to 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 - Different crops fare differently on different elevation. The islands with very high elevation tend to have less building space.
- MINERAL DEPOSITS - Determines how many iron, bauxite, gold, and oil deposits exist on the island.
- VEGETATION - Islands with lush vegetation have more fertile soil. Farming can be difficult on barren islands with a small amount of vegetation.

After you are satisfied with the settings you have selected, click on the "Generate" button on the left side of the screen to create the random map. If you are not happy with the results, click the button again to create a new map. Use the "Forward" button to proceed with the generated map.

Game Parameters

You will be prompted to customize the game parameters for any Sandbox game you play and any challenge you create. The selected set of parameters, along with the random map settings, where applicable, determines the game difficulty. The following parameters can be adjusted with a slider:

- POLITICAL STABILITY - Impacts rebel activities, coups, uprisings, protests, subversive actions, and foreign invasions. Low political stability means a more difficult game.
- WORLD ECONOMY - Modifies the export prices of all Tropiccan goods (low prices raise the game difficulty), starting Treasury and boost to Foreign Aid.
- TOURISM - Modifies the tourism rating of the island. A high tourism rating will attract more - and wealthier - tourists. A low tourism rating will increase the game difficulty.
- GAME LENGTH - The maximum length of your mandate in years.
- POPULATION - Sets the starting number of citizens on the island.
- RANDOM EVENTS - Modifies the frequency of random events, such as price changes and disasters. If set to minimum there will be no random events at all.

The following parameters can be set on or off:

- **PROMINENT FACTION** - Allows you to set the prominent faction.
- **A FAR AWAY PLACE** - The island is far away from the United States. Tourism is less lucrative and you are less likely to be invaded by the US.
- **REBEL YELL** - Rebellion is a proud tradition of your people. They are quick to take arms and fight against your regime.
- **FREE ELECTIONS** - Elections are closely monitored by the international community. Fraud and bypassing of elections are disabled.
- **IMMIGRANTS OUT** - No free immigrants. You can still hire educated foreigners for money.
- **GOD MODE** - No elections, rebel attacks, coups, uprisings, foreign invasions or subversive activities. Starting money set to \$5000000. You cannot unlock achievements in God Mode.

Character Creation

My face is sour. Maybe that's why they say I'm a dictator. - Augusto Pivochet

In Tropicco 5 you are able to create a custom dictator for any game mode, except Tutorial. In the first step you will customize the avatars appearance, in the second you will customize his/her qualities as a dictator.

Appearance

The appearance of your avatar is a purely aesthetic choice that has no impact on the gameplay.

You can customize the following:

- **GENDER.**
- **COSTUME.**
- **COMPLEXION.**
- **HAT.**
- **HAIRSTYLE.**
- **ACCESSORIES.**
- **BEARD** (male characters only).
- **MOUSTACHE** (male characters only).
- **EARRINGS** (female characters only).

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

The avatar appears as you have customized it throughout the whole scenario, but you can make a different avatar for each scenario.

Character Traits

You are able to name your custom avatar and choose the following traits: background, rise to power, two qualities, and two flaws. You can also select a random legal set of traits.

Some traits are mutually exclusive. For example it is not possible to select the background "professor" and the flaw "moronic".

Interface Basics

Not a single leaf moves in this country if I'm not the one moving it. I want that to be clear!

- Augusto Pivochet

Camera Controls

You can move the camera by moving the mouse pointer to the edge of the screen. Clicking on the Minimap will also transport you to the location of the island on which you clicked.

Hold the Alt key or the Middle Mouse Button and move the Mouse to rotate the view.

Use the Mouse Scroll Wheel to zoom in and out.

Main View

The following elements are visible in the Main View:

- Minimap.
 - Population, Money, Average Happiness, Current Date (month and year).
 - Speed controls - pause, normal, fast, fastest.
 - Menu button.
 - HUD buttons located above the Speed controls - Overlays, Edicts, Select Avatar, Almanac.
- Tropicco 5 uses a standard point-and-click interface. Clicking on a building or unit selects it and opens its info panel.

Main View Buttons

Overlays Button

The Overlays button displays the Overlay info panel. This panel contains the following categories:

- **CROP CONDITIONS** - The crop conditions for the different crops that can be raised on the island.

- **NATURAL RESOURCES** - The resources on the island. Iron, bauxite and gold are marked in yellow, oil is marked in black.

- **ISLAND CONDITIONS** - Island conditions like humidity and beauty.

- **PEOPLE** - Displays Crime, Pollution and Liberty Overlays. Problem areas for crime and pollution are marked in red.

- **SERVICES** - Displays the Occupancy, Employment, Service Quality, Job Quality and Electricity overlays. Instead of colorizing the terrain, these overlays colorize the buildings to which they apply.

- **ISLAND ECONOMY** - Displays the Income, Expenses and Balance overlays. Instead of colorizing the terrain, these overlays colorize the buildings to which they apply.

Most overlays have a color gradient from green to red. Green usually means a high value for the statistic that is represented through the overlay, while red means a low value.

Edicts Button

The Edicts button opens the Edicts info panel. All edicts are sorted into different categories - Social, Foreign Policy, Economy and Domestic Policy. The edicts in the respective category are presented below the list of categories. Each edict has different prerequisites and effects. See page 45 for a more detailed description of Edicts.

Select Avatar

This button selects your avatar.

Almanac Button

This button opens the Almanac.

The Almanac presents vital statistics for the island. The Almanac information is presented in two pages; the left page provides more general information while the right page gives more details.

To change the information presented on the left page, you can select a different bookmark from the top of the Almanac. The bookmarks are called Overview, People, Economy, Politics, Lists and Score. Some of the items on the left page are selectable - this means that when you click on them a right page with more details for the current item will appear.

All items that have checkboxes next to them can be plotted on the graph at the bottom of the Almanac. You can plot several items together if they are compatible (incompatible items will have an X in their checkbox).

Info Panels

The Info Panel is a window box at the bottom of the screen, which is only shown on the Main View when a building or a unit is selected. The Info Panel gives additional information about the selected object. There are buttons for various categories (upper left) and title space (upper right).

You can select buildings by left-clicking on them. Left-clicking anywhere on open ground closes the Info Panel.

Citizen Info Panel

The citizen info panel contains the following categories:

- **OVERALL** - General information about the citizen such as name, age and current needs. You can also toggle the city-view camera from this category.

- **HAPPINESS** - Information about the current happiness and satisfaction of the citizen.

- **POLITICS** - Information about the citizen's political affiliation to different factions, as well as the personal actions that you can perform on that citizen.

- **JOB AND HOUSE** - Information about the current workplace and homestead of the citizen.

- **FAMILY** - Links to the family members of the citizen.

- **SKILLS** - The different skills the citizen has acquired while working, as well as his Education, Intelligence, Courage and Leadership values are presented in this category.

- **THOUGHTS** - The current thoughts of the citizen.

Tourist Info Panel

The tourist info panel contains the following categories:

- **OVERALL** - General information about the tourist such as his or her name, tourist class, country of origin and spending limit. The remaining vacation time and current impressions of the tourist can also be seen through this interface.

- **RATING** - The impressions of the tourist from different aspects of life on your island.

- **ACCOMMODATIONS** - Information about the tourist's hotel and the current attraction he is visiting.

- **ATTRACTIONS** - A list of all attractions the tourist has visited.

- **PREFERENCES** - The satisfaction and preferences of the tourist for different vacation activities.

- **THOUGHTS** - The current thoughts of the tourist.

Building Info Panel

The building info panel contains the following categories:

- **FEE AND SALARY** - Allows you to change the salary and fee of the current building, as well as to fire workers and disable their worker slots. Hiring foreign workers and setting the wages for all buildings of the same type or same education level can also be selected from this category.
- **OVERALL** - Building-specific information like production output, profits, expenses and service quality. You can also construct upgrades and set work modes from this category.
- **DESCRIPTION** - A short description of the building.
- **CONSTRUCTION** - (Presented only if the building is not yet finished) Information about the progress of the construction and the builders currently working on the building.

Hints and Markers

Building Context Hints

Some buildings have context hints available that summarize the most important information about the building. The context hints are located in the upper right corner of the screen and are automatically presented when the building is selected.

Building Markers

Occasionally, marker objects will appear above your buildings in the game. These markers indicate problems in the building, or that it is being visited by the avatar.

Sun - Your avatar was/is here, making the building more productive or effective.

Crossed bag - No goods have been made in the last year.

Crossed head - There are no workers here.

Crossed handcart - The building has output storage over 1000. You should improve the transportation system to carry goods more efficiently.

Bomb - You have scheduled this building to be destroyed.

Wheelbarrow - There are goods here waiting to be picked up.

Head - No alcohol is being served here.

Lightning bolt - There is not enough power to run this building.

Unit Markers

Citizens can have marker objects placed over their heads for a variety of reasons:

Red flag - This citizen is a rebel.

National flag - This citizen is a soldier.

White flag - This citizen is a retreating rebel or soldier.

White sign with symbol - This citizen is a protester.

Red cross - This citizen might turn against you.

Red cross in white circle - This citizen is in need of health care.

Orange fork and spoon - This citizen is in need of food.

Exclamation mark - This citizen is planning to leave the island.

Yellow exclamation mark - This citizen is discontented.

Eye - You have put this citizen on your watch list.

All the Little People

I know the Haitian people because I am the Haitian people.

- *Francois Duvalier*

Citizens

Every citizen is unique - they have different needs, preferences, work experiences, and educations.

Over the years a homeless immigrant may find a job as a teamster, fall in love, get married, go to university in hope of qualifying for a better job, move into a luxurious home, become a leader of a political faction, and finally die of malaria because of the poor healthcare on the island.

Individual Simulation

The daily lives of the good people of Tropico are individually simulated and - should you wish - you are able to monitor them in minute detail. You are able to interact with your citizens, offer them bribes or throw them in jail as dissidents. A cruel ruler may even order the assassination of a troublesome individual...

Needs

Every citizen has 5 primary needs: food, rest, faith, fun and health. The need bars are indicated in the Overall tab of his info panel and constantly degenerate over time. When a need bar gets low, the citizen will try to satisfy this need; for example if he needs fun he will look for entertainment that he can afford. His need bar will be refilled even if he cannot find a way to satisfy it, but the respective happiness of the citizen will drop drastically.

Penitino Says: President, a wise leader such as you 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 than other needs. People get several meals from a single visit to a farm or a market, and then their whole family eats from these household meals for some time.

Happiness

The bars in the Happiness tab of a citizen's info panel represent how happy he feels about various aspects of his life. All these are combined to calculate the citizen's overall happiness. Different citizens find different things important and the three most important happiness factors are indicated with a special symbol.

Special Actions

You can issue special actions on each citizen. The Special Actions are:

- **ARREST** (\$500) - if you have an operational Prison and Police station, you can arrest your citizens and put them in jail. The arrested citizen and all others who witnessed the arrest will temporarily have lower respect for you.
- **BRIBE** (\$1000) - if you have an operational Bank, you can bribe your citizens. Bribed citizens will have their respect temporarily increased.
- **HERETIC** (\$500) - if you have an operational Cathedral, you can declare your citizens heretics. A citizen who has been declared Heretic will not be able to protest, run as a candidate in elections or become a faction leader, but his and his family's respect for you will be decreased.
- **ELIMINATE** (\$500) - if you have an operational Guard Station, you can eliminate a citizen of your choosing. The respect of the late citizen's family and all who witnessed the killing will be severely decreased.
- **ARRANGE "ACCIDENT"** (\$3000) - if you have an operational Secret Police, you can arrange for an "accident" to happen to one of your citizens. All details about the matter will be hushed up and you will receive no penalty to your respect.

Residences

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 up to \$2 and a family where the mother and father both earn \$9 can afford housing with rent up to \$6 (a third of \$18).

Every residence has Housing Quality that directly affects the housing happiness of the residents there. More luxurious residences provide higher housing quality.

If some 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 generally you should strive to have as few of them as possible.

Job and Education

Initially, most of your citizens will be uneducated. This means that they can't apply for advanced professions such as a doctor or journalist. If you need skilled workers you can pay for educated immigrants - this action is initiated from the Fee and Salary tab of the info panel of the workplace where you need them. Alternatively, you can educate your own citizens in a High School or a College.

Every workplace has Job Quality that directly affects the job happiness of the workers there. 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.

The salary of the workers determines what kind of residence and entertainment they can afford. Single citizens may afford entertainment up to their salary; married couples may afford entertainment up to half of their combined salary.

Job Skill

The longer a citizen has worked on a particular job, the better they are at it. A newly recruited worker will work slower or less efficiently than an experienced one, no matter what is his profession - a skilled builder will construct buildings faster, a skilled waitress will raise the satisfaction of all the visitors of a restaurant. Thus, a very experienced worker is a valuable asset to any city. The rate at which a worker gets job skill experience is modified by their intelligence.

A citizen often has skills in several different professions. You can inspect them in the "Skills" tab of his info panel.

Tracking Citizens

You can mark the selected citizen for tracking by holding Ctrl and pressing one of the number keys (1, 2, 3...). After you mark a citizen you will be able to directly select it by pressing the corresponding number key.

Tourists and Tourism Rating

Several classes of tourist can be attracted to the island if the resorts are good enough to attract them. These include young Spring Break tourists, cheapskate

Slob tourists, tree-hugging Eco tourists or even the most desirable Wealthy tourists. Tourist families have different wealth and may afford attractions up to their own spending limit. If you managed to attract wealthier tourists you should consider increasing the price of your tourist attractions.

Different individual tourists prefer different attractions. You can check their preferences from the "Preferences" tab in their info panel.

Like citizens, tourists have different needs and expectations from their trip - factors such as environment, entertainment and safety are usually very important to them. If they leave happy, they will improve the island's Tourism Rating, but if they are disappointed or don't return to their home country, the island will get a bad reputation as a tourist resort.

More and wealthier tourists are attracted by high tourism rating. Several edicts offer advertising campaigns to attract a specific class of tourists.

Buildings

Politicians are the same all over: they promise to build a bridge even where there is no river.

- Nikita Khrushchev

Construction

To order the construction of a building, right-click anywhere in the view to open the build menu. Select the respective category and building and place it anywhere on the screen. Keep an eye on the construction panel at the bottom of the screen for additional instructions during construction.

Builders that are on duty will head to the site after you place the construction. They will usually need at least a few game months to finish their work. It will take even longer when you order huge projects like an Airport or several constructions at the same time.

You can prioritize constructions from their info panels - 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", below).

Demolition

If you wish to demolish a building, construction, or road segment, you will have to select the "Demolish" icon from the "Infrastructure" section of the build menu. This allows you to mark buildings for demolition. Like construction, demolishing a building will take some time. You may cancel a demolition order from the Info panel of the condemned building.

Demolishing a construction in progress will give you a full refund.

Administration

Work Modes

Many buildings have several different work modes that may be changed at any time, even while the building is being constructed. You can manage the work modes from the "Overall" tab of the info panel. Move the mouse cursor over a work mode to give you a short description of it. Only one work mode may be active within a single building.

Note: You can change the work mode of a building that is currently being constructed.

Upgrades

Some buildings have upgrades that you can construct from the "Overall" tab of their info panel.

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 of them require and consume electricity.

Hiring and Firing

You can hire high school or college educated workers from the "Fee and Salary" tab of the building that needs them. You cannot hire workers without education, although you can attract them from other buildings by setting a higher salary.

To fire a worker you must right-click on his portrait on the "Fee and Salary" tab of their workplace.

Fees, Salaries and Rents

You can adjust Fees, Salaries, and Rents from the corresponding controls in the building info panel (check out the "Fee and Salary" tab or the "Rent and Tenants" tab). You will pay salaries to your workers and receive rents from your tenants every month. Fees are collected when a person uses the service provided by the building.

Penultimo Says: Presidente, it is prudent to raise the fees and rents according to the spending limits of the people, in order to squeeze as much pesos as possible from the visitors. Keep in mind that if you raise them too high, fewer people will be able to afford to visit the buildings.

Roads and Traffic

Connecting to Roads

Some buildings can be connected to roads. This allows citizens and tourists to travel with cars to and from them to other buildings connected to this road network. You will recognize such buildings by the arrows that are visualized next to the car entrance during building placement or the placement of a road.

If those arrows are red, the building is not currently connected to a road. This doesn't hinder the functionality of the building and means only that it is not part of the road network of the island.

Garages

Since many buildings cannot be connected to roads, you can optimize the transportation network of your island with Garages. Garages are special buildings that act as hubs for the road transportation. Any person can travel with his car to or from a garage. This means that if you have two separate neighborhoods with connected Garages, people will be able to travel quickly between them.

Penitino Says: Presidents, if your people travel at large distances, garages and roads can do wonders to optimize their trips. Garages also employ 2 extra teamsters for your work force, so they can save you the trouble of building additional Teamster Offices.

Avatar

I'm personally against seeing my pictures and statues in the streets... But it's what the people want.

- Saparmurat Niyozov

Controls

Select your avatar by clicking on the avatar icon on the minimap or directly on the avatar. Right-click anywhere to move it or activate its default action at this location. If the avatar engages some rebels or traitors, it will fight them automatically and you will not be able to control it until the battle is over. If it is wounded it will retreat to the palace to recuperate and will be unavailable for some time.

The Limo

Like your citizens, the avatar is able to use the road network to move quickly from place to place. It will automatically use the presidential limo to quickly travel between two Garages or between a Garage and another building connected to a road.

Actions

The avatar is able to perform the following actions:

- **RUSH CONSTRUCTION** - Activated by right-clicking on a construction site. The avatar personally gives orders to the workers at a construction, significantly increasing the construction speed.
- **PRODUCTION BUILDING VISIT** - Activated by right-clicking on a production

building. The avatar visits a production building, slightly boosting production for the next 6 months.

- **SERVICE BUILDING VISIT** - Activated by right-clicking on a service building. The avatar visits a service building, slightly boosting service quality for the next 6 months.

- **HOLD A SPEECH** - Activated by right-clicking on the palace. The avatar holds a speech from the balcony, raising the respect of the gathered crowd.

- **CALM DOWN A PROTEST** - Activated by right-clicking on a protesting citizen. The avatar talks to the citizen and negates the effect of the protest.

- **DIPLOMATIC MISSION** - Activated by right-click on the Airport. Improves the next foreign aid the country will receive.

- **DECORATE** - Activated by right-click on the Armory, Guard Station or Army Base. The avatar decorates a soldier or general with a medal. This action raises the respect of all soldiers/generals working in the building.

- **IMPROVE FOREIGN RELATIONS** - Activated by right-clicking on the Diplomatic Ministry. The avatar increases the relations with both foreign powers for 6 months.

- **ATTACK** - Right click on enemies during a battle. The avatar fights rebels or traitors.

Penitino Says: Presidents, keep in mind that you can cancel most actions if you have more urgent matters to attend to. Also, the effects of a single action do not stack, so for example a production building will not get a greater boost if you decide to visit it immediately after another visit.

Economics

How can it be "mutually beneficial" to sell at world market prices the raw materials that cost the underdeveloped countries immeasurable sweat and suffering.

- Che Guevara

Making Profits

There are four primary ways to make money - Exports, Tourism, Foreign Aid and Fees. Each of them is explained in greater detail below.

Exports

Every produced resource that is not used by the economy of the island is automatically exported to foreign lands (by hauling it to the docks and loading it onto a freighter). The prices of these exported resources may vary over

time, so a resource that is a profitable export early in the game may become unprofitable later on.

Every building that produces a resource has an "output storage" representing the current quantity of the resource in the building. Teamsters haul goods from this "output storage" to where they are needed ("input storage" of other buildings such as advanced industry or docks). Teamsters are workers from the Teamsters' Office that transport goods across the island.

Farms

Farms act both as a way of providing food to your citizens and as a producer of raw resources needed for your industry. The resources a farm produces depend on crop conditions for the current crop. You can see the Crop Conditions in the Overlays menu. Make sure your farms place their fields in good locations.

The soil will deteriorate with use, so you may want to check on your farms from time to time, and if necessary, change the current crop to one that has better crop conditions.

Mines and Oil Wells

Mines will exploit the mineral deposit on your island. They have to be placed near a resource, which they will exploit. You can see the Resources in the Overlays menu.

Unlike Mines, Oil Wells need to be placed directly over a resource in order to operate.

Oil Refineries

In order to exploit oil resources in the sea, you will need to build an oil refinery near them. The oil refinery will automatically place oil platforms on nearby resources and a tanker will start transporting oil to your refinery.

If you manage to construct the Hydrocracker upgrade for your Oil Refinery, it will start producing more expensive oil products from the Crude oil gathered in your Oil Platforms and Oil wells.

Electricity

Some of your buildings require Electricity in order to operate or for certain upgrades. In order to produce Electricity you will need a working Power plant.

Once a power plant is operational, it will provide Electricity in an area around it (your Electrical grid). In order to expand that area you can construct Substations.

A building is considered to have enough Electricity if it is connected to the Electrical grid and your power plants supply enough megawatts for it to operate. If the output of the power plant is insufficient, a rolling blackout will occur in the buildings connected to the Electrical grid.

Tourism

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

As described previously, there are four tourist classes - spring break tourists, slob tourists, eco-tourists and wealthy tourists. They have different expectations from their trip and different spending limits.

Factors such as environment and safety are very important for tourists, so it is best if you set your resorts in a beautiful and unspoiled part of the island.

Tourists usually arrive on the island via the Tourist Docks. If you manage to construct an Airport, you will be able to attract more and wealthier tourists.

Foreign Aid

The US and the USSR will send you Foreign Aid in order to help your developing country. You may receive Foreign Aid from both superpowers. The amount of money they give you depends on your foreign relations.

If you manage to keep both superpowers pleased, foreign aid will keep flowing steadily.

Fees

Some buildings generate profits based on their set rents and fees, but only if the visitors (citizens or tourists) can afford these fees. The tourist's class and the citizen's salary determine their spending limits.

Expenses

There are several sources of expenses:

- **Wages** - all workers expect a salary and educated specialists demand even more money from you. If the salaries throughout the island are low, people will be unhappy with their jobs.
- All new constructions and upgrades cost money.
- **Upkeep** - all existing buildings, even the ones that are not working, require upkeep and put a strain on your budget. If a building is no longer needed, it is better to demolish it and save money than to keep paying upkeep for it.
- Issuing a new edict usually costs money.
- Special actions, such as inviting skilled workers to the island, usually cost money.

Swiss Bank

This bank account represents El Presidente's personal wealth - the money you managed to stash during your reign for rainy days ahead. Personal wealth can be "diverted" from the National Treasury in various ways and it contributes to the score at the end of each mission.

Politics

Under capitalism, man exploits man. Under communism, it's just the opposite.

- John Kenneth Galbraith

Factions

The people of Tropicco may be members of several political factions, each with its own agenda. The faction leader's happiness has quite a big impact of 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.

- **CAPITALISTS** - influence the relationships with the USA. Capitalists desire wealth and prosperity. They are few in numbers, but very influential.
- **COMMUNISTS** - influence the relationships with the USSR. They represent the interests of the workers class and are usually one of the largest factions on the island. They will be displeased if the wealthy elite receive much higher wages than the common worker.
- **INTELLECTUALS** - typically, intellectuals are low in number but well educated. If they are displeased, educated workers will leave the island. Intellectuals value liberty, democracy and education.
- **RELIGIOUS** - there are many religious people in Tropicco, so it is important to keep them pleased. They desire churches and cathedrals and will oppose shady or corrupt acts.
- **MILITARISTS** - when you displease this faction, you may suffer severe consequences. This is because the militarists hold in their hands most of the firepower of the island and can easily stage a military coup. It is often best to specifically cater to the needs of the soldiers in order to prevent this eventuality.
- **ENVIRONMENTALISTS** - the environmentalists are a small faction that campaigns for low pollution and preservation of the island nature. Heavy industry and high pollution will displease them.
- **NATIONALISTS** - nationalists put Tropicco above all else. They oppose close relationships with any foreign power and policies encouraging the immigration of foreign citizens on the island. Only people born in Tropicco may become members of this faction.

Elections

The population of the island will demand free elections every few years. When the democracy expectations of your island are high, the people will demand elections more often. If you do not allow the elections, the people's liberty satisfaction will suffer and the USA will be displeased.

When Elections have been scheduled, you will receive up-to-date poll information on the left side of your screen. People are more likely to vote for you if they respect you and if their overall happiness is high. Of course, the opposing candidate and his family are not likely to vote for you.

If you lose an election, you will also lose the game. It is possible to arrange an election fraud, but this will greatly displease the intellectuals on the island.

Election Speeches

Election Speeches can be used for swaying the public opinion or your foreign relations. When you are prompted for elections you will be given the option to give a speech and a special interface for composing speeches will appear.

When composing speeches you will have three major choices - what hot topic to address, who to praise and what to promise for the next elections.

- **ADDRESS A CURRENT ISSUE** - you can choose one of the following factors: Job Quality, Housing, Food Quality, Entertainment, Religion, Healthcare, Environment, or Crime Safety as a topic to address. When you address an issue, it will have less impact on the votes of your citizens for the next elections.
- **PRAISE** - gives you the option to praise a faction or a superpower. Praising temporarily increases the respect of the members of the faction (if a faction was chosen) or the relations with the selected superpower (if a superpower was chosen). You can also praise yourself.
- **PROMISE** - allows you to make an election promise. You can choose one of the different faction demands. Election promises will allow you to sway your more impressionable subjects, but if you do not fulfill your promises, they will think twice before voting for you. You may choose not to make an election promise.

Foreign Politics

The attitude of the foreign superpowers towards Tropicco determines the amount of foreign aid they will send. If one of these countries is very displeased with your reign, it may forcefully remove you from office.

It is quite hard to keep on the good side of both the USA and USSR - but if you manage to form an alliance with one of the superpowers and allow the construction of a military base on the island the other superpower will never threaten your reign.

Superpower Demands

Occasionally a superpower you have formed an alliance with will demand that you issue specific foreign policy edicts. Until you issue the edict they want, you will not receive any rent from their military base. You can see the demand that has been made on you from the Info Panel of the foreign military base on your island.

Protests

Citizens who are unhappy will occasionally start a protest. During a protest the citizen who started the protest and the crowd that has gathered around him will temporarily respect you less. Also people who protest often may decide to become rebels.

The chance of a protest also depends on liberty - protests are more likely in areas with higher liberty rating. If the liberty in the area is too low, the citizens may be too afraid to protest.

You can calm down protests - by selecting your avatar and right-clicking on the protesting citizens. Your avatar will then calm down the protesters.

Uprisings

When the majority of the population is unhappy, an uprising may occur. Uprisings are brutal conflicts in which the population is split into loyalists who support your rule and traitors who wish to overthrow you. You will be able to see the number of traitors and loyalists in the left part of your screen.

The traitors will try to take control of your palace. If you lose your palace, you will lose the game.

Coups

If some of your soldiers and generals are unhappy they may stage a coup d'etat. The remaining soldiers who are faithful to you will try to protect the palace.

The traitors will try to take control of your palace. If you lose your palace, you will lose the game.

Rebel Attacks

If you have rebels on your islands, you should be prepared for their attacks. The rebels usually attack buildings on the outskirts of your city. Army regiments close to the site of the attack will try to repel the rebels.

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

Secret Police

You can create Secret Police Headquarters through the "Secret Police" edict. The Secret Police enable you to use the "Arrange Accident" citizen action, unlocks several edicts and gives you early reports about subversive activities (see below).

Subversive Activities

The KGB, the CIA and the rebels on your island may trigger subversive activities like bomb threats, worker strikes, media occupation, assassination attempts and hostage crises. These subversive activities will require you to make a choice of what is to be done in the situation.

If you have established Secret Police on your island you will get additional choices. If your agents are good, you will even get reports about future threats.

Creating Challenges

I know you are here to kill me. Shoot, coward, you are only going to kill a man.

- Che Guevara

The Basics

In Tropicco 5 you can create your very own challenges in the challenge editor. Challenges are missions which you design yourself, choosing the island, the events that occur, and the conditions that must be met for the player to win. The challenge editor is a powerful tool which allows you to create almost any scenario you can imagine, from the spread of an unknown disease to the discovery of a new gold deposit, an offer by a mysterious foreign investor, and many more.

It is a good idea to play a couple of missions in other modes to familiarize yourself with the game and its mechanics before starting work on your own challenges.

To create a new challenge, click on the "Challenges" button in the Main Menu and then click "Manage". This will open the "Manage Challenges" menu which contains a list of all challenges which are currently saved on your computer. To create a new challenge simply click "New", then choose a map and the game settings for your challenge. Once that is done you will see the challenge editor itself.

The "Manage Challenges" menu allows you to create New events and Edit, Rename, Copy, and Delete challenges.

Events

Events are the basic building blocks of your challenge. A challenge is characterized by its sequence of events, each triggered according to conditions set by you. Each event does something specific, for example - the "Message" event shows the player a text message, the "Choice" event shows a choice message with up to 4 options, and the "Modify Faction Respect" event changes the respect of a given faction.

The different events allow you to modify most of the game's aspects - from simply giving or taking money from the island's Treasury to bestowing specific objectives on the player. Take the time to look through the list of events to explore the different possibilities for your challenge.

To create new events simply click on the "New" button in the challenge editor. You will see a list of categories on the left page and a list of events from the chosen category on the right page. Select the event you wish to make and click "Create". Now choose the date on which you want this event to occur and tweak its parameters to your liking. Finally click the "OK" button to save the event.

To add richness to your challenges, you may wish to specify the circumstances in which certain events occur and who or what they effect. This is where Flags and Labels come in.

Flags

Flags are markers which you can attach to the events you create to make sure they are only triggered when certain conditions are met. A flag has two states - raised and lowered, indicating whether or not a condition has been met.

When you create an event, you must choose the date after which it can occur. You then have the option of attaching a condition flag to it (from the first dropdown menu on the Event Properties page). Once you have done this, the event will only occur when the flag is raised, providing the set date has passed. Flags therefore give you flexible control over when events occur.

A flag is raised when a condition is met. To begin with, there are only two events that can be used to raise flags, an Election Month and an Election Year. As you create more events, these will also become available to you as conditions for raising flags, once you have entered them in the "Condition Flags" box in the Event Editor. In this way you can create a series of cascading events which are all dependent on each other.

There are several events which allow you to create or raise a flag. Most importantly, the "Choice" event allows you to set a flag for each option a player inputs. If a player chooses an option with a flag associated with it, that flag will be raised.

For example - If you wish to deposit \$5000 in a player's Swiss Bank Account if he chooses option A in a previous choice event, you will need to use a flag. To do this, you would need to create a flag called "Choice A" in the choice event, then set it as a condition flag to trigger the event which deposits the money in the Swiss Bank Account.

Once you are comfortable with creating basic flags, check the events in the "Flag Operations" category for variations in creating and raising flags.

Labels

Just as flags allow you to set the conditions for when events occur, labels allow you to specify which objects are affected by events. In Tropic 3 labels are lists of markers that can be applied to specific subsets of objects within broad categories such as citizens, buildings or tourists.

Labels are useful because they can limit the effect of events to particular categories of object. For example, if you wish to increase the happiness of only the diehard supporters of the intellectual faction, then you can create a label, for example "Brainbox", for this particular subset of citizens.

To do this, open the challenge editor, by first clicking "New", then selecting "Label Citizens" from the Event Categories menu. Then select "Label Citizens by Faction" in the Event Type menu. You will then be able to set the label "Brainbox" to apply to diehard supporters of the intellectual faction. Once this label is created, you can then set an event under the Affect Citizens Event Category to affect only objects labelled "Brainbox", which will be all the diehard supporters of the intellectual faction.

You can further refine the subsets of objects included under a label by setting the operation of the label to "Add", "Restrict" or "Exclude". Labels grant you a fine degree of control over who or what the events you create will affect. Have fun experimenting!

Appendix 1 - Buildings

Housing



Apartment Block

Description: Huge improvement over tenements, Apartments offer a major housing quality boost, and cost only \$1000 more, but shelter fewer families. It's wise to stack the bulk of your people in these buildings. Since they aren't notoriously ugly, you can safely place them closer to your tourist areas.

Cost: \$5000
Residents: 6

Bunkhouse

Description: This building has the looks and the living conditions of a barn. Cheap, quick to build and superior to the shacks, these Bunkhouses are still no alternative to decent housing.

Cost: \$300
Residents: 2

Condominium

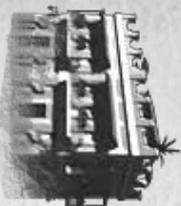
Description: Poor millionaires - they are so rich, that rarely any building meets their high expectations. With a Condominium you'll wipe the tears off their sad faces and make them smile again.

Cost: \$6000
Requirements: Electricity.
Residents: 4

Country House

Description: The average Caribbean paisano will appreciate these middle-class houses. They are quick to build and inexpensive, but offer space for only one family.

Cost: \$500
Residents: 1





House

Description: Run-of-the-mill suburban house, which will please most tropicans, but still offers very little in terms of living space.

Cost: \$10000
Residents: 1

Mansion

Description: Every parvenu loves to show off with his fancy house. Give 'em something to brag about with this excellent residence.

Cost: \$20000
Requirements: Electricity.
Residents: 1



Shanty

Description: Run-down building that screams 'poverty'. Keep these eyesores far away from pretentious tourists and upper class citizens.

Cost: \$150
Residents: 1

Tenement

Description: Gray, run-down, overcrowded buildings. Perfect breeding ground for adolescent criminals. Tenements aren't going to make any Tropiccan particularly happy and the tourists will complain, but hey, anything is better than a shack!

Cost: \$40000
Residents: 12

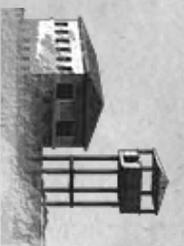


Government

Armory

Description: Without weapons, every revolution is doomed to fail. Armories let you construct the cheaper guard stations and extend your government's control. Don't forget, that every guard post needs one general, so plan on building more armories if you care for your safety, el Presidente.

Cost: \$30000
Workers: Generals (5), College educated.



Army Base

Description: The Army Base will establish your dominance in the region. It will also provide your soldiers with good housing and healthcare. One general is enough to guarantee the base is operational.

Cost: \$100000
Requirements: Armory.
Workers: Generals (5), College educated.
Residents: 15

Bank

Description: The Bank allows foreign tourists to do their banking. You can also embezzle some government funds through this building or use the bank to lower building costs.

Cost: \$80000
Workers: Bankers (5), College educated.

Diplomatic Ministry

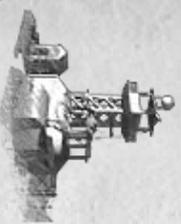
Description: Every sane person knows for a fact that Tropicco is the most powerful nation on earth. Still, to keep it this way, we need to establish diplomatic relations with the inferior nations, so-called Superpowers. With this building you can increase your relations with either the capitalist US or the communist USSR.

Cost: \$50000
Workers: Bureaucrats (5), High School educated.

Guard Station

Description: How is it possible, that these so-called rebels doubt our great leader's teachings? Don't wait for the answer, just place some Guard Stations. They will dampen any dissent and soothe the demanding militarist faction.

Cost: \$15000
Requirements: Armory.
Workers: Soldiers (5), High School educated.





Immigration Office

Description: No one ever doubted the skills of our great people, but when we lack the workforce or specialists, we reluctantly consort to immigrants. On the other hand, be sure that your own people don't embrace decadent foreign influences too much to abandon you.

Cost: \$25000

Workers: Bureaucrats (2), High School educated.



Police Station

Description: Safety is one of the primary concerns for every tourist. After all, no one likes to end up mugged in a dark alley. When you expand your island paradise, be sure to build some Police Stations in crowded, shady areas around Tenements, Factories and Night Clubs.

Cost: \$50000

Workers: Policemen, (5) High School educated.



Prison

Description: It's so annoying when someone disagrees with you or spits on the great principles Tropicco was built upon. Let's see if they'll dare to second guess El Presidente's decisions again!

Cost: \$30000

Workers: Policemen (2), High School educated.

Food & Resources



Farm

Description: Your farmers can grow a variety of crops for food and export. Various conditions such as elevation, humidity and soil determine what crops can grow in the area around the farm.

Cost: \$15000

Workers: Farmers (6).

Fisherman's Wharf

Description: Your fishermen will supply the population with fish. Fish can be canned and exported. But remember that no one likes that particular smell on their clothes and a romantic evening around the Wharf is out of the question.

Cost: \$30000

Workers: Fishermen (4).

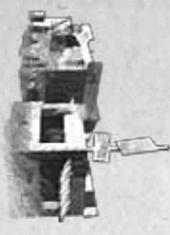


Logging Camp

Description: If you have dense forests, you'll earn some good cash. Don't get too carried away with the cutting, though, because pollution and angry tourists are not something you want to deal with. This useful building is a must if you plan to construct a Lumber Mill.

Cost: \$15000

Workers: Lumberjack (8).



Marketplace

Description: When the people are hungry they are forced to humiliate themselves by walking to a farm and getting their food from the source. A strategically placed market will save them the trip, so they can take a longer siesta.

Cost: \$5000

Workers: Shopkeeper (1), High School educated.



Mine

Description: It's mine, all mine! I mean yours, my Presidente! The miners can dig for Gold, Aluminum and Iron. Just make sure to build your mines away from city centers, because they produce a lot of pollution.

Cost: \$30000

Workers: Miner (8).

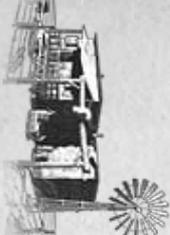


Oil Well

Description: It's high time to show these arrogant Superpowers who's the Man by ruthlessly exploiting Earth's riches. Whenever you encounter deposits, you can build a Oil Well and the sweet little money will start rolling in.

Cost: \$80000

Workers: Engineers (2), College educated.



Ranch

Description: For the cowboy in all of us. You can breed goats, cows and llamas in the ranch. Goats are more adaptable while cows sell for a higher price. As for llamas, they are too cute to slaughter, but their fur makes for a nice rug.

Cost: \$7500

Workers: Farmers (2).

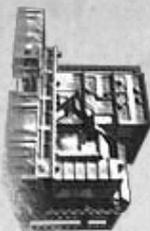
Infrastructure

Construction Office

Description: Without this building, nothing else will ever get built. As with the Teamster's office, you'll start with one Construction Office already available. Plan on placing more of these so large projects are completed faster.

Cost: \$2000

Workers: Constructors (8).



Dock

Description: Without a dock there is no real economy on Tropic. Everything you produce will be carried to the Dock by your Teamsters and sold to an outgoing freighter before the cash starts rolling in. Poor immigrants also arrive at the Dock with hopes of a better tomorrow.

Cost: \$2000

Workers: Dockworkers (4).

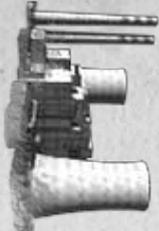


Power Plant

Description: Without electricity you are doomed to a Caribbean Stone Age. The Power Plant enables the advanced and costly structures that are needed for your exotic little paradise.

Cost: \$17000

Workers: Engineers (8), College educated.



Garage

Description: When a citizen needs a transport, he goes to a Garage and miraculously reappears as a car to travel to another Garage or building connected to a road. Miracles do happen in Tropic.

Cost: \$2500

Workers: Teamsters (2).



Electric Substation

Description: Your Power Plant has a limited range. The substation extends the coverage of your electric grid and probably helps Ramon watch the soccer game with his aged Russian tube.

Cost: \$2000

Requirements: Power Plant.



Teamsters' Office

Description: It can't be overstated how important the teamsters are to your economy.

Production from farms and industries needs fast transport in order to magically turn into more money for you and your country. Always make sure to have sufficient teamsters to carry all your goods.

Cost: \$2000

Workers: Teamsters (6).



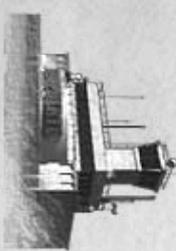
Tourism

Airport

Description: Air Tropicana has established a long tradition as the airline which brings fishes and people together. Let's just hope the tourists don't get wind of that from our brochures. Hey, wait, we don't have any brochures left! Never did, actually.

Cost: \$16000

Workers: Engineers (2), College educated.



Beach Villa

Description: Supermodels and financial hotshots often rent these luxurious beach villas as the perfect spot for some good old fashioned debauchery and excessive partying.

Cost: \$1500

Requirements: Tourist Dock.

Workers: Maid (1).



Bungalow

Description: Romantically inclined couples will appreciate the beach Bungalow. It offers unforgettable holiday experiences directly by the sea.

Cost: \$400

Requirements: Tourist Dock.

Workers: Maid (1).





Hotel

Description: This Hotel is the best thing most tourists will be able to afford, so forget the big spenders for now and concentrate on sheltering the masses. Just make sure to build some attractions in the vicinity and you're good to go with the tourist basics.

Cost: \$50000

Requirements: Tourist Dock.

Workers: Maids (5).

Luxury Hotel

Description: The foreign elite doesn't like to mingle with the crowds. They prefer their hotels to have as many stars as possible. Their maids should be French and their Banana Daquiris must be cold. The Luxury Hotel will surely please these far, walking moneybags.

Cost: \$100000

Requirements: Tourist Dock.

Workers: Maids (6).

Motel

Description: The Motel is a place of dubious reputation. The local guests are bikers, truckers and roach-exterminators. If the manager isn't one Norman Bates or his mother, you can give this cheap hotel a try, at your own risk of course!

Cost: \$30000

Requirements: Tourist Dock.

Workers: Maids (3).

Skyscraper Hotel

Description: As generally 'modest' people, millionaires always liked their buildings very big and very tall. Only Freud can explain why. By building a hotel of such magnitude, you'll gain prominence not only in the Caribbean region, but the whole world.

Cost: \$120000

Requirements: Tourist Dock.

Workers: Maids (8).



Tourist Dock

Description: Tourists are distrustful folk and the sight of your industrial dock will make them sail away faster than you can say 'Shawshank Redemption'. The Tourist Dock will allow these nitpicks to enter your island from a more presentable location.

Cost: \$20000

Workers: Dockworkers (2).

Industry

Cannery

Description: Every time El Presidente looks at a greasy can with the tag 'Made in Tropicco', he can't help but shed a tear for the glory he brought to his small Caribbean nation. The Cannery can process Fish, Coffee, and Pineapple. Canned goods will sell for more money.

Cost: \$150000

Workers: Factory Workers (8), High School educated.

Cigar Factory

Description: Every true leader appreciates a fine cigar. The Cigar factory processes Tobacco and will deliver exquisite smoking pleasures for great men. The Factory can be upgraded to produce Machine Cigars.

Cost: \$100000

Workers: Factory Workers (8), High School educated.

Furniture Factory

Description: Expensive furniture adds the necessary elan to every home. The high building cost is justified by the economic benefits it brings with it. Puts the surplus of lumber into good use if you can afford the steep price.

Cost: \$170000

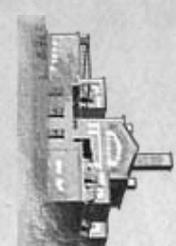
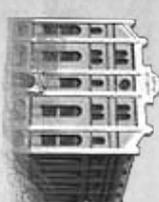
Workers: Factory Workers (8), High School educated.

Jewelry Factory

Description: Jewelry is said to be a girl's best friend. A gold mine and enough spare cash will turn this into a lucrative business and will probably save a marriage or two.

Cost: \$150000

Workers: Factory Workers (6), High School educated.





Lumber Mill

Description: Find a heavily forested area and boost your early economy with this useful building. Cutting trees will outrage Environmentalists and Eco-tourists alike.

Cost: \$50000

Workers: Factory Workers (5), High School educated.

Oil Refinery

Description: Black gold rules the world. Oil doesn't guarantee happiness or a place in heaven, but one thing is for sure - you'll have a hard time counting all the cash once it starts flowing.

Cost: \$250000

Workers: Engineers (8), College educated.

Rum Distillery

Description: It's not only pirates that enjoy a good bottle of rum. The Rum Distillery processes sugar into rum. Make this a profitable business and you'll be appreciated far beyond the reaches of the Caribbean.

Cost: \$22000

Workers: Factory Workers (12), High School educated.

Attractions



Beach site

Description: All tourists love beach sites so you can build plenty of them. Their cheap price as an attraction is unbeatable and they allow you to cash-in on the natural beauty of your island's beaches.

Cost: \$500

Workers: Attendant (1).

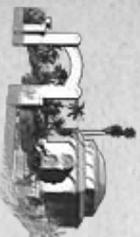
Botanical Garden

Description: Someone probably dug the 'rare' plants at the botanical garden at his grandpa's backyard, but the tourists won't notice the difference. They will just stand in awe, admiring the vibrant colors of the plants inside that large glass dome.

Cost: \$50000

Requirements: Hotel.

Workers: Professor (1), College educated.



Ethnic Enclave

Description: Nobody on Tropicco knows exactly what happened to the indigenous people of the Island, but one thing is for sure: the so called 'Authentic Natives', which you present to the gullible tourists, are as fake as the breasts of Tropicco's famous beach babe Amelia Panderson.

Cost: \$100000

Workers: Natives (4).

Tour Office

Description: Tropicco Guided Tour take tourists gently by the hand and show them exactly what they expect to see. Be sure to set the destination of the tour to the most beautiful spot in the vicinity.

Cost: \$1750

Requirements: Hotel.

Workers: Attendants (2).

Pool

Description: Tourists are lazy creatures. Why go to the ocean, when the ocean can come to them? A Pool is always an excellent choice around cheap and regular hotels. And with the upscale dress code you'll even be able to keep fat, ugly slob away from the sensitive eyes of the lifeguards.

Cost: \$40000

Requirements: Hotel.

Workers: Attendants (2).

Souvenir Shop

Description: The lower and middle-class tourists just love Souvenir Shops. They can't restrain themselves from buying even the most useless junk. After they return home, tourists proudly present their 'souvenir trophies' to family and friends.

Cost: \$1250

Workers: Shopkeepers (2), High School educated.





Spa

Description: Some people live under the false impression that covering themselves with mud will make them younger and prettier. Exploit their fond delusions with the Spa.

Contrast baths with hot and cold water will make rich people thin and their pockets even thinner.

Cost: \$5000

Requirements: Hotel.

Workers: Attendants (3).

Zoo

Description: Tourists usually live in big cities and have seen most animals only on TV. It's a good idea to entertain them with a Zoo, since anyone enjoys watching wild beasts from a safe distance.

Cost: \$7000

Workers: Attendants (4).



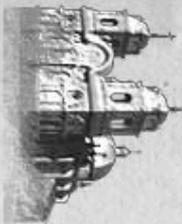
Human Services

Cathedral

Description: This marvelous Cathedral provides a direct link to God, who specifically allowed Tropicans priests and bishops to marry. It brings comfort to the souls of rich and poor alike.

Cost: \$20000

Workers: Bishops (4), College educated.

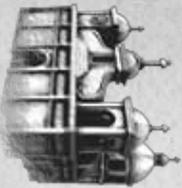


Church

Description: Religion plays important part in the lives of Tropicans, so you will be wise to satisfy their needs with a church. This building will soothe a small religious community, but later on you'll need something with more grandeur to show how much you respect God.

Cost: \$6000

Workers: Priests (4), High School educated.



College

Description: As with the High School, the College will save you lots of money from importing workers from abroad. Just make sure you have jobs for the college educated, so the bright minds of Tropicico don't end up blaming you for their unemployment.

Cost: \$12000

Requirements: High School.

Workers: Professors (8), College educated.

Clinic

Description: Without a simple Health Clinic, the people of Tropicico will be forced to visit the local witch-doctor and we don't want this in our thriving country, right? This building provides basic healthcare.

Cost: \$5000

Workers: Doctors (2), College educated.



High School

Description: As everywhere, the better jobs require well educated people. Importing specialists from overseas is a costly business. The High School lets you train your own people to work in your industries. Choosing the right education mode is important too.

Cost: \$8000

Workers: Teachers (6), High School educated.



Hospital

Description: A hospital is able to fully satisfy the health caring needs of all Tropicans. Your people will live to serve you longer and Americans will envy your excellent healthcare.

Cost: \$12000

Requirements: Electricity.

Workers: Doctors (4), College educated.





Newspaper

Description: What better way to spread blatant lies and disinformation among the populace, than a newspaper?! People like to say: 'I read it in the paper, so it must be true'. Poor gullible souls should have known better!

Cost: \$7000

Workers: Journalists (5), College educated.

Radio Station

Description: The general idea behind the Radio station is to entertain people with some nice music and make them forget the daily chores. In Tropicco, El Presidente, you may use it to transmit excruciatingly long speeches to the people.

Cost: \$10000

Requirements: Electricity.

Workers: Journalists (2), College educated.

TV Station

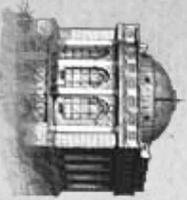
Description: Brainwashing was never easier, since some genius invented the tube. Feed the people your own version of democracy or make them even dumber by broadcasting brain-dead entertainment and mind-numbing soap operas.

Cost: \$15000

Requirements: Electricity.

Workers: Journalists (3), College educated.

Entertainment



Cabaret

Description: Feed those ever-hungry male eyes with the Cabaret. Exotic showgirls will charm and entertain the visitors of this building. Soldiers find this establishment especially pleasing; go figure why. Despite what you might think, nothing indecent happens behind those neon-lit walls.

Cost: \$4000

Requirements: Electricity.

Workers: Showgirls (3).



Casino

Description: Gambling may be an addictive vice, but no ruler should dismiss the opportunity to cash in on people's hopes and dreams of fast fortune. British secret agents and lethal females are said to frequent the Casino.

Cost: \$10000

Requirements: Power Plant.

Workers: Pit Bosses (4), High School educated.

Childhood Museum

Description: "Behold the place where our beloved leader was raised". This is the authentic home of El Presidente, the wisest, most magnificent ruler of all. Tourists just love to see what that tyrant business is all about and the locals use it as a place of worship and pilgrimage.

Cost: \$2000

Workers: Shopkeepers (2), High School educated.

Gourmet Restaurant

Description: Picky customers often prefer exquisite cuisine rather than the suspicious looking foodstuff that the poor so readily ingest. This restaurant is a true gastronomical fiesta, lifting the senses to new heights.

Cost: \$3000

Requirements: Electricity.

Workers: Cooks (4).

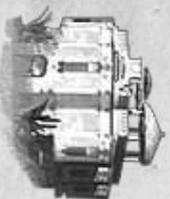
Movie Theater

Description: What a better way to spend the evening than a night at the movies?! Garbo, Bogart, Monroe - you get them all here. A movie theater provides entertainment and enlightens the population. It also allows couples to hold hands and cuddle.

Cost: \$3000

Requirements: Power Plant.

Workers: Attendants (3).





Night Club

Description: Every self-respecting Caribbean resort offers unforgettable night life. The Night Club entertains visitors with steamy salsa music and cocktails with tiny umbrellas. It provides a more pleasurable atmosphere than a mere pub. Just watch for crime, which tends to thrive in such joints.

Cost: \$40000

Requirements: Electricity.

Workers: Barmaids (4).

Pub

Description: Nothing brings people together like a visit at the local pub. A good time with friends, a glass of beer and a soccer game will make everyone forget the daily chores. The Pub is necessary if you intend to open a Night club and is useful for some entertaining edicts.

Cost: \$8800

Workers: Barmaids (2).

Restaurant

Description: Specializes in local cuisine. Tropicans will be perfectly content with it, but some food-worshipping tourists might expect something more sophisticated and extraordinary.

Cost: \$20000

Workers: Cooks (2).

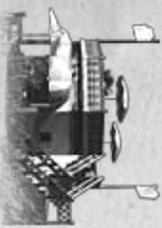
Sports Complex

Description: Tropicans will find their miserable existence a tad more bearable if they can afford a visit to this modern sporting facility. This Sports Complex is home of Tropic's legendary soccer team - The Chupacabras. It boosts entertainment and tourism.

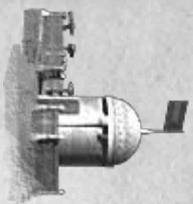
Cost: \$250000

Requirements: Electricity.

Workers: Pro Athletes (6), High School Educated.



Land Marks & Beauty



Scenic Outlook

Description: Show the tourists something beautiful and instead of admiring it, they will most likely end up shooting stupid pictures of themselves.

Cost: \$10000

Requirements: Hotel.

Appendix 2 - Edicts

Social



Name: Prohibition

Cost: \$5000

Description: A sober worker is an efficient worker, my President! A national ban of the production and sales of Alcohol will raise the productivity of all workers and slightly increase the respect of the Religious faction. We will have to shut down all pubs, nightclubs and run distilleries for the duration of the edict. We estimate that crime will increase significantly for the duration of the edict.

Name: Literacy Program

Cost: \$5000 + annual maintenance 2 per Tropicans.

Required Buildings: High School.

Description: All workers and students gain experience 50% faster. May be cancelled at any time.

Name: Contraception Ban

Cost: \$5000

Required Buildings: Church.

Required Respect: religious = 40.

Description: As it is written in the good book: "Be fruitful and increase in number!" By banning contraceptives we would encourage Tropicans families to raise more children, as God and nature intended. This will slightly increase our standing with the Religious faction, but the Intellectuals are bound to oppose it strongly.



Name: Anti-Litter Ordinance

Cost: \$500

Description: This ordinance will help in keeping the lush Tropiccan environment unspoiled, but will somewhat limit the liberty of our citizens. The pollution created by our residents will be cut in half, but this has no effect on industrial pollution.

Name: Sensitivity Training

Cost: \$500 + \$50 upkeep per soldier/policeman per year.
Required Buildings: College.

Description: Sensitivity training 101: Never hit the civilians on places where it would leave a visible mark. By teaching our policemen and soldiers valuable sensitivity lessons such as this one, we will reduce the negative effect they usually have on people's liberty. This edict requires annual upkeep of \$50 per soldier, policemen, or general and can be cancelled at any time.

Name: Food for the People

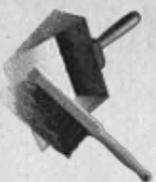
Cost: \$500

Description: Two full meals every day - even the most gluttonous of our citizens will be satisfied with these double rations. This edict will greatly improve the Food happiness of our population, but the food consumption will be doubled, so you'd better be sure that Tropicco has enough food when you issue it.

Name: Social Security

Cost: \$500

Description: No more will our students and elder citizens be forced to live in shacks because they have no income! Two thirds of the average wage will be paid every month to each student or retired citizen in Tropicco. This edict will slightly increase the respect of everyone and can be cancelled at any time.

**Name: Same Sex Marriages**

Cost: \$500

Happiness: Liberty = 70.

Description: Presidente, I recently learned that gay people are not allowed to marry in our country. I looked up the word in a dictionary and found out that it means 'cheery'. We should certainly allow these cheery people to marry from now on. For some strange reason the Religious faction is against this measure, but the Intellectuals' respect is bound to increase greatly.

Name: Wiretapping

Cost: \$100 per month

Required Buildings: Secret Police.

Required Respect: religious = 40.

Description: A monthly stipend of \$100 will allow our Secret Agents to carefully monitor all communications and correspondence on the island, and thus discover various subversive activities and foreign agents quickly. Since some dissidents may oppose even these prudent measures, we will take care to keep them in secret.

Name: Bribe Faction Leaders

Cost: \$7000

Required Buildings: Bank.

Description: There is no fortress that can't be conquered by a llama loaded with gold! A special gift to all faction leaders will increase the respect of almost everyone on the island. Like other bribes, the effect is only temporary.

Foreign Policy**Name: Praise US**

Cost: \$500

Required Buildings: Diplomatic Ministry.

Description: Let the diplomats praise our American friends and sing the 'Yankee Doodle!' This will strengthen our bonds with the Yankees but will hurt the pride of the Russians, at least for the next few years. The improvement of our relations with the US will be greater than the decrease of the respect of the USSR towards us.



Name: US Development Aid

Cost: \$2000

Required Buildings: Diplomatic Ministry.

Description: Our friends in the US have agreed to provide us with blueprints that will allow us to construct Power Plants and Airports at half of their usual price. This one-time investment may save us a lot of pesos in the future, Presidente.

Name: Trade Mission (US)

Cost: \$1000

Required Buildings: Diplomatic Ministry, Airport.

Description: A trade delegation to Washington may result in a favorable treaty for Tropicco. Perhaps the Yankees will agree to buy some of our products at preferential prices, or they may grant us a subsidy to construct a building. They may even give us extra foreign aid to subsidize the development of Tropicco. The success of such trade delegations tends to be unpredictable, but the better our relations with the US are, the better the result could be.

Name: Alliance with US

Cost: \$6000

Required Buildings: Diplomatic Ministry.

Description: Let us cement our relationship with the US with a permanent alliance. The Yankees will build a military base on our island to protect us from USSR invasion. Our allies will pay us yearly rent of \$1000. This act will further improve our relations with the Americans, but will worsen our relations with the Russians and will anger the Nationalists.

Name: Nuclear Testing

Cost: 0 (grants you \$10000)

Required Buildings: Diplomatic Ministry.

Description: Our friends abroad have offered us a unique one-time deal. They propose to pay us a compensation of \$10000 if we allow them to commit a test run of their new super weapon in our territorial waters. Be advised, the environmentalists won't be happy at all, and they are not likely to ever forgive you.

Name: Praise USSR

Cost: \$500

Required Buildings: Diplomatic Ministry.

Description: Let the diplomats praise our comrades in the USSR and treat them generously with lots of alcoholic beverages! This will strengthen our bonds with the Russians but will hurt the pride of the Yankees, at least for the next few years. The improvement of our relations with the USSR will be greater than the decrease of the respect of the US towards us.

Name: USSR Development Aid

Cost: \$2000

Required Buildings: Diplomatic Ministry.

Description: Our comrades in the USSR have agreed to provide us with blueprints that will allow us to construct Tenements and Apartments at half of their usual price. This one-time investment may save us a lot of pesos in the future, Presidente.

Name: Trade Mission (USSR)

Cost: \$1000

Required Buildings: Diplomatic Ministry, Airport.

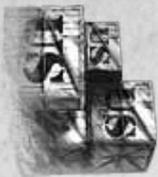
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Name: Humanitarian Aid

Cost: 0

Required Buildings: Diplomatic Ministry.

Description: The International Aid Corps offers their help to the people of Tropicco. If we invite them to our island, their Aid Camp will provide free food and healthcare to our citizens for up to 5 years. Experts from the Aid Corps predict an increase in crime activity in the area around the camp.



Economy

Name: Industry Ad campaign

Cost: \$8000

Required Buildings: TV Station.

Description: Let us tell the world about our quality industry goods, Presidente! By launching a worldwide Industry ad campaign we will raise the export prices of our factory goods by 20% for the next 3 years. Keep in mind that this will not affect the prices of foods and raw materials.



Name: Pollution Standards

Cost: \$500

Description: Thick clouds of black smoke may be clear signs of progress, but for some reason they seem to displease both our citizens and the tourists. Installing pollution control devices in our factories will raise their upkeep by 40%. This edict will cut the industrial pollution in half, but has no effect on pollution created by the population.



Name: Tourism Ad campaign

Cost: \$5000

Required Buildings: Hotel, TV Station.

Description: Let us tell the world about our friendly people and wonderful beaches, Presidente! By launching a Tourism ad campaign, we will attract more foreign tourists with fat pocketbooks to our beautiful country.

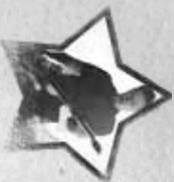


Name: The Headliner

Cost: \$5000

Required Buildings: Night Club.

Description: The Headliner – even now, several decades past his prime – will be a real boon to Tropicco. His visit will attract more tourists and somewhat raise the quality of all entertainment buildings. Some aging US senators are rumored to be his fans, so the US relationships will also be improved.



Name: Tax Cut

Cost: \$200 per adult Tropiccan citizen.

Description: Desperate times call for desperate measures, my Presidente! Normally the government takes money from people, but if we instead give them some pesos back, we will surely win the respect of everyone on the island. Be careful, the people are quick to forget such kindness, so this drastic action will have effect only for the next few years.



Name: Building Permit

Cost: \$500

Description: Scratch my back and I will scratch yours. Nudge, nudge, wink, wink, know what I mean? A "special" building permit will increase construction prices by 20%, but 10% of the money go directly to your Swiss Bank account. The intellectuals certainly know what you mean and their respect will decrease until you cancel the edict.



Name: Pan-Caribbean games

Cost: \$7500

Required Buildings: Sports Complex.

Description: The ever popular Pan-Caribbean games offered us the honor to host them for the next three years. This endeavor is costly, but tourists will flock to our hotels and the quality of entertainment on the island will be significantly increased.



Domestic Policy

Name: Mardi Gras

Cost: \$5000

Required Buildings: Pub.

Description: Let us sponsor a Fat Tuesday party to raise the spirits of the people and attract more tourists to the Island! If we hold a Mardi Gras carnival both tourism rating and entertainment quality will increase for the next three years. Disorderly behavior of the celebrants and drunk policemen will increase Crime during the festival.

Name: Spring Break Package

Cost: \$4000

Required Buildings: Hotel, Pub, Airport.

Description: We can offer promotional packages to groups of foreign college students wishing to spend their vacation in the tropics. Our pubs are certainly capable of satisfying all of their needs. This promotional campaign will increase significantly both our tourism rating and the number of arriving spring break tourists for the next 5 years.

Name: Geographic TV Special

Cost: \$7000

Required Buildings: Hotel, Museum.

Description: A popular Yankee geography channel expressed interest in the rich cultural heritage and the beautiful nature of our island. If we allow them to film and broadcast a feature film about our country, everybody will be proud and will respect you more, particularly the Environmentalists and Intellectuals. This will also be a great permanent boost to our tourism and will attract many Eco Tourist visitors. Effects will last for 5 years.



Name: Amnesty

Cost: \$500

Required Respect: militarists = 60.

Citizens: Rebel = 1, General = 1.

Description: No wonder people build statues in tribute to your generosity, Presidente. You are ready to forgive even those pesky Rebels who took arms against you and invite them back to society. Keep in mind that your kind words may fall on deaf years - the Rebels will consider returning only if the island conditions have improved significantly in the last few years.

Name: Early Elections

Cost: \$2000

Description: Presidente, we are a democracy and that means that you have the right to order the people to vote for you at any time. If you schedule early elections when the people are in your favor perhaps you can win with less hassle than at a later time.

Name: Inquisition

Cost: \$500

Required Buildings: Cathedral.

Required Respect: religious = 60.

Description: Nobody expects the Tropiccan Inquisition! We will strongly encourage our citizens to confess their sins to our politically aware priests, so we always know the thoughts in their heads. This will reduce the chances for protests, uprisings, and coups, but will somewhat increase the rebel activity. Unfortunately our liberty and tourism ratings will suffer. Citizens will go to churches twice as often while this edict is active.



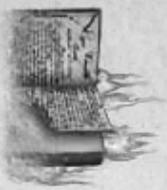
Name: Book BBQ

Cost: \$5000

Required Buildings: Church.

Required Respect: religious = 40.

Description: We must burn all those reactionary books that have been poisoning the minds of our people. That will show those egg-headed intellectuals that their kind is not welcome here. Half of the members of their faction will drop out instantly, and less new intellectuals will arrive on the island from now. It is better to have no progress at all than to progress in the wrong direction - students will graduate 50% slower because of all the burned textbooks. This edict can be cancelled at any time.



Name: Martial Law

Cost: \$50000

Required Respect: militarists = 60.

Description: Enforcing a martial law will greatly decrease crime in our country. Unfortunately, it will also decrease liberty, production and tourism rating since soldiers enforcing the law tend to scare everyone. The best thing is that there will be no election while Martial Law is active, unless the OSCC is enforcing free elections on our island.



Name: Off to Florida!

Cost: \$30000

Citizens: Prisoner = 1.

Description: Do we really need all those useless prisoners, Presidente. I say, let us send them to Florida and forget about them once and for all. We can do this only one time and the relationship with the US will suffer a bit, but this is the humane way to deal with the problematic inmates.



Name: Papal Visit

Cost: \$100000

Required Buildings: Cathedral.

Required Respect: religious = 60.

Description: Do I hear the honk of the popemobile? If we invite His Holiness, the Religious faction will be ecstatic for at least three years and the respect of all others will rise as well! Priests and bishops will be extra motivated to condemn all sin, so the quality of service in all our religious buildings will improve for the duration of the edict.



Name: Conscription

Cost: \$25000

Required Buildings: Army Base.

Description: Uncle Pedro wants you! Conscription will allow uneducated Tropicans to become soldiers, even though their performance in battle will not be as good as the performance of professional soldiers. This is an unpopular measure that will increase rebel activity and may force some people to try to leave the island.



Name: Military Modernization

Cost: \$500 per army base and \$50 per general or soldier per year.

Required Buildings: Army Base.

Description: No longer will we fight our enemies with antiquated weaponry - it is time to modernize our army. This will significantly increase the combat efficiency of soldiers and generals and will also improve the housing and health care provided to them by army bases. This edict requires annual upkeep of \$50 per soldier or general and can be cancelled at any time.



Name: Secret Police

Cost: \$40000

Required Buildings: Police Station.

Description: Political investigators, agent provocateurs, and even assassins, if need be - the secret policemen are the men for every dirty job. And, of course, officially they do not exist. The Secret Police will counter subversive activities of foreign agents and rebels and allow various special actions. You will have to establish their Hq in an existing building that will cease its previous functionality.



Tropico 3 - Absolute Power

Tropico 3: Gold Edition contains the Absolute Power add-on pack. This offers a whole new campaign as well as additional buildings, factions and edicts.

Advanced Tutorial

The Advanced Tutorial explains advanced mechanics, as well as the new features and mechanics of Tropico 3: Absolute Power. It can be accessed from the Main Menu by clicking on "New Game" and then selecting "Advanced Tutorial".

Absolute Power Campaign

Tropico 3: Absolute Power features a new campaign consisting of 10 new missions. The new campaign can be accessed from the main menu by clicking on "New Game" and then selecting "Absolute Power". The campaign from the original Tropico 3 is under the name "Classic Campaign".

New buildings

Garbage Dump

Effect:

The garbage dump limits the pollution in a large radius. A fully staffed and upgraded garbage dump with expert workers will limit the pollution to zero. The garbage dump itself pollutes a small area.

In-game description:

Where are the good old days when we used to dump all the garbage in the sea or right on the streets? Now the Environmentalists force everyone in the neighborhood to dump his trash at a large... dump. Such garbage!

Statistics:

Price: \$5000
Upkeep: \$50
Building points: 500
Workers: 2 Garbage Men.

Work modes:

Local garbage - standard work mode.
Import garbage - the player receives money from the garbage dump, but the environmentalists are unhappy.
Recycling - the upkeep of the garbage dump is doubled, but the environmentalists are happier.



Upgrades:
High-temperature burner (\$2000) - Less pollution is generated from the garbage dump itself.
Garbage Compactor (\$5000; 5 MW) - the effect of the garbage dump is increased.

Marina

Effect:

The Marina is a new tourist attraction preferred by wealthier tourists. The Marina has several yachts as visualization.

In-game description:

When you get rich, famous, obnoxious, and your behind grows in size, you usually buy a yacht. Then you have the perfect opportunity to meet other fat, vulgar parvenus and while you won't find any love there, at least you can hope for some acceptance.

Statistics:

Price: \$6000
Upkeep: \$20
Building points: 400
Workers: 2 Attendants.
Tourist attraction: Sports.
Tourists serviced: 10
Base service quality: 50

Work modes:

Boat tour - Normal service quality and maintenance
Charter fishing - Generates 50% more proceeds, but lowers fishing quality as the normal fisherman.
VIP club - Only wealthy tourists are allowed to use the marina, but the service quality is increased significantly.

Grade School

Effect:

All illiterate children try to go the grade school. Children who have graduated from a grade school (they graduate in the same manner as students in high school/college) are considered literate. Literate people have their intelligence increased. The Literacy program edict also affects grade school.



In-game description:

Deez iz da plais wheir yung childrens becum leeterate. While most of the population of Tropicco has the IQ of an underdeveloped inchworm, you can improve the intelligence of Tropicco's future with the Grade School. Here you can choose to pave the way for the bright minds of tomorrow or nurture incompetent and obedient little zombies. Who said education isn't fun?

Statistics:

Price: \$4000
 Upkeep: \$16
 Building points: 500
 Workers: 2 teachers.
 Children serviced: 12

Work modes:

Field trips - Children gain 50% initial skill in a random profession when they graduate.
 Youth organization - 20% chance for the children to become loyalists when they graduate.
 Spelling bee contests - 40% chance for additional increase to the intelligence of the children on graduation.
 Obedience training - 40% chance to reduce the courage of the children on graduation.

Ferris Wheel**Effect:**

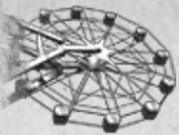
Entertainment building for Tropicans and tourists.

In-game description:

Who can resist the joys of admiring Tropicco from above? Just get a ticket, jump into a gondola and get ready to inhale some fresh power plant filtered air, marvel at the grandness of Third World architecture, or simply awe the majestic sight of the presidential potbelly. Complimentary vomiting bags included.

Statistics:

Price: \$9000
 Upkeep: \$50
 Building points: 800
 Power: 20 MW



Workers: 5 attendants.
 Tourist attraction: Relaxing.
 People serviced: 12
 Base service quality: 60

Work modes:

Normal speed - standard work mode
 High speed - the wheel rotates faster. The service quality is increased but Tropicans with below average courage and lower, as well as slob tourists dare not get on the Ferris wheel.

Balloon Ride**Effect:**

Tourist attraction with low building cost but high upkeep. Only one can be built.

In-game description:

I've heard people on the streets refer to you as "full of hot air", Presidente, and they certainly don't refer to the extra pounds you've gained. The only way to shut up these crybabies is by presenting them with something brighter and more bloated than you - a balloon ride. Just open up some umbrellas on your palace balcony to ward off any rotten veggies falling from above.

Statistics:

Price: \$5000
 Upkeep: \$50
 Building points: 200
 Workers: 2 attendants.
 Tourist attraction: Sightseeing.
 Tourists serviced: 4

Upgrades:

Tourist balloon (\$1000) - the maximum number of tourists serviced is increased by 4.
 Hola-Cola balloon (\$2500) - Hola Cola pays the upkeep for the attraction.
 Propaganda balloon (\$5000) - Small chance to convert citizens in the area to loyalists.



Weapons Factory

Effect:

The Weapons factory produces weapons from iron. You can decide to which trade partners to sell the weapons.

In-game description:

Some misinformed media people tried to accuse El Presidente that he's stacking up weapons and getting ready for war. Nothing could be further from the truth. This is our pipe factory - our pipes are so good that if you are to put a cylindrical object in them and use gunpowder to cause an explosion, the object will accelerate to great speed.

Statistics:

Price: \$170000

Upkeep: \$42

Building points: 500

Workers: 7 Factory workers.

Work modes:

Sell to everyone - Relations with both Superpowers decline by 5.

Sell to the US - US relations improved by 5; USSR relations decline by 10. Such effects are cumulative if the player has several factories.

Sell to the USSR supported countries - USSR relations improved by 5; US relations decline by 10.

Upgrades:

Pressurized storage (\$5000) - Improves job quality, raises upkeep.

Restricted access (\$7000) - the impact on foreign relations (both positive and negative) is halved.

Heavy Machinery (\$10000; 10 MW) - +20% production.

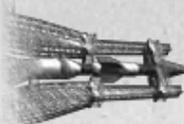
Wind Turbine

Effect:

A big wind turbine that produces electricity. Turbines do not generate pollution. They supply electricity within a certain radius.

In-game description:

The people will no longer complain that they cannot follow the 50 hour speech marathons of El Prez on TV due to blackouts. Behold our mighty Wind Turbine - it may have



high upkeep, but the air that powers it is imported from the United States and has 50% more freedom in it!

Statistics:

Price: \$60000

Upkeep: \$150

Building points: 250

Workers: 0

Power generated: 20 - 40 MW (depending on the altitude of the construction).

Workers: None.

Nuclear Program

Effect:

Relations with both superpowers are decreased with 50 during the construction of the nuclear program are returned to normal when construction is completed. Once the nuclear program is operational, no foreign invasion can occur while the money balance is positive.

In-game description:

Gringos and Ruskie's fear Tropico and envy its progress. The only way to feel secure is to develop our own "nuclear" program. It sounds illogical at first, but we'll sleep much better if we know that our enemies are not the only ones that can drop 15 kilotons on our heads. We will be protected from foreign invasion as long as we have the money to keep the program active.

Statistics:

Price: \$60000

Upkeep: \$100

Building points: 5500

Workers: 2 professors.

Golden Statue

Effect:

A huge golden statue that increases the tourism rating. On completion some citizens are converted to Loyalists. Only one can be built.

In-game description:

Presidente, you are just like King Midas, everything you touch becomes pure solid gold. Now, with this magnificent



monument, everyone can admire your 24 carat-ness. Even the pigeons pay their respects to your illustrious image and defecate on it with utmost reverence.

Statistics:

Price: \$60000
Upkeep: \$60
Building points: 500
Workers: None.

Work modes:

Stand still - standard work mode
Rotate gracefully - the beauty provided by the statue is increased but the upkeep is doubled. The statue rotates slowly

Christ the Savior

Effect:

A huge Jesus statue that converts some people to the Religious faction on completion. It will also attract pilgrims giving a bonus of 10 to the maximum tourism rating. Only one can be built.

In-game description:

Some malevolent mudslingers claim that Tropicco's great Cristo Jesus monument curiously resembles a popular landmark in Brazil. El Presidente reassured us that our statue was the true original and everything else is just a poor copycat attempt, undeserving of attention, admiration, and public displays of religious ecstasy.

Statistics:

Price: \$45000
Upkeep: \$15
Building points: 600
Workers: None.

Eternal Flame

Effect:

Entertainment building for Tropicans with no service fee. The respect of all visiting Tropicans is increased 10 and they have a chance to become converted to the faction to which the monument is dedicated on a visit. Only one can be built.



In-game description:

The origins of the Eternal Flame may date back to earliest civilizations, but the real meaning of this monument as well as to whom exactly is it currently dedicated is a source of endless speculation, jokes and ridicule. Let's hope that your Eternal Fire will not be extinguished just as the respect of all Tropicans for your glorious persona.

Statistics:

Price: \$20000
Upkeep: \$40
Building points: 400
Workers: 0

Tropicans serviced: 8

Fee: Patriotism is always free in Tropicco.

Base service quality: 70

Work modes:

'El Compañero!' - 10% chance that the visiting citizens become nationalists. Nationalist respect increased by 10.
'Guerra Eterna!' - 10% chance that the visiting citizens become militarists. Militarist respect increased by 10.
'El Gigante!' - 10% chance that the visiting citizens become loyalists. Loyalist respect increased by 10.
'Mundo Unido!' - Foreign aid increased by 1000 per superpower if the building was on this work mode for at least a year.

Radar Dish

Effect:

Big radar dish that can be used to search for aliens, block rebel transmissions, or spy on the super powers. Up to 5 can be built.

In-game description:

After some Martians tried to abduct our great leader and perform some ungodly experiments on him, El Presidente started the Search for IntraTerrestrial Intelligence Program. We didn't get smarter, but listening to American radio waves finally revealed to us that Peter cheated on Norma in that endless gringo soap opera.

Statistics:

Price: \$5000
Upkeep: \$50



Building points: 500
Workers: 1 professor

Work modes:

Clear the airwaves - block the rebel and foreign radio stations; subversive activities occur more rarely.
Search for aliens - Intellectuals have their respect increased by 5 for each dish on the island.
Sell spy information - generates random profit once per year. A radar dish must work a whole year on this work mode to contribute to the profit.

New edicts

Free Houses

Cost: \$500
Prerequisites: None.
Description: People do not pay for their housing. Raises the respect of the communists, but lowers the respect of the capitalists.

Ideology Book

Cost: \$4000
Prerequisites: None.
Description: All stupid people will respect you more for the next 5 years. Up to 10 of them will become Loyalists. The Intellectuals' respect will drop slightly for the next 5 years.

Outlaw a Faction

Cost: \$15000
Prerequisites: None.
Description: All of the faction supporters will leave the faction and up to half of them may become rebels. Can be issued only once.

National Day

Cost: \$1000; Yearly \$1000
Prerequisites: None.
Description: Nationalists' respect is slightly raised. Some people will become Loyalists or Nationalists every year while the edict is active.

Lure the Rebels

Cost: \$5000
Prerequisites: At least one general and one rebel.
Description: Provokes the Rebels to make an attack now rather than later.

Print Money

Cost: None.
Prerequisites: None.
Description: You will gain \$20000 but all prices of buildings, special actions, and edicts will be raised by 50% permanently due to inflation. Capitalists will drop for the next 5 years. Can be issued up to 5 times.

Polit Education

Cost: \$2000
Prerequisites: Requires College.
Description: The overall productivity is lowered by 10%. If the edict has been active for at least 5 years, all Loyalists are guaranteed to vote for you during elections.

Shoot Juanito

Cost: \$2000
Prerequisites: Militarists' respect above 60.
Description: Permanently shuts up the radio D.J. Guarantees no Rebels or Rebel attacks for the next 5 years, but will reduce the Intellectuals respect for this period.

Privatization

Cost: None.
Prerequisites: At least one building that can be privatized (farm, mine, logging camp, oil well, or any factory).
Description: Privatize all factories, mines, and logging camps. 10% of the proceeds will go to your Swiss Bank account and the private buildings will pay you annual rent.

Hola Presidente

Cost: \$1000; Yearly \$1000
Prerequisites: Requires TV Station.
Description: Start your own daily prime time TV show. Generates 100 bonus Megalomania score per year, but, since you will invariably offend someone, will greatly decrease the respect of a random faction each year while the edict is active.

Other Features

New Faction - Loyalists

The Loyalists faction is composed of El Presidente's fiercest supporters. This faction slowly gains power and membership during the player's reign.

The Loyalists faction is small initially, but certain actions and buildings may convert people to Loyalists.

Even the Loyalists may vote against El Presidente as the other citizens do if they are disappointed by him.

The player receives a score for every Loyalist on the island, so he may try to maximize the number of Loyalists to gain additional points (see "Megalomania Score", below).

Megalomania Score

The Megalomania Score is a new component added to the total score that is calculated from the number of Loyalists on the island, the existence of some buildings in the "Landmarks and Beauty" category, and as a bonus from certain edicts.

The Megalomania Score is added to the endgame score just as the Swiss bank account. It is represented in the Score section of the Almanac, the victory screen (as one line with total score below Swiss bank account), and the Avatar Info-Panel.

Prominent Faction

If there is a Prominent faction on the island it will start with more supporters. The Prominent faction is not necessarily the largest faction on the island. You can choose a faction to be prominent in Sandbox games (a random option is also available).

New Roads

Gravel roads have been added to the game.

New Character Traits

Born in the purple (Baekground)

+25 Loyalist faction respect

The palace is fully upgraded at game start

Shy (Flaw)

-20 Loyalist faction respect

Foreign Aid decreased by 15%

Faction Disasters

Having very bad relations with one of the factions will lead to a faction-specific disaster. For example, poor relations with the Intellectuals will lead to the "student protests" disaster. The Faction disaster will end when the respect of the faction increases. Some faction disasters have additional ending conditions.

The Faction disasters are as follows:

Capitalists - Corruption

All export prices are decreased with 20%.

Communists - Rebel Incursion

Rebels arrive with each freighter. They will come even if there is an immigration office set to "Tropico First".

Intellectuals - Student Protests

The students in the High School and College protest, shutting down all High Schools and Colleges. If several students are killed or arrested during the protest, the faction disaster will end.

Religious - Anathema

All visitors to Churches and Cathedrals have their respect temporarily lowered.

Militarists - Ultimatum

Militarists threaten to provoke a Military coup after 2 years.

Environmentalists - Eco-protests

The protesters blockade an industrial building. The building will stop working until the protests are active. If several protesters are killed or arrested, the faction disaster ends.

Nationalists - Street riots

Nationalists provoke battles between Tropiccan-born citizens and immigrants.

Loyalists - Doubt in the Leader

Loyalists drop out of the faction until this disaster is resolved.

Faction Demands

The Faction demands in Absolute Power have been split into Major and Minor Demands. Each Faction has three Major Demands (some may not be unlocked at the start of the game), that affect the respect of the Faction greatly. Each Faction has up to five Minor Demands that have a lesser impact on the Faction respect.

As a Faction grows, it will have more Minor Demands. Additionally, Major Demands may be harder to accomplish - for example, the Religious faction will want the average religious satisfaction to be over 40 when the faction is small, but when the faction becomes larger it will want a satisfaction of over 60.

Technical Support

Every effort has been made to make Tropicco 5: Gold Edition as compatible with current hardware as possible. However, if you are experiencing problems when running Tropicco 5: 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 5: Gold Edition pre-game **Options window** (this is the window that opens when you start 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 5 Gold Edition Report.txt file**. This contains:
 - An Apple System Profiler Report of your Mac.
 - Any Crash logs that exist for Tropicco 5: Gold Edition.
 - A list of the game's contents.

All the information required can be obtained by opening **Tropicco 5: Gold Edition** and clicking on the **Support tab** in the Tropicco 5: 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**. Now click on the **Create e-mail button**. Remember to attach the **Tropicco 5 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 5: Gold Edition. We will do our best to help you.

E-Mail: tropicco5support@feralinteractive.com

Contact Us

Online Support

Visit our website at www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-mail Support

If you cannot find an answer to your question on the website, email to the following address: tropicco5support@feralinteractive.com

The subject line of your e-mail must include the words:

"Tropicco 5: Gold Edition"

Remember to attach the report called **Tropicco 5 Gold Edition Report.txt** to your e-mail.

Phone Support

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

United States Callers

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

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

Note: The number above is only toll-free if you are in North America. Callers from outside North America will be charged at standard international rates.

United Kingdom Callers

Tel: **020 8875 9787**

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

International Callers

Tel: **+44 20 8875 9787**

Available between 9.00am and 6.00pm 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.

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