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## About Tropico Mucho Macho Edition

The Tropico Mucho Macho Edition contains the original Tropico game, the Paradise Island expansion, twelve new scenarios, the Official BradyGames™ Guide to Tropico, and a video entitled Tropico: Behind the Game which takes a behind-the-scenes look at how PopTop Software developed Tropico.

The Appendices to this manual (and the manual itself), as well as the BradyGames Guide, are included on the CDs as Acrobat files. You can view these with Adobe's Acrobat reader, a free download from [www.adobe.com](http://www.adobe.com). You can also print these files as well.

Tropico: Behind the Game has a running time of about 23 minutes and has been broken up into four sections for easier viewing.

If you're eager to seize the reins of power and begin your rule as El Presidente, we suggest you jump to Chapter 2 Tutorial and Quick Start after you install Tropico Mucho Macho Edition. This quick start chapter will have you up and running and oppressing your people in no time!

## Minimum System Requirements

OS: Windows® 95/98/2000/ME/NT4

CPU: Pentium® 200 MHz

CDROM

RAM: 32 MB

Disk Space: 820 MB

## Installation

Insert the Tropico Mucho Macho installation CD-ROM into your CD-ROM drive. Follow the onscreen instructions to install the game to your hard drive. Installation is one-time process that will only take a few minutes.

If for some reason the installation screen doesn't appear or if you have CD/CDROM Autoplay disabled, double-click on "My Computer", then locate and double-click on the icon for your CD-ROM drive. Double-click on "SETUP.EXE"(in the root of the CD) to begin the installation process.

December 17, 1949

Desk of the President  
Tropico Palace  
1 Palace Plaza St.  
Tropico

Señor Presidenté,

The former Presidenté Ramirez Zepata requested a compilation of informative reports on the state of Tropico at the start of his regime. As you know, Presidenté Zepata's reign was rather short before he succumbed to that sudden case of food poisoning (or was it a heart attack? No, that was three Presidentés ago).

Though the late Presidenté never had the chance to see the finished reports, we're sure they will be most helpful to you. The reports should be quite helpful in teaching you how to be a most excellent El Presidenté. And let me add how fortunate for all Tropicans that you insisted on serving as our leader! Such personal sacrifice!

Because you have had so little time to fully absorb your rapid rise to power, it might be of some help for me to explain some of the current economic and political intricacies here on Tropico.

As you know, Tropico is a small, underdeveloped, relatively impoverished Caribbean island quite remote from anywhere else. As Presidenté, you have considerable flexibility in what goals you pursue and how you pursue them. Nonetheless, you must deal with a few cold realities.

Your hold on power is rather tenuous. The easiest way to prolong your reign is to make your people happy. In general, your Tropicans want good jobs that pay well, good housing, adequate medical care, varied and inexpensive entertainment, low crime and high liberty. Unfortunately, they start off with almost none of this. To build the island paradise your people crave, you will need money.

The Tropicans economy is, at present, principally based on low-value agriculture. While this keeps your people fed and generates a trickle of cash, you will want to branch out. Fortunately, if you befriend the United States or Russia, they may grant you large amounts of foreign aid for economic development.

Early on, you can develop lucrative cash crops like tobacco and sugar, as well as logging and mining. Later, you may build factories to produce cigars, rum, jewelry, and other exports that the wealthier countries crave. If you are truly skilled, you can even develop a highly lucrative tourist trade, bringing American tourists with fat wallets to get sunburned

on Tropico's beaches.

Unfortunately, building the structures for a growing economy and for your people's social services takes time, and your time is limited. Initially, your people are willing to tolerate poor conditions and give you a political 'honeymoon', but if things don't improve quickly, they will start to grow upset with you. Also, as years go by, your population will grow quickly from a steady flow of immigrants as well as from Tropico's famously high birth rates. A rapidly growing population with poor social services is political dynamite. Fortunately, you have a few tools at your disposal to help diffuse the situation. As supreme ruler, you may issue edicts that attempt to please various factions on your island. Or, if they can't be pleased, you can make sure they fear you. You may build a large army and encourage favor with the generals by paying them well (perhaps even the occasional bribe... bonus). You can even declare martial law, though such a drastic step has risks of its own.

I realize that you are anxious to start your rule, and perhaps you do not have the patience to absorb such a large handbook as this one. With that in mind, I have prepared a special tutorial for you, which will walk you through the major functions of the world of Tropico and teach you how to exert your rule. I strongly suggest you go through this tutorial. I have also written up some notes that I modestly named a Quick Start Guide. These will help you straight into Tropico without reading the rest of this handbook, though of course the handbook contains a much fuller explanation of Tropico.

My Presidenté, many who have held this office before you have failed, but I see great promise in you. Stand strong, and you may become one of the greatest leaders in our history. Fail, and you will stand alone, without friend or family, a speck in the ocean of history... and no one will care.

Buena suerte,

## Miguel Cervantes

Miguel Cervantes

Librarian of the Presidential Palace

## CHAPTER TWO

### TUTORIAL AND QUICK START

"Dictators ride to and fro upon tigers which they dare not dismount. And the tigers are getting hungry." -Sir Winston Churchill

#### TUTORIAL

We recommend you begin with the Tutorial, prepared especially for you. It will teach you the basics of life on Tropico and allow you to begin your regime very quickly. After you play the tutorial, you might want to play another four scenarios designed for new players, El Presidente's First Day, Second Day, Third Day, and Fourth Day. These scenarios mix in basic and advanced tips about different topics, such as housing and the basic Tropicana economy and are designed to be a bit easier than the normal scenarios. You should also read the quick start guide below.

#### QUICK START GUIDE

1. Start a game with a random map and accept all the defaults. This will give you a modest sized island with a Communist government and four farms.
2. As the game starts, pause the action. Now look around your island and note where things are. Pull back to the most distant view.
3. Now, with the view pulled back, go into "Info Mode" by clicking on the eye stamp. You want to check your starting farms to see what crops might grow. You have started with 40 Tropicans, yet a farm typically feeds 30. This means you want to convert two of your four farms to cash crops. If you can find a crop that can also double as food as well as cash, like bananas, so much the better. Just so you know, It takes about a year to plant, grow, and harvest a crop (longer for certain cash crops), plus about another year for the crops to be hauled to a dock, loaded on a freighter, and sold. Convert two of your farms to cash crops.
4. Now raise wages to make your people happy and attract immigrants. If Tropico enjoys higher wages than neighboring islands, people will flock to your country. This is important because it will be 13 years before any new Tropicans born will be able to work, so you need immigrants to grow your workforce. At the start all of your workers except the one palace guard are uneducated. Raise the pay level of your uneducated workers from \$5 to \$7 or \$8 by <control>clicking on the farm's wages. Then click on the palace to select the guard and raise his pay.

5. Now limit the number of teamsters your island can have. Fast Frederico takes no side in the eternal struggles between labor and management, but in your early years you simply have nothing for them to haul, so find the Teamster's office building, select it, and click on the empty worker slots to force the building to leave the slots empty. Oh, and it may not be a good idea to fire any Teamsters. An out-of-work Teamster is an angry Teamster.
6. Now go back to "Info Mode" and check the mineral deposits on your island. They are randomly distributed each game, but if your luck holds, you might have a goldmine near your palace. If you do, build a mine. If you don't, it's best to wait until later in the game to start mining, but find some other building to bring in extra cash, such as a logging camp built in a nearby forest.
7. Besides raising wages, the other important aspect of your Tropicans' lives that you can influence to make them happy is to get them out of the shacks and into better housing. Build a tenement. Don't build it just anywhere, though. You want to build near your palace and on flat land, if possible. Building on flat land means less grading needs to be done and you'll get your fine new tenement building faster. Press G on your keyboard to see a mesh overlay of the land to help you select a good, flat location. Press G again to turn off the mesh.
8. The game begins to get more open-ended at this point. We recommend you build a second Construction Building about now. You'll need plenty of construction workers to build new buildings as the years pass, and this helps ensure that you'll have them. You'll want to locate this building along the direction where you want to expand and develop.
9. Next we suggest you again upgrade the housing for your people. Build an apartment building.
10. Now is a good time to check the happiness levels of your people to gain some insight into the building paths that you might pursue. Click on the island's population display in the lower right corner to bring up the Almanac with the People's List displayed. Next select "All Residents - Happiness". This will display your Tropicans, showing you which ones are happy and which are unhappy. You can select individual Tropicans from this display and see what categories in particular they are unhappy in.

Now your course of action can diverge widely. At some point you will have to move from an agricultural-based economy to something better - mining, logging, tourism, etc. To supply educated workers for the new industries you create you will need a high school. Uneducated workers cannot work in many of those industries, and it is expensive to import them. Whatever you do Presidenté, remember that one of your chief goals will always be to build in a way that most increases the happiness of your people for the least amount of cost.

## CHAPTER THREE STARTING A GAME

### Starting a new game

Press the 'Game' option, and you will be taken to a large tapestry hanging on the wall. Your reign as Presidenté will begin with this tapestry, so please familiarize yourself with it.

### Pre-Designed Scenarios

The top, left-hand section of the seal, containing the image of a book, allows you to access a pre-designed scenario. Selecting this option will reveal a menu of pre-designed scenarios and a preview map for the selected scenario. Double-click on a scenario title to begin the scenario.

### Saved Games

Select the top right-hand section, with a locked box and a key, to load a saved game. If you have saved many games, you may need to pull the slider on the rope to see them all. Double click a saved game name to load that game.

### Random Map Setup

Once you select the random map option, you will craft your new Republic. You will create the island itself and then set the political landscape you will rule.

### Physical Island Setup:

You set the island size, elevation, and vegetation, each of which will affect the Difficulty Rating for the gam (see below). The choices you make here will factor heavily in your economic options in the game. For instance, a mountainous island is excellent for growing coffee, but poor for sugar. Once you are satisfied with the settings, hit the OK stamp to proceed.

### Political Island Setup:

The next panel sets the political landscape. Note that different rulers might pursue different Victory Goals, and we accommodate that here. If you desire only to amass great personal wealth, choose the Victory Goal "tis Money That Makes The Man".

You may also set the level of economic difficulty and political difficulty independently. At lower economic difficulty settings, your people produce more and demand less economicaly, and it is generally easier to make a profit. At lower political difficulty settings, your political 'honeymoon' will last longer, and overall, your people will be less inclined to revolt against you and more inclined to vote for you, should you have free elections.

### "Sandbox" mode:

Though not a labeled option, if you simply want to play the game without economic or political cares, the lowest difficulty levels of each of these disable economics and politics respectively. This will allow you to spend an unlimited amount of money and to not worry about losing political power in any way.

### Game length:

Finally, you can choose the game length - at the end of this period of time you will receive a score based on how well you have met your victory goals. However, if you want to keep playing beyond that time limit, you can; you just won't receive a score for the extra time.

When you are satisfied with your choices, click the OK stamp to continue your game setup.

About the Difficulty Rating: The settings you make on the island setup screen determine the difficulty rating of your game. For example, a larger island gives you more room to build, thus making for a lower difficulty rating. Instead of pre-set difficulty levels, Tropico allows you to make the game as easy or as hard as you wish. Besides making a more challenging game, a higher Difficulty Rating also provides a bonus to your final score.

## Presidenté Setup

The folder on the desk contains a number of dossiers of people who have desired at some point to rule an island such as Tropico. Please choose the one that most accurately reflects you. Each of these people has a set of traits that give them various bonuses and penalties in ruling Tropico - you can accept their default traits and begin your regime immediately, or you can inspect and alter them by choosing 'View/Edit Dossier'.

## Editing the Dossier

If you choose to edit the dossier, there are five pages you must inspect and select from. The choices you make in setting up your reign, especially in reference to yourself, will have a profound affect on the game. They will determine your strategies, priorities, strengths, and weaknesses.

For your convenience, Appendix C provides the list of choices and their effects for Background, Rise to Power, Qualities, and Flaws.

Background: Select one option from the list provided. In order to help you, we have provided a page on the right to explain the effects when your cursor is over an item in the list.

Rise to Power: The second section lets us archive the manner in which you came to power. Once again, this is important to how your people and other countries think of you.

Qualities: The section after this tells us your Qualities. You must select two. Again, these

affect the people and the affairs of Tropico.

Flaws: You must select two Flaws in the fourth section. This is mandatory and will help us understand why some factions might possibly dislike you.

Summary: I, The game will quickly calculate a Summary in the final section to show you how all of the previous choices add up.

When finished, click the Ok stamp to begin your game. The new island of Tropico is quickly generated and your rule begins...

## CHAPTER FOUR GAME INTERFACE

"War is peace. Freedom is slavery. Ignorance is strength." -George Orwell

Every ruler must have a good understanding of how to exert his or her control upon the will of the people. You influence the Tropicans through the interface, of course, detailed below.

### MAIN WINDOW

This is your view of Tropico. You will not only watch the daily lives of your populace play out here, but you can select people or buildings to find out more about them or, in the case of buildings, to exert your control over them.

### INFO BAR

The information at the bottom of the screen displays text as the cursor moves over certain items, such as a person, a building, or virtually any item on the interface. The Info Bar also tells you if an item can be clicked on for more information. For example, when the cursor is over the Date in the Circle Window, the Info Bar tells you that you may click on the Date to open the Almanac.

### MAP AREA

This area of the interface is used to control the view of the world presented in the Main Window. The Map Area includes several parts:

#### Radar View

Shows a top-down view of your island. A white square represents the area currently displayed in the Main Window. You may navigate to view an area in the main world by clicking an area in the Radar View. Buildings appear as black areas on the Radar View.

#### Rotate Buttons

Located below the Radar View, the Rotate Buttons allow you to rotate your view of the Main Window left and right. The orientation of the Radar View will rotate to match. A white N always indicates which direction is north as the view rotates.

#### Zoom Buttons

Located above the Radar View, the Zoom Buttons allow your view of the world to zoom in and out. The farthest zoom allows you to see the entire island at once. The white rectangle in the Radar View will grow or shrink to reflect the visible area in the Main Window.

### Mouse Wheel Control

The map can also be navigated with the mouse. Holding down either the right mouse button or the mouse wheel (if available) while moving the mouse scrolls the main window map around. Spinning the mouse wheel up and down zooms into and out of the map.

## CIRCLE WINDOW AREA

The Circle Window Area provides an at-a-glance summary of your island's most vital information.

### Circle Window

The large round window's contents change based upon what action you are taking. For instance, when a person is selected, the Circle Window monitors their movements around the island.

### Speed Control

The rate at which time passes on the island is controlled with the six vertical bars to the bottom right of the Circle Window. The bars become green to reflect the current speed and can be clicked on directly to change the speed. The shortest bar on the left represents Pause.

## Island Stats Panel

Below the Circle Window is a set of four information fields:

National Treasury: Displays the current amount in the national treasury account. Clicking this field brings up the Economics page of the Almanac.

Date: Displays the current date. Clicking this field brings up the Overview page of the Almanac.

Swiss Bank Account: Displays the current amount in your personal Swiss Bank Account. Clicking this field brings up the Overview page of the Almanac.

Population: Displays the current total population of Tropico (excluding tourists). Clicking this field brings up the Lists page of the Almanac.

## Happiness Bar

The yellow bar directly beneath the four boxes listed above is the Happiness Bar. This bar shows the current overall happiness of your islanders. As your population becomes happier, the yellow bar will grow from left to right to fill the channel. Clicking on this bar brings up the Lists: Happiness page of the Almanac.

## Options Button

The final portion of the Circle Window Area is the Options Button, located below and to the left of the Circle Window.

Almanac: Opens the Almanac, a book with a vast wealth of information for your reference. The Almanac is discussed in more detail later.

Settings: Opens the Settings booklet. This allows you to change sound and graphics settings, as well as some general preferences.

Load Map: Opens a window for loading previously saved games. To open a saved game, either double-click the name or select the name and hit OK.

Save Map: Opens a panel for saving games. A list of other previously saved games appears in white. A yellow line of text at the bottom of the panel displays the current default name for the game file. Click on the yellow text in order to rename the game before saving, then hit OK. You may save over a previously saved game too.

Main Menu: Returns you to the Main Menu displayed in the President's Office. From here, you can start a new game.

Quit: Shuts down the program and returns you to the desktop.

Cancel: Returns you to your game, without any further changes.

## CENTRAL CONTROL PANEL

The Central Control Panel is used to order the construction of buildings, issue edicts, view information regarding your island and interact with buildings and people. Most of this will be done by selecting one of the three Mode Buttons stacked on the left side of the Central Control Panel.

You can switch from any Central Control Panel mode to another by selecting the appropriate button. If you wish to exit a mode without entering another, hit the ESC key.

### Building Mode

Building Mode is used to order the construction of buildings, roads, statues, and ornamental plants, as well as to bulldoze an existing structure. When you enter this mode, a row of ten Subgroup Tabs appears across the top of the Central Control Panel. These tabs represent the subgroups that the buildings are organized into. The buildings of the currently selected subgroup are shown in a grid of panels below the Subgroup Tabs. The name of the building appears in the Info Bar as your cursor moves over each panel.

*For a chart showing building types and information, see Appendix A.*

### Building Selection:

The selected building has a yellow outline around it. A preview of the building appears in the Circle Window, along with the construction cost and any other requirements. If the requirements have been met, they will be white. If not, they will be red. Some building panels have a Cycle Button on the lower right corner. Use this button to cycle through variants of the building. In some cases, such as the house, the variants are cosmetic and do not affect gameplay. In others, such as the dock, the variants allow you to select the orientation of the building relative to the coast. In still other cases, the button allows you to cycle through different resource options, such as which crop is grown or which ore is mined.

### Ordering Construction:

Once you have selected a building, move your cursor onto the Main Window to order its construction. If you meet the requirements to build the building (i.e. you have enough money, etc.), and if the building is in a valid location, it will turn green, indicating that it is placable. If it turns red, it is not placable. It can sometimes be tricky finding a valid placement location for a large building. Further details can be found in Chapter 6 - Buildings.

### Edict Mode

Issue your edicts (laws) from the edict panel. Begin Edict Mode by selecting the button shown to the left. As with the Building Mode, there are a number of Subgroup Tabs, with a set of icons for different possible edicts in each subgroup.

*For a chart showing all possible edicts, see Appendix D - Edict List.*

### Selection

The selected edict has a yellow outline around it. The name and requirements for the edict appear in the Circle Window. If the requirements have been met, they will be white. If not, they will be red.

Edicts are issued in two ways:

Individual Edicts: The first subgroup of edicts (including bribe, arrest, etc) all target an individual person. If you have met the requirements for the edict, simply select a targeted unit on the main map. A floating tag icon will appear above the selected person and the proper authorities will attempt to carry out the edict. (Some edicts, such as arrest, may not succeed - the target may flee or fight back.)

Global Edicts: The remaining four subgroups of edicts (including praise U.S., industry ad campaign, prohibition, etc.) contain global edicts - they don't target a specific person or place. Click on the scroll button in the Circle Window to view more information on these

edicts, and, optionally, issue the edict.

Cancelling an Edict: While some edicts cause a single event to occur, other edicts remain in place forever, unless and until you cancel them. Some of these edicts have an ongoing cost (such as the literacy program), and you might wish to stop them at some point. To cancel such an edict, select it in the Edict Mode. Instead of a Scroll Button, the Circle Window will contain a Cancel Button. Clicking the Cancel button immediately repeals the edict.

## Info Mode

A tremendous amount of information is available, covering soil quality, mineral resources, crime, pollution, religious sentiment, building profitability, feelings of liberty, job happiness and much, much more. Select Info Mode, and again, you'll be presented with five Subgroup Tabs, each of which has a set of icons below that you can select for different types of information. The three types of information presented are:

### Ground Overlays:

Cause the ground (and, in some cases, the water) to become a bright colour gradient ranging from green to red. The Circle Window tells you the meaning of the different colors for that overlay. In general, green is good, yellow is fair, and red is bad.

### Population Arrow Overlays:

Cause arrows to appear over your citizens. The colour of the arrows ranges from green to red to show each person's rating or opinion on different subjects such as job quality, leadership and happiness.

### Building Overlays:

Cause applicable buildings to brightly glow a color ranging from green to red. As with the previous overlays, the meaning of the color is given in the Circle Window.

## THE ALMANAC

You access the Almanac through the Options Button. The Almanac is sorted into six categories. tabs along the right side for quickly jumping to the information you want.

### Hyperlinks

Any item that is written in yellow text is really a link to more detailed information about that item. When you jump about in the almanac via the text links, don't forget that there's a back button at the top to return to your previous link.

Overview tab: On the main page of the Overview tab, there is a chart at the bottom of the page. The items all have checkboxes associated with them. You can toggle the chart lines on and off by clicking on the appropriate boxes. We've tried to color code each line.

People section: The People section provides an overview of the lives of your citizens. However, for greater detail, we've linked many of the items on the page directly to the Lists section.

Politics section: There are several important features in the Politics section. First, your own character information (as chosen during the game setup) can be found in this section under «View Character». Also, note the «View Factions» item. If you use this link, the page will turn to a new sheet that lists individual factions. Selecting a faction will show you how that faction feels about you personally. I would recommend becoming familiar with these opinions. The faction leader picture on a faction's page can be used to select that individual. Some Presidents have even been known to issue an edict to arrest a leader of a particularly troublesome faction.

Economy section: We have gathered a lot of statistics and numbers in the Economy section. We also keep a record of export prices in here, and we track the profitability of your economy, including tourism.

Lists section:  
The pages beneath the main Lists page show the individual people on your island, grouped according to many different factors. Their names will appear in the Info Bar as your cursor passes over them in the Almanac. You may select the person in the main interface by clicking on their image in the Almanac.

Score section:  
Finally, the Score page lets you know how you are doing. Your score is determined by several factors that we have listed for you. The exact factors and value of those factors is determining your score is determined by what kind of Leadership Goals you chose in the game's setup.

Closing the Almanac:  
When finished with the Almanac, click on the blue Exit bookmark.

Accessing the Almanac:  
By default the Almanac is displayed at the end of each year, but you can also view it at any time by pressing the "A" key or the Options Button.

## CHAPTER FIVE PEOPLE

The true power on Tropico lies with the people. If you should lose their favor, you will most likely lose your power as well. Your people are also the engine of your economy, and you will need money to make the people happy.

The problem is that you do not directly control your people. All you can do is give them reasons to act as you want them to. To get them to work at a new building, raise the pay there. To get them to vote for you, or at least not to rise up against you, make them happy by providing food, housing, medical care, and much more.

Everyone is an individual person in Tropico. Your people have ambitions and dreams of their own. They have families. They have jobs, opinions, and experiences. The same actions that might cause one Tropicana to praise your name might cause another to take up arms against you.

Although you cannot directly tell a citizen what to do, you can study them closely for clues as to their attitudes and reactions to your rule. Most information is available simply by clicking on a citizen (the information differs somewhat for tourists - that will be presented later in this chapter).

### Understanding your citizens

The information on your citizens is divided into 7 panels (Overview, Happiness, Politics, Job and House, Family, Skills, and Thoughts). Select a panel by pressing the corresponding Tab Button.

### Overview

The basic information about an individual, including their current needs. The 5 bars on the right (Hunger, Rest, Religion Need, Entertainment Need, Health Care Need), indicate the citizen's current need for those services. When a person has just completed a good night's sleep, their rest bar will be completely full and green. As the person moves about, the rest bar decreases (and turns from green to red), until, eventually, they have to stop working or going about their business and return home for a good night's sleep.

Time in Tropico works differently. There aren't any 'days' or 'weekends'. Tropicans need to sleep after they have performed a certain amount of activity (strenuous activity, such as hauling, tires a person quickly) rather than at a certain time of day.

The other need bars work in the same manner, although they generally decline slower - people need health care much less than they need to sleep. If you do not provide the needed

service (such as a clinic for medicine), the individual will satisfy his need by himself. However, the result will be quite unsatisfactory, and the person will grow unhappy with you in that area.

## Happiness

Each person has an overall happiness rating - how content they are with their lot in life, which in turn, reflects on how they feel about your rule. Overall happiness is driven by many individual factors, and at any given time, for any given person, some factors may be more important than others. Religious happiness is most important to a devoutly religious person. Health care is generally more important to the elderly. Job quality is among the most highly important factors to most citizens of working age.

The happiness panel lists all the individual factors of happiness as well as the overall score, which is a weighted average of the individual scores. The most important factors for any individual are the ones labeled in bright white text. Those with dark grey labels are comparatively unimportant.

### Food:

People need access to food. They will automatically walk to buy their food, but it needs to be available, and in sufficient quantities. A lack of food will not cause immediate mass starvation - your people are resourceful, and are used to scavenging food from the environment when Presidentés fail to provide it for them. However, there will be some starvation deaths, and those who survive will become quite unhappy in this area, quite quickly. Locations at which people may pick up food supplies are food producing farms, ranches, marketplaces, and fisherman's wharves. Food can also be obtained at restaurants, but the meal must be eaten there - restaurants are not the primary food providers for Tropicana citizens (they do not have the money to frequently visit such extravagant places).

### Housing:

Everyone has a place to live. If you do not provide them with one, they will build their own shack from scrap materials. However, they do not like living in shacks. You have several housing options at your disposal. There are individual houses, tenements, apartments, luxury houses, rural houses, condominiums, and bunkhouses. These accommodations each offer a varying degree of satisfaction to your citizenry, but all are preferable to the shacks. Make note that you may charge rent for all housing except for the shack. A family will spend no more than one-third of its monthly income on rent, so if a man and a woman earn \$5 per month each (\$10 combined), they will spend no more than \$3 on rent. Since some of your citizens have no monthly earnings (retirees, unemployed workers), if you charge rents for all housing, then you will force these people into shacks.

The better the quality of housing that a person lives in, the higher their housing score will be. Housing quality is determined primarily by the type of housing (mansions are better

than shacks), but location also has a small impact - a house in an area with a high environment score is better than a house in a slum.

### Religion:

Your citizens vary widely in their level of religious piety. For some citizens, religion is paramount, and a lack of an adequate worship facility will quickly lead to unrest. To serve your people's religious needs, build a church or a cathedral. A cathedral is more expensive, but provides a better religious experience, leading to higher religion quality scores for your people. Religion is free, of course.

### Entertainment:

Your people want to be entertained. You can even earn back much of the salary you pay them by erecting entertainment establishments. There are many forms of entertainment you can provide. For a casual night out on the town, there are pubs, restaurants, and gourmet restaurants. Sports fans will love going to see a game at the sports complex. And then there are a few options that may conflict with the religious community- casinos, night-clubs and cabarets.

An individual will spend no more than one month's salary on entertainment, so again, if you charge a fee for all entertainment, some individuals will do without. In general, expensive diversions (casinos, gourmet restaurants, etc.), provide a better quality of entertainment and result in higher entertainment ratings. However, each individual has their own entertainment preferences - some like to drink at pubs or night-clubs while others prefer gambling at casinos. By building a variety of entertainment venues, you have something for everyone.

### Health Care:

Without health care, your people will not live long. Like religion, health care is always free in Tropicana. You will spend money building clinics and hospitals, then hiring doctors to work there, but you will make nothing back... other than a healthy society fit to work long, productive hours. As a bonus, a healthy society will not get upset because of a miserable health care system. Hospitals cost more but provide better care, leading to higher health care happiness by those who visit there.

### Crime Safety:

Muggings, thievery, murder... these naturally upset your people. As the population density increases, and as the seedier establishments (night-clubs, cabarets, etc) are built, the crime in an area increases. You can see the crime levels for your island in Info Mode, with the crime overlay. Your soldiers have a small crime reducing effect, though for pure crime fighting ability, policeman are best.

*Note that if you plan on building a tourist trade, tourists are especially sensitive to crime. For tourist areas, build plenty of well-staffed police stations.*

### Liberty:

If your people feel free, they will be much happier yet harder to control and will become very irritable if you try to restrict their rights later.

The amount of liberty a person feels is based on a number of factors. A large number of soldiers in an area reduces liberty. Policemen also hurt liberty, but only at one quarter the rate of soldiers. A free press increases liberty (newspapers, TV, radio). Fair and free democracy increases liberty - electoral fraud or bypassed elections hurts it. Even your character traits often have a large effect on liberty.

Deciding how much liberty to allow your citizens is quite tricky - pull your soldiers off the streets, and your people may be more free, but they will also be free to revolt. Hold honest elections, and your people will also be free, but what if you lose? You will have to make these hard choices yourself.

### Job:

Job happiness is straightforward. Mostly, your workers want to be well paid. The better the pay, the higher the job quality (for the most part). There are a few secondary concerns, however

Educated workers want jobs that use their skills; try to have adequate jobs so that college graduates don't have to work as farmers. Pay raises trigger short term increases in job happiness above and beyond the simple higher pay level (It's nice to make 10% more money, but the feeling of getting the raise itself also shows that you're valued and, in the short term has a significant impact itself). Conversely, pay cuts hurt worker morale more than a corresponding pay raise increases it (so try not to jiggle pay rates up and down too often). Some buildings have upgrades that you can build (such as skylights) that raise job quality for those who work there.

One more important note: Your islanders do not live in a vacuum; they compare themselves and their pay to those around them, especially to those on other Caribbean islands. The long-term trend has been for wages to increase slowly throughout the Caribbean, and this can be expected to continue. A worker who might be satisfied with a wage of \$10 per month now might need a wage of \$15 per month 20 years from now to feel the same satisfaction. Make sure your economy grows so you can support higher wages for your people.

### Respect:

The people have strong feelings towards their leaders, beyond their day-to-day feelings about their own lives. Intellectuals may resent you, even as they personally prosper, because you have chosen to cater to the masses rather than the elite. A happy farmer may despise you if you arrest and jail his father. Political respect is hard to earn, but it is often the most important factor in a person's overall happiness with the government. Respect is primarily based on how the factions they belong to feel about you. If you are a communist

and have worked hard for the peasant classes, then most of the communist faction will respect you and most capitalists will not.

You can improve respect on a wide level by improving relations with the different factions on the island (see Chapter 7 - Politics), or improve them on the individual level with bribes. Your character traits will have a large impact on which groups respect you and which don't - if you were put in power by the KGB, after graduating from Moscow U., you'll have a hard time earning the respect of a die-hard capitalist no matter what you do.

### Overall Happiness -

The culmination of all the other factors, this is determined by averaging together the factors listed above, weighted more towards those that are more important to each person. In the end, this is the one that matters. You don't need to keep happiness high, necessarily, and you can't please everyone. You do need to keep this balanced with your military power, however, or everything will come toppling down. And as a word of warning, if the military IS the unhappy group, you'll have a real problem on your hands- a coup d'etat. Unhappy citizens may sneak off and join a rebellion, or may trigger a sudden street uprising. See the Chapter 8 - Politics for more information on coups, rebellions, and other threats to your rule.

### Politics

People are afraid to be alone. They feel safe in numbers. For this reason, they will belong to factions. Every citizen is a member of certain factions. Some people believe in their faction's tenets very strongly, and this, too, is shown in the politics tab. You can also see the respect they hold for you. Detailed faction descriptions can be found in Chapter 8 - Politics.

### Job and Housing

This panel repeats the individual's job and housing happiness from the housing panel, as well as showing a picture of the person's workplace and home. Click on the picture for details.

### Family

The people of Tropico feel great loyalty to their families. If you abuse a man by jailing or even killing him, his wife and children will not soon forget your deeds. A married couple always lives together (there is no divorce on Tropico), along with any minor children they have. You can examine one of the shown family members by clicking on their image in this tab. A family member is only shown if that person is still alive and selectable on Tropico.

Note that while this tab only displays the parents, spouses, and children of your Tropicans, the people remember a much more complex family tree. They keep track of brothers, aunts, cousins, nephews, grandparents, and more (though your actions against an individual has

only a low effect on relatives far away on the family tree). You may also notice a family resemblance between parents and children in attitudes, intelligence and other individual traits.

## Skills

Workers earn skill in their occupations. Highly skilled workers produce more, work faster, serve customers better and are all-around better at what they do. The longer they work in a job, the more skill they develop. More intelligent workers become skilled more quickly, and can achieve a higher overall skill level. Also, only the more intelligent workers can master the intricacies of high school and college. Also, some citizens have great courage and some have great leadership. The courageous ones tend to be troublemakers - they're the first to protest and might be the first to start or join an uprising against you.

The natural leaders will often become faction leaders- if you can make them love you, your job will be much easier. If not, there are always edicts such as Arrest, Bribe, and, well, Eliminate. Pay special care if you spot an individual who is exceptionally courageous AND an exceptional leader- such an individual, if unhappy, is almost certain to cause trouble.

## Thoughts

Do you want to see what your subjects are thinking about? You can, but don't be fooled -- this is not merely entertainment. Tropicans will let you know their most important concerns and issues this way. This can be very nice to know, especially with the faction leaders.

## TOURISTS

You may be able to lure foreign tourists to your island to spend their hard currency on your sunny shores.

Tourists do not hold jobs on your island, do not have families (other than spouses), and do not hold political views. You allow them on your island for one sole purpose- to make you money. This is one thing they do well, too. Tourism is a very profitable industry. It is also an industry that requires a lot of capital to get started. Tourists will not come to Tropicoco without a hotel to stay at and will not think much of your island unless you have sites to visit. Tourists can find their way to your island either by yacht or plane. After arriving, they will walk to a hotel to check in, then begin roving around and enjoying the sites until they are tired enough to return to the hotel for rest. Tourists will only stay for a limited time - then they will return to the dock or airport and head out, opening their hotel room for the next tourist.

## Overview

Like your islanders, tourists have a birthplace, job (tourist) and age. That is where the similarity stops. After Age, the next listing is Max Spending. Some tourists are thrifty and will spend little on a given attraction - others will spend as much as you might care to charge (max of \$50). If an attraction costs more than a tourist's maximum spending, they will not visit it. Therefore, it is best to attract tourists with the most to spend. In general, wealthier tourists stay at more expensive and higher quality hotels. Building an airport helps you attract a wealthy crowd.

*Please note - the high-class tourists have more money to spend, but expect a higher grade of service in return. You can either pay less and cater to the low-class tourists or use more capital and build premium attractions in order to draw the rich, snooty high-class tourists. It's your call.*

*Also note the Tourism Rating. If tourists leave with a high tourism rating, they will talk to their friends back home with much more glowing tales of island adventures and secret moonlit beach affairs. In return, you will get more tourists coming to your island and lots more cash.*

### Tourism Rating

The overall Tourism Rating mentioned above is broken down into its components in this tab. These components consist of Hotel, Attractions, Crime Safety and Environment. Hotel and Attractions are average ratings of the hotel in which the tourist stayed and attractions the tourist has visited. Crime Safety is based on the safety of the areas the tourist has experienced (remember - a well-staffed police station keeps crime down). Environment is based on a wide variety of factors, including pollution levels and the natural beauty of the tourist area (i.e. don't put a fancy tourist hotel next to your main shantytown). Any ugly buildings within eyesight of the tourist area hurt tourism. Consider building your tourist area on the other side of a hill from your uglier buildings (factories, power plants, shantytowns).

### Attractions visited

This panel shows the attractions already visited by this tourist, along with a satisfaction score which the tourist gave in that location. Tourists will visit both tourist-only attractions (i.e. spa, beach site), and general entertainment buildings that locals might also visit (pub, casino, sports complex).

Most important to tourism rating is the quality of service at a facility. More expensive attractions tend to have the highest quality rating. Also, more skilled workers raise the quality rating. Finally, many attractions give you building choices that may have an impact on the quality rating.

A tourist's rating of an attraction is also affected by how much the tourist likes that type of

activity, generally. A tourist who enjoys gambling but not drinking will score a casino higher than normal and a pub lower than normal. The tourist will also rate an attraction lower if he or she is visiting the site again on the same trip due to a lack of options.

#### Current Attractions and Housing

Here you find the pictures of the hotel and attraction the tourist is currently enjoying. You can use these pictures to select and navigate to either building. Beneath the Hotel window, the nightly rate and overall quality of the hotel are displayed.

#### Preferred Attractions

Tourists have personal preferences as to what's fun and what's boring. Those preferences are shown here. The activities are listed, each with a meter showing how much the tourist likes it.

#### Thoughts

Each tourist's thoughts are revealed to you, providing you with a list of comments about Tropico's tourist attractions. While many are amusing, some provide insight into how you can improve your tourist trade.

## CHAPTER SIX BUILDINGS

You will spend much of your rule building. To build well requires understanding of the complexities and vagaries of building construction and administration.

### TYPES OF BUILDINGS

Buildings serve a variety of functions on Tropico. When you enter Building Mode (see chapter 4), you will be presented with a set of subgroup tabs arranged by building type/function.

#### Housing

Every inhabitant of Tropico must have a place to live. If you do not build one for them, they will build their own in the form of a shack. Building housing for your citizens has three basic benefits. It makes your people happier, it provides a means of income for the government, and it lets you set up housing near work locations so that workers do not have to walk as far.

#### Farming and Mining

Buildings in the Farming and Mining subgroup provide a base level of income and food production. Farms allow you to grow food crops or cash crops. Ranches require a lot of land for grazing, but can be quite lucrative. Fisherman's wharves allow you to harvest food from the sea. Without a food processor, fish are not ideal for export, but they are a great local food source. Logging camps, if located in a thick forest, are steady income producers, if perhaps not ideal for the environment. If you have a mineral deposit nearby, they too can be lucrative.

#### Industry

Industry buildings refine products brought to them from a farm, mine, or logging camp. The refined or manufactured goods are worth much more when exporting. The Industry buildings available are the Lumber Mill (refines logs into lumber), Cigar Factory (refines tobacco into cigars), Jewelry Factory (refines gold into jewelry), Rum Distillery (refines sugar into rum) and Cannery (refines fish, pineapples and coffee into canned goods).

#### Tourism

The Tourism section contains two subgroups, Tourist Attractions (where tourists pay us to be amused) and Tourist Accommodations (where tourists pay us to sleep). These buildings are generally very profitable. You may also have an archeological site on the island that can be developed into a tourist attraction.

## Entertainment

Everyone likes to be entertained, and most are willing to pay (and make you money) in order to obtain that entertainment. All buildings in this group can be used by locals OR tourists.

## Infrastructure

Certain buildings are required for the building and maintenance of the rest for the island. Roads allow faster walking and goods hauling. Docks allow the arrival of freighters to carry your products to market, and yachts bringing tourists. Banks can be used to lower the costs of other buildings, or they can be used for El Presidente's personal Swiss Banking needs. Airports bring in plenty of the wealthiest tourists. Construction offices allow you to hire extra laborers, to build everything else faster. Teamster's offices allow you to hire extra teamsters, to haul your goods to factories and docks. Electric power plants allow you to use more advanced buildings, which require electricity. Electric substations extend the power grid to remote corners of your island.

Infrastructure also allows you to bulldoze buildings and shacks. Select the bulldoze panel, showing a pile of rubble, then click on a building in the main window. The selected building will become a bright red and construction workers will come by to tear the structure down.

## Government

For the government (meaning you) to exert maximum control the population, these buildings must exist. Guard posts allow you to repress your people and fight rebels. Armories allow the use of generals, for control of large numbers of soldiers. Police stations fight crime. Prisons allow you to arrest your opponents. An immigration office gives you more control over the amount and types of immigrants you welcome to Tropic shores. A foreign ministry allows improved relations with the U.S. and Russia. Newspapers, TV stations, and radio stations can be used for profit, to enhance the liberty of the people, or to broadcast government propaganda.

## Human Services

Many buildings are used to provide non-entertainment services for the welfare of the citizens. Clinics and Hospitals provide health care. Churches and Cathedrals provide religious services. A marketplace allows food distribution closer to where your people live (especially useful if your farms are far from your population centers. High Schools and College provide education. Note that the willingness of your people to attend High School or College depends entirely on the availability and quality of jobs that require education. If you build a high school, but have no jobs requiring a high school education, you will attract no students.

## Landscaping

The final subgroup tab, Landscape, is used for the beautification of your city. Since people like living in pretty environments, these objects will have a positive impact on your people's happiness (and their environment rating). The items include rocks, small plants, flowerbeds, trees, bushes, fountains, and statues, and they come in a variety of sizes and prices. Note that some of the plants here are natural, and will be planted as smaller saplings and go through a normal plant life cycle, while others are ornamental and planted at full size and do not age.

## CONSTRUCTION

### Building Placement

To construct a building, enter Building Mode, select a structure, position your cursor on the map so that the building lights up green, and click to place. If the building stays red and you cannot position it so that it turns green, it likely means either:

1) You don't have enough money or some other requirement for the building - check the Circle Window for any requirements listed in red.

2) The location in which you're trying to place the building is invalid. Usually this is because the building is too close to existing buildings. It can be especially tricky to place buildings in hilly areas, as the need to level the ground to place your new building often conflicts with the level ground on which other buildings are placed. Buildings may have to be spaced more widely apart in hilly areas.

### Location considerations

Some buildings have special location considerations that will be important in determining where you place them, such as mineral density, agricultural value or crime. When this is the case, an Eye icon will appear at the bottom of the Circle Window. When the eye is opened, the ground in the Main Window will become colored to show the rating (using the same coloring scheme as used in Info Mode for the given information type). If you're not sure what overlay is being shown, move the mouse over the eye for hover help. Sometimes the colors can be a distraction - click on the eye to toggle it closed, which turns off the colors.

## Construction Management

Once you have placed the building, a yellow ghost version of the building will appear on the construction site. The building must be built by laborers- it has no effect until it is fully completed. Over time, laborers will clear any trees, level the ground, and construct the building. The yellow building will become solid as it is built and finally becomes full colour and open for business when it is finished.

### Laborers:

The laborers are dispatched from your construction office. To speed construction, make sure your construction office is fully staffed, and consider building additional construction offices as soon as possible.

### Build priority:

If you have multiple buildings under construction, the laborers will typically work on the one closest to their office first. To change their priorities, click on an uncompleted building. You'll see a set of green arrows indicating construction priority - make one building high priority and another low priority.

### Cancelling construction:

Should you change your mind while the building is under construction, a red X button in the bottom left corner of the building's information panel can be used to cancel construction and regain part of your investment, based on how much of the building has been built. If no construction has begun, you'll get all your money back,

### Construction Considerations

A wise leader must weigh many considerations when deciding on a new location to be used as a construction site for a facility. We recommend the application of the following guidelines in site location. "Flat sites are better." The slope of the land in a site is important to whether a building should be developed there. Laborers will attempt to level the ground in order to create a proper plot of land on which to lay a foundation. This causes a delay in construction, adding time to the overall project. A flat site will allow for faster construction. Similarly, in a few cases the grade of the land coupled with already present neighboring buildings may create a location inaccessible to some buildings. Attempting to place a smaller building on the site should meet with success. Finally, once constructed, a building must be accessible. Citizens forced to traverse extreme slopes will not be able to reach buildings as quickly.

"Lots of trees mean more time to build." The laborers must take time to chop down trees on a plot of land in order to clear it before construction. As with grade levelling, this process takes time, and sites without trees allow for much faster construction. As an extra note, trees near farms and ranches will not be automatically removed during construction (only the trees on the actual building site). The farmers will chop those trees down when they have free time, but not otherwise. The presence of trees in the fields and pastures will create a detrimental affect on the efficiency of the production at those farms and ranches. This guideline should of course be ignored in the placement decision regarding logging camps.

"Long walks mean less efficient workers." As citizens must walk from location to location, a compact and well-planned city layout will create much more efficient traffic flow. If a city is spread out, workers will have to walk farther, thereby depleting their stores of

energy more rapidly and necessitating an earlier departure time from work.

"Take into account building effects." Many buildings, such as the electric power plant, police station, and guard tower, radiate effects on the world around them (electrical availability, crime control, and government control respectively). Be sure you take into account how the new building will affect an area, as well as the affect other buildings may have upon the new structure.

"Agricultural Value determines crop and livestock success." (farms and ranches only) As agriculture is highly dependent on the quality of the soil, we recommend determining the ability of the land to support the types of crops and livestock you wish to use before the creation of a building involved in the production of said products. This information (for overall crop conditions, as well as individual crops and livestock) can be gathered in the Info Mode, under Resources and Environment: Crop Conditions.

Agricultural value is, in turn, based on factors such as soil quality, soil wetness and rainfall, which can similarly be found within the Resources and Environment subgroup.

"Look for electricity." Many buildings require electricity for operation. Similarly, some upgrades to non-electrified buildings require electricity. Make sure these buildings fall within the range of an electric power plant or substation.

## BUILDING ADMINISTRATION

After construction is completed, the President must accept the duty of administration of that building. This may at first appear easy since a selected building's information panel in the Central Control Panel does not contain any tab buttons. All information for a building is contained on a single panel. However, this panel includes a variety of controls, and the amount of control changes from building to building.

### Basic Information

When any building is selected, a square appears on the left of the Central Control Panel, listing information important to that facility. This can include the name of the building, profitability, megawatt usage, and amount of products in the output store, among other information. While a few structures, such as the Electric Substation, only have this basic information panel, the vast majority has at least one of the following control elements.

### Staff Controls:

Most buildings have a staff employed there. This is displayed by a row of small figures at the bottom of the building control panel. When a position is empty, the figure appears as a grey silhouette. When filled, the figure appears as a small version of the employee. This usually takes the form of the type of employee used as staff at the building (i.e. doctors at the clinic) but will sometimes briefly show up as the form of the person accepting a job

before they have arrived at the building. For example, a farmer who changes careers to become a teamster will appear in the teamster office panel as a farmer until he actually arrives at the office.

#### Selecting/Navigating:

As your cursor moves over a filled position, the name of the employee will appear in the Info Bar. To select a person employed at a building, click on the image from the row of employees. The Central Control Panel will change to show the person's information, and the Circle Window will show a moving shot of that citizen.

Firing: To fire an employee, Shift-click on the figure in the staff panel. That position will then be available, though the fired individual is excluded from re-applying for the same job for two years.

#### Limiting Staff Positions:

Clicking on an unfilled, grey silhouette causes a red X to appear over the silhouette and all following silhouettes. Those positions are now unavailable. Clicking on an unavailable position will free up any preceding unavailable positions. Use this ability for some of the buildings that can employ a large number of workers - initially you may not need as many workers at the building as it can accommodate. For instance, a teamster's office can employ up to 8 teamsters, but for the first couple years you will likely need no more than 3.

#### Wages:

A grid of coins to the right of the employee figures shows how much the employees at that facility are being paid. You may change this salary by selecting another coin in the grid, filling up or emptying the salary to that point. The Info Bar will tell you what level a coin represents as your cursor passes over it. The more you pay for a given position, the more likely you are to quickly attract workers to fill that position. Well-paid workers are also happier.

#### Employee Education Level:

If a facility requires employees to be high school or college educated, there will be a mortarboard icon to the left of the silhouettes. A blue mortarboard icon represents high school education, and a green mortarboard represents a college education.

If you do not currently have any properly educated citizens capable of working at the building, a simple click on the mortarboard icon will bring up an approval form for bringing in a qualified employee from off the island. If you grant approval, you will be charged a fee and the qualified person will soon arrive at the dock. While useful early on, over time, this grows expensive, and you'll want to consider building a high school and, eventually, a college.

#### Residency Controls:

Housing and tourist lodging buildings show the adults currently living there. As in the Staff section, this is displayed by a row of small figures, now at the top of the building control panel. When a room is empty, the figure appears as a grey silhouette. When occupied, the figure appears as a small version of the resident or guest. Only adults are displayed here. Minor children live with their parents, but are not shown here.

Unlike the Staff section, you cannot directly limit the rooms available. The number of employees determines room availability. A half-staffed motel, for example, can only fill half its rooms.

#### Evicting:

To evict a resident or guest, Shift-click on the figure in the occupancy panel. That room will then become available. Evicting one person in a family evicts that entire family. You can also quickly empty a building by raising the rents high enough.

#### Special note:

Shack residents cannot be evicted, although you can bulldoze occupied shacks. Shacks left unoccupied for a while tend to collapse (they are not sturdily constructed).

#### Rent and Nightly Fees:

Rent and Nightly Fees are set by the grid of coins to the right of the occupancy silhouettes. This works in the same manner as wages, described above, with one exception. The Rent/Fee section provides a red X'd coin at the bottom left corner, used to set the charge to zero. This allows people to stay free.

#### Service Fees:

Service Fees apply to tourist attractions and entertainment buildings. However, citizens and tourists absolutely cannot be expelled from a service facility.

#### Building Upgrades

Quite a few buildings can be upgraded. When this is the case, the upgrade window(s) will be set in the top of the building control panel. They will be dimmed out prior to upgrading, with a hammer button in the corner of each panel. If you move your cursor over the panel, a detailed description of the benefits will appear in the Info Bar, along with the cost of upgrade. To purchase an upgrade, click on the hammer button. A window prompt will pop up, letting you know whether you may purchase the upgrade at that time. Accepting the upgrade will cause the new additions to appear on the building. Upgrades are built immediately, and do not need laborers. Some upgrades require electricity prior to being built. The Info Bar will notify you of this.

### Pop-Up Building Options

Most buildings have a set of extra options used to set crop type, service quality, work atmosphere, fuel type, or other similar settings. When this is the case, the Pop-Up Options window will sit beneath the Staff and/or Occupancy panels. The current setting will already be displayed, with an arrow sitting on the right side. Clicking on the arrow or the selected option will cause a list of options to pop up. As your cursor passes over an option, a detailed explanation of the resulting affects will appear in the Info Bar.

### Tourist Off-Shore Accounts (Bank only)

This control is only available to the bank while the Tourist OffShore Banking option is active. A new panel containing a grid of check icons will appear above the Staff Control panel. Each check icon represents one tourist's offshore account, and the accounts make money for the Tropicana economy.

### Livestock

The cattle and goat ranches display the livestock in what should by now be a familiar manner. The possible cattle or goats are shown as grayed-out livestock silhouettes. As the cattle and goats are raised and produce more offspring, the silhouettes will fill in to display the population. The Info Bar provides the name as the cursor moves over the livestock, and you may select that animal by clicking on the filled silhouette.

## CHAPTER SEVEN ECONOMICS

"I get so tired listening to one million dollars here, one million dollars there; it's so petty." -Imelda Marcos

Tropico is a small island and must purchase most of what it needs from the outside world, using hard currency. We have but a limited number of ways of raising the hard currency our economy needs:

- 1) Exports (corn, bauxite, lumber, cigars, etc.)
- 2) Tourism
- 3) Foreign aid
- 4) Rents and fees charged against your people.

### EXPORTS

Initially, the bulk of our revenues will come from exporting the products of our island. We can start off with agricultural exports and soon add other base resource exports, such as meats, minerals and logs. Over time, we can develop some local industries, which will allow us to turn these basic resources into much more lucrative manufactured goods (such as making expensive cigars from our local tobacco).

### Production

Early on, you will have to rely heavily on resource harvesting, including farming, mining, logging, ranching and fishing. Once you have built the basic structure (i.e. a farm, etc.), workers at that structure will work on their own, doing their best to maximize production. Farmers will select the best nearby land, and will clear trees as needed. Miners will work the richest deposits, Loggers will cut only full grown trees, starting with the closest. Fishermen will fish deep waters rich in fish.

### Hauling

Over time, the gathered resources will pile up. If you have enough teamsters working, and the building isn't too distant from the teamster's office, a teamster will walk over, and carry a load of resources to the next destination. If teamsters are unavailable, eventually the farmers, miners, etc., will stop their work and haul the goods themselves, but they are much less efficient than teamsters.

### Hauling Destinations:

For the most part, resources will be hauled to the nearest dock, where they will pile up in a queue. Eventually, a freighter will show up, and your dockworkers will haul the goods to the freighter. Then, and only then, will you be paid for the resources.

You don't get any money until the goods are loaded onto the freighter, so it can take a long time between when a crop is first planted and when the revenue shows up in your coffers - so spend carefully, be careful in your spending.

There are a few times when resources are not hauled to docks. If you have a factory that uses the resource in question, the resources will typically be hauled to the factory (unless the factory has an excessively high input queue).

### Food Hauling:

Food also gets special handling. Most of the time, your people will pick up their necessary food supplies directly from the nearest farm, ranch, or fisherman's wharf. Often, a farm that sits especially close to your population centre will see most of its food consumed by the populace, rather than hauled off and sold. Keep in mind that not everything grown at a farm can be used as a food source - tobacco, sugar, and coffee are cash crops only.

A special building, the marketplace, allows somewhat more controlled food supplies. A marketplace is not built to make a profit - it distributes food for free, just as farms and other buildings do. However, it can serve as a depot and distribution centre for food.

Build one in the centre of town, and your people won't have to walk as far for food; if your infrastructure is running smoothly, there should always be a supply of food readily available there (as opposed to farms, which are seasonal, and often have nothing in their output queues.) If a marketplace exists (and has a worker), teamsters will always try to ensure that it has an adequate food supply.

### Industry

The prices for manufactured goods are typically two to three times higher than the prices of the raw resources used to make them. At some point, it would be wise to build a factory or two to capture more hard currency for our products. Once you have built a factory, teamsters will haul goods there (assuming you are producing the necessary raw goods). One unit of a raw resource is converted to one unit of finished manufactured goods. The more workers you have at the factory, and the more skilled your workers are, the faster the goods will be converted.

A word of caution, All factories employ factory workers, a position that demands a high school education. While it is possible to hire some high school educated workers from overseas, this quickly grows expensive. Consider building a high school before you build your first factory.

The available factories are:

- Cannery - Cans fish, pineapples, or coffee, for higher export prices.
- Lumber Mill - Converts raw logs into finished lumber.
- Jewelry Factory - Converts gold into jewelry.
- Rum Distillery - Converts sugar into rum.
- Cigar Factory - Converts tobacco into cigars.
- Furniture Factory - Converts lumber into furniture

## TOURISM

Tourism can be the most lucrative industry on the island, and for the most part, you don't even need a particularly educated population. What you will need is a lot of capital and a lot of laborers to build the infrastructure, plus an attractive corner of your island, with a nice beach, and relatively unspoiled by pollution and crime.

As soon as you have some form of hotel for tourists to stay at, they will start finding ways to come to the shores of your island paradise to spend time (and money) having fun in the sun. Tourism is a very lucrative business, but not one without its problems.

### Tourists

Tourists know what they like. They will rate your island and its attractions. Those ratings will determine how many and what kind of new tourists vacation in Tropicco. For more information on this process, see Chapter 5: People. Tourists have varying levels of wealth, and the better you develop your tourist industry, the more likely it is that you will attract wealthier tourists. In general, better hotels attract wealthier tourists, but there are other factors that affect this as well.

#### Cheap tourists:

The poor slobs who stay at the cheap hotels are much easier to please but don't have as much money to spend. Before you write them off, consider that the lower standards mean that you can attract large crowds of this class of tourist without nearly as much investment or maintenance costs.

#### Wealthy tourists:

These tourists stay at luxury hotels and have gobs of Yanqui dollars to pour into your economy. They do, however, demand a much higher standard. The area immediately around the hotel will need to have very low crime, low pollution, an absence of any unattractive shacks and other detritus of daily Tropicco life, and a wide variety of upscale tourist attractions to draw the cocktail crowd. If you don't meet that standard, they and their cash will go elsewhere. If you can afford to treat them to a little tropical heaven, it will be well worth it.

### How tourists arrive:

Tourists can arrive by yacht if your ports are set to allow them in. This allows entry that doesn't cost you any investment. The other option is to build an airport. The airport is a big investment of both money and space, but has three advantages. First, it draws wealthier tourists. Second, you get to make money off the tickets. Finally, you can fly the tourists into the middle of the island, away from the hustle and bustle of a dirty city or industrial dock, and have them walk immediately to a nearby hotel.

## FOREIGN AID

Wealthier nations are often inclined to simply give money to Tropico in the form of foreign aid. Sometimes, this is driven by their humanitarian natures. Most often, it is rather more coldly calculated - a major power will give money to us only if we maintain good relations with them. Often, it is worth your time and money to improve relations (through edicts, through the foreign ministry, or by making the capitalist or communist factions happy). A small investment in foreign relations will often yield a big payoff in foreign aid. Moreover, as Tropico's population grows, aid grants will tend to grow as well. If we should achieve a population of 500 or more, foreign aid can amount to vast sums of money. For more information, see Chapter 8 - Politics.

## RENTS AND FEES

All government-built residences and entertainment facilities have the ability to charge a fee. Whether you charge this fee, and how much, is completely up to you. Remember, though, that your populace can only pay for what they can afford. A family will spend no more than one-third of its monthly income on rent, and an individual will spend no more than his or her monthly salary on entertainment (salaries are pooled for rent, but not for entertainment). When your economy is doing well, you may even feel so benevolent as to provide free housing and entertainment. Details on fee and rent setting can be found in Chapter 6: Buildings.

## EXPENSES

In order to keep the clockwork of your island ticking, you will constantly have to spend a large amount of your government's treasury. A short list of expenses includes:

### Employee wages

People don't work for free. The export of cigars, for example, is still dependent on the farmers who raise the tobacco, the factory workers who roll the cigars, the teamsters who move the cigars to the dock and the dock workers who load the freighters. All of these workers demand a salary. The more educated a worker is, the higher the salary he or she will expect. If salaries are low all over your island, your people will grow unhappy, and many of your most skilled workers will emigrate away.

### Building Construction

All buildings cost money, and some of them are downright expensive. The same goes for the upgrades you can purchase for a few of the buildings. But without this initial investment, you can't make more money.

### Building Maintenance

All buildings, even ones without a staff or income potential, cost a monthly fee to maintain. Some buildings have a set maintenance cost, while others give you some control through the different settings in the Building Options available when the building is selected. Edicts or the characteristics of your personal profile can also sometimes influence maintenance fees.

### Edicts and special actions

Almost all edicts cost money to issue, and a few cost money to keep in place. Like buildings, if you pick your edicts wisely, the benefits will easily make the cost worthwhile. Likewise, some special actions such as attracting educated workers will cost money as well.

## SWISS BANK ACCOUNTS

There are two principal means of ensuring a fat Swiss bank account.

First, you may issue the edict 'El Presidenté's Special Building Permit' - which siphons off a portion of all construction costs to your numbered account. This can be done very early in your regime.

A more lucrative second option is the use of your own bank on Tropico to transfer money to Switzerland. You'll probably want to wait until your economy is in full swing, as you'll need college-educated bankers (expensive to train and employ), the bank itself (expensive to build), and free cash in your treasury to launder. Once you have got the money to develop this option, though, all you have to do is choose the 'Presidential Slush Fund' option at the bank, and soon you'll be watching your Swiss account grow nicely (to the detriment of Tropico's national treasury).

## CHAPTER EIGHT: POLITICS

Political power grows from the barrel of a gun. -Chairman Mao Zedong

You will face the individual views of the people, the unified views of the factions, armed rebels hiding in the forests and the often-meddlesome pressures of foreign powers. In response, you can exert control over them through buildings and edicts. You will have to face elections. You will face violent take-overs. At best, you will have some people constantly upset with you. At worst, you will find yourself stripped of your title, your power, and even your homeland. The best manner of keeping things going smoothly is to keep your people happy. Failing that, avoid free elections (unhappy voters will vote against you), and avoid uprisings by keeping a strong military (and don't forget to keep the military happy).

A large part of a person's happiness is determined by their housing and job - but those elements are discussed elsewhere in this guidebook.

However, the peoples' respect for you is one of the most important components of happiness, and is almost entirely determined by politics - specifically, by the factions which people ally with, and your relations with those factions.

### INTERNAL POLITICS (FACTIONS)

People associate with at least one faction on your island, and sometimes several. The factions are simply large blocs of people with common interests.

#### The Factions

##### Capitalists:

Typically one of the smaller factions, capitalists are nonetheless quite important. Your relations with the U.S. are determined in large measure based on how your local capitalists view you. The capitalists look for wealth and prosperity, particularly for the favored elite. They have nothing against social programs for the poor, but frankly, they just don't care whether the poor are well treated or not. Make sure all your educated citizens have good housing and adequate entertainment. Pay your elite well, make sure the economy grows nicely, and also make sure your economy develops high profit sectors such as industry and tourism.

##### Communists:

On a relatively underdeveloped island such as Tropico, with large numbers of uneducated peasants, the promise of communism has wide appeal. Look for the communists to be one of the largest factions. Your relationship with the communists also largely determines your relationship with Russia. The communists don't like income disparity - if you pay your elite much more than your common workers, they will be upset. They also dislike

unemployment, and want to see all workers living in at least decent housing (i.e. anything but shacks).

##### Intellectuals:

The intellectuals are typically a smaller faction, but if you upset them, you risk seeing some of your brightest, best-trained workers emigrate off of Tropico. Intellectuals want high liberty on your island - a free democracy and minimal military thuggery. They also want a high school and college as soon as the island is populated enough to support them, and they like to see a relatively high average education level for all citizens.

##### Religious:

A large portion of your population holds deep religious beliefs. They want to see a church built quickly, and a cathedral reasonably soon. This faction keys on the average religion quality on the island. Many of the more morally ambiguous character traits and edicts displease this faction.

##### Militarists:

The militarists are a mid-sized faction, but since these folks have most of the firepower on the island, heed them well. Pay your soldiers well and have an army that grows nicely along with the rest of your island. Add an armory and a general when feasible, and you will have a happy militarist faction.

##### Environmentalists:

Presidenté, hard as it may be to believe, there are a few among your citizens who believe that your island's trees and jungles should stay intact, rather than being cut down and sold to lumber mills. Strangely, they also think the air looks and smells nicer when you don't have smokestacks belching pollution across your entire island. Keep your environment clean, and you will please this group.

#### Faction Leaders

Each faction has a designated leader (in the almanac, click on Politics - View Factions - Communists to see the local communist leader.) This leader's personal happiness has a significant impact on that faction's attitudes towards you. Late in your rule, when each of the 6 faction leaders may influence hundreds of supporters each, pay special care to these leaders - make sure they have good jobs and houses, bribe them if necessary, and generally make them as happy as possible.

##### Rebels

If your citizens become too upset, they have the option to join the rebellion. These traitors slink off to the woods, put on their camouflage pants and red berets, and disappear. After sneaking off, the rebels are invisible until they come close to a building or soldier. The other rebels will arm the new recruits with rifles. As the rebels grow in strength, they

will launch attacks on outlying structures on your island. As quickly as they have destroyed a building, they fade back into the woods.

But the real danger is if the rebels should become so strong that they can boldly march into town and attack your palace. If they should win such a battle, you will have to make a rapid exit from Tropico. To avoid this, keep your people happy and hold free elections, so that they feel no need to become rebels. If that fails, have plenty of soldiers to defend the island.

If your society can improve and meet the requests of the rebels, it is possible to convince the rebels to rejoin society. It won't be easy, but if your island's overall happiness has significantly improved, some rebels may lay down their arms, especially if you issue the Amnesty edict. The courage of the rebels (and happiness of the soldiers) is to a large degree determined by the ratio of rebels to soldiers on your island.

## ELECTIONS

"The best argument against democracy is a five minute talk with the average voter."  
-Winston Churchill

Your populace will demand elections approximately every five to nine years. How strongly they demand the elections and how you handle them will be determined by their expectation of democracy. Imagine the dismay in a country such as the United States, with a democratic tradition going back to the 18th century, if the president there cancelled elections - there would be immediate riots. With less tradition of democracy here on Tropico, you have more flexibility - and the lower the expectations, the less the reaction will be if elections are cancelled or perhaps, are less than fully honest.

When the time comes to hold an election, the people will let you know by way of an official letter, which you are expected to respond to with a refusal or acceptance of the proposed election. There is another option, though - if you feel the population is especially happy at a point in time, you can call a special election (via the 'Special Election' edict), which, if you win, will reset the clock, so that the people won't demand another election for many years. Either way, once the call is put out for an election, it follows the same pattern of operation.

### Opposing Candidates

When an election is ordered, you are informed of your opposing candidate. The candidate will typically be a strong leader and one of the most ambitious of your detractors. As your population grows, the chance of having a particularly strong opponent increases. The main window automatically centers on and follows the opponent.

### The Voters Decide

Voters make their own decision for or against you. If they are happy overall, they're more inclined to vote for you. If your opponent is a strong leader, or is of the same faction as the voter, they might lean towards your opponent. For the first decade or so of your regime, the voters are inclined to cut you extra slack, and will lean towards voting for you, even if they are not particularly happy.

### Estimated Support Chart

Until the election takes place, the Circle Window will display a chart showing the estimated opinions of your people. The green side of the chart displays the number of people expected to vote for you, and the red side against you. Lines at the outer edges represent strong supporters or detractors, while the centre of the graph shows people who only mildly support a candidate. The graph will change each month to reflect the current polls, and may at times change drastically. It is important to remember that this graph shows only the expected voter performance, and the final vote may be different.

### Deadline

After you are notified of your running mate, you have one year in which to prepare for Election Day. You may carry on with what you were doing if you are sure of yourself. If not, you can try enacting new edicts, raising pay, making bribes or any other actions in the hopes of influencing the voters.

### Fair or Foul

One month before the election, you have a choice to make. Your advisors will present you with a letter explaining the expected election results and the Estimated Support Chart will appear in the Circle Window. They then ask whether you wish to have a fair election or a somewhat "biased" one. If you choose a fair election, voting day will carry on as usual and your future will be in the hands of the people. If you choose for the shadier route and rig the election, your chances of victory increase greatly (though even a rigged election may not be successful if there is massive resentment of you). Unfortunately, your people generally have some knowledge of an unfair election, and the more fraud that is necessary, the greater the scorn from the people, especially the intellectual faction.

### If You Fear You Will Lose...

What if you accept the proposal for election, but then change your mind before the day of election? Issue the Martial Law edict. Martial Law stops an upcoming election from taking place unless you are required to have free elections.

Another alternative is to eliminate your opponent, put him behind bars, or declare him a heretic. When any of these acts is successful against your opponent, the voters feel intimidated, especially those with average or less Courage and Intelligence. They are more likely to vote for you now. This should swing the Estimated Support Chart more in your favor, although the people will not respect you as much.

### And the Winner Is

One year after the election proclamation was issued, Election Day occurs. If you win (by fair means or not) you will be told so, and life will carry on. If you lose, you will find yourself on a lonely rowboat, with a view of the fading island in the background. You have lost your chance at greatness.

## FOREIGN POLITICS

The U.S. and Russia will be looking over your shoulder, often giving support or opposition to your policies. Please them by winning the favor of the local capitalists or communists, respectively. The U.S. also likes to see free elections in Tropico - Russia is not so particular.

### Foreign Military Bases

If your relations with one of the major powers are especially good, you may form a military alliance with them (through the Alliance edict). That power will immediately construct a military base on your island (they do this on their own - you have no control over its location). In return for this, the power will pay you an annual rental fee, and the presence of its soldiers on your soil prevents the opposite power from invading. However, the power with the base on your island also seeks to protect its base, and is more inclined to invade if relations start to go sour.

Be warned that if a foreign military base is constructed, your new ally will at times make some demands of you. If you fail to comply, you will receive less rent from the superpower.

### Foreign Gunboat Presence

If the U.S. or Russia is disturbed enough by your government policies, they have the option to send gunboats to the waters off your shores (Russia will only do this if it already has a military base on Tropico). You will see the gunboats patrolling the area and will get a message alerting you to that foreign power's distress with your administration. If you fail to improve your policies and anger the world power enough, they will launch an attack on your shores. Presidenté, as mighty as you are, you simply cannot stand up to an invasion by the U.S. or Russia, and such an invasion will cause an immediate end to your regime and a hasty exile for you.

## UPRISINGS, COUPS, AND REBELLIONS

"You can make a throne of bayonets, but you can't sit on it for long." -Boris Yeltsin

Have you been able to keep your people under control? If not, your rule will eventually come down to one result- violent opposition. You have to keep up with all sides, for this violence could come from the people, the military, or armed rebels.

### Protest

The first sign of trouble from your citizenry is usually individual street protests. Particularly angry citizens will run around the streets, shaking their fists in anger, and trying to stir up a reaction from their fellow Tropicans. Be careful, the protest disease spreads quickly - protesters can cause nearby citizens who were only mildly upset to grow angry as well, and join in the protests. Sometimes, this can lead to a full-fledged uprising.

### Uprisings

If enough people are angry, your people may stage a sudden uprising. This is resolved fairly quickly. All adults make up their minds to join the uprising, actively oppose it, or simply to run and hide until it's over. Supporters will wave a flag over their heads to show their loyalty to the government, while opponents will have a burning flag overhead. Your supporters and opponents will converge on your palace. Typically they will initially fight each other, and if your opponents beat off most of your supporters, they will then attack the palace. If the palace can be sufficiently damaged, you will have no choice but to flee Tropico forever. The odds will be against the civilians, but enough of them might be able to overtake your guards and destroy the palace. If not, you will still lose a large portion of your labor force - Uprisings are to be avoided if possible.

### Coup d'Etat

Yes, your own military could turn on you. It's hard to protect yourself from your own military forces, so this is one consequence you want to avoid. You won't be left defenseless: in a coup, the military will split into two groups, those who support you and those who want you out of power. The two sides will fight, and you'll watch as the fate of your regime is decided.

### Rebellion

If the rebels hiding in the forests become brave and numerous enough, they will come pouring out of the trees and run to the palace, shooting as they come. When they reach the palace, they will confront your own military. A full-scale battle will break out as the rebels in their red berets try to send you packing. Some of your less loyal soldiers may choose to run away. Coward's!!!

### Prevention

Presidenté, please note that most of these citizen actions can be curtailed if you have a strong military that creates a strong sense of government control. Indeed, you can see the overall level of government control in the Info Mode, as one available overlay. Even an angry citizen is unlikely to act if there are armed government soldiers on every street corner. This will also dissuade citizens from becoming rebels, and will help fight off such rebels as already exist.

However, the one faction that still threatens a heavily defended Presidenté is the army itself. A coup d'etat remains a threat, indeed it may become a bigger threat. Make sure

your soldiers are well paid and generally happy.

## CHAPTER NINE STRATEGIES

Here are a few suggestions to help you rule more effectively.

### Character traits

Choose your character traits wisely. Some produce relatively immediate payoffs (a free building, like the foreign ministry from the diplomatic trait, or annual stipends, if you're 'Installed By The CIA'). Others produce economic benefits much further down the road (the extra rum revenue that a 'Booze Baron' gets is useless for some time, as rum distilleries are difficult to build - but later, this is extremely lucrative). Many have political impacts that may save your bacon as your population grows restless. If you plan on building a tourist industry, consider the 'Green Thumb' trait - the lower pollution is a nice bonus for tourism.

### Making money

Early on, your priority should be making money. Convert perhaps two of your farms to lucrative cash crops (tobacco, sugar, coffee, maybe pineapples). Spend some of your starting money on one or two more cash generating enterprises. Choose a mine if there are good nearby mineral deposits, a logging camp if there are dense trees nearby, or perhaps a ranch if there is a large cleared area you don't plan to use for anything else (beware, though, it takes a while to build up the good sized herd necessary for a profitable ranch)

### Second construction office

You'll want to build a second construction office relatively early to allow more laborers and faster building. Conversely, for the first couple years, you won't have any goods to move around or ship out, so cut down on your number of teamsters and dockworkers (leave at least one of each, though). After a couple years, start gradually increasing the worker count at these buildings.

### Basic social services

Once you've got a steady stream of revenue, you'll want to rapidly put in place at least the basic social services - some decent housing, a church, a pub, and, when you can afford it, a health clinic. Consider building a high school to start training your workers.

### Increase your income

Start increasing your income further by building a factory or two, or by starting a nascent tourism industry. With tourism, don't aim too high, too early. Start with a cheap hotel and a couple of cheap attractions (beach sites are great for starters). Over time, re-invest the profits to allow nicer tourist enclaves, and don't build eyesores within sight of the tourist areas.

### Clean elections

If possible, try to have fair and free elections. They'll give your people a greater sense of liberty, making them happier, helping you to keep winning elections. Conversely, once you upset your people, it can be hard to bounce back. If necessary, follow an oppressive path with plenty of soldiers - just keep your soldiers well paid and loyal.

### Worker productivity

Remember that your people do two things that slow down their productivity. They eat and sleep. Neither thing do they do on the job so they wander away from work to do both. The farther they have to travel the slower they will return to the real task at hand. Laying out your city with an eye on travel times will improve your production greatly. Consider centralized market place locations and keeping adequate housing near all major employers.

### Build roads

Since travel is the productivity killer, it is important to note the use of roads. Tropicans are generally lazy and will cut corners while walking. They also go faster down hill than up, for obvious reasons. When the terrain type is rough or grade of the land is steep you will find people will generally follow roads the most. Additionally, if the grade of the ground is such that a Tropician will not normally use it, build a road through it, you will see that they will then travel over this new section despite it's difficult slope. This is of particular interest near the docks.

### Educate the workers

Education is the lifeblood of high profit industries on Tropic. Hiring one to three high school educated workers from off the island isn't too bad; however the cost becomes quickly prohibitive when you need to staff several factories. It's better to invest in education to solve these needs. There will be bad enough blood with them if they have to complain and a high school will do much to improve your island as a whole.

### Variety, not quantity

Tropico is not the United States of America. More is not always better. A second high school, college or cathedral is rarely necessary. When building entertainment structures, focus on variety, and not multiple pubs or restaurants. Always consider the buildings you create carefully as each one has some impact, try to make it the most productive.

### Factory upgrades

It's easy to overlook a building upgrade but the improvements they provide can be huge! Most upgrades are cheaper than new buildings but offer everything from improved worker happiness to entirely new product production. Many of the factory upgrades require electricity - so think about adding an electrical plant once you're well established.

## Landscaping

People move around the island on their own and absorb the effects of the surrounding area. If the areas they go through daily are even slightly positive, it will have a good pay off to daily attitude improvement.

## What's on the CD

The appendices, which cover Building Types, People, Presidente Traits, and Edicts, are located on the CD. You can view these section with the Acrobat reader, which is included on the CD.

For more information and tips, refer to the BradyGames official guide to Tropico, which is also included on the CD, and an unofficial addendum to the BradyGuide that covers the Paradise Island expansion.

Finally, if you're interested in finding out how Tropico was made, watch the video documentary included on the CD entitled Tropico: Behind the Game.

## Appendix A BUILDING TYPES HOUSING

Shack	Special
	Not available for construction Built automatically by citizens. Can be bulldozed. Houses 1 family Base Housing Quality : 5

Country House \$500	Requirements ----- Upgrades ----- Income From Rent ----- Options ----- Staff -----	Notes Houses 1 family Base Housing Quality : 50 2 variations
		

House \$1,000	Requirements ----- Upgrades ----- Income From Rent ----- Options ----- Staff -----	Notes Houses 1 family Base Housing Quality : 70 3 variations.
		

Luxury House \$2,000	Requirements Electricity (2 Mw) Upgrades ----- Income Rent ----- Options ----- Staff -----	Notes Houses 1 family Base Housing Quality : 95
		

Tenement \$4,000	Requirements ----- Upgrades ----- Income Rent ----- Options Normal Maintenance Roach Patrol	Staff ----- Notes Houses 12 families Base Housing Quality : 3
		

Apartment \$5,000	Requirements ----- Upgrades ----- Income Rent ----- Options Normal Maintenance Roach Patrol	Staff ----- Notes Houses 6 families Base Housing Quality : 60
		

	Condominium \$6,000	Requirements Upgrades Income Options Maintenance	Electricity ----- Rent Normal Roach Patrol Tourist Time-Share	Staff Notes	2 Maids if Time-Share Houses 4 families Base Housing Quality : 85 Serves as Tourist Accommodation if Time-Share

	Bunkhouse \$350	Requirements Upgrades Income Options Maintenance	----- ----- Rent Normal Roach Patrol	Staff Notes	----- Houses 2 families Base Housing Quality : 25

## INDUSTRY

	Lumber Mill \$5,000	Requirements Upgrades	Logging camp Sawdust Burner \$2,000. Power Saw \$2,000 + 10 Mw Electricity. Log Debarker \$3,000 + 5 Mw Electricity	Income Options Staff Notes	Refinement of logs into lumber Sweat Shop Easy-Does-It 5 Factory Workers -----

	Cannery \$15,000	Requirements Upgrades Income	----- Packing House \$3,000. Flash Freezer \$3,500 + 10 Mw Electricity Refinement of fish, pineapple, coffee into canned fish,	Options Staff Notes	canned pineapple, canned coffee Sweat Shop Easy-Does-It 8 Factory Workers -----

	Cigar Factory \$10,000	Requirements Upgrades	----- Climate Control \$6,000 + 5 Mw Electricity Auto-roller \$12,000 + 10 Mw Electricity Skylights \$5,000	Income Options Staff Notes	Refinement of tobacco into cigars Sweat Shop Easy-Does-It 8 Factory Workers -----

	Jewelry Factory \$13,000	Requirements Upgrades Income	----- Skylights \$3,000 Jeweler's Guild \$5,000. Finishing Shop \$16,000 + 10 Mw Electricity Refinement of	Options Staff Notes	gold into jewelry Sweat Shop Easy-Does-It 6 Factory Workers -----

	Rum Distillery \$22,000	Requirements Upgrades	----- Flavoring Facility \$15,000. Mulching Machinery \$10,000 + 15 Mw Electricity	Income Options Staff Notes	Refinement of sugar into rum Sweat Shop Easy-Does-It 12 Factory Workers -----

	Furniture Factory \$17,000	Requirements Upgrades	Lumber Mill Exhaust Fans \$5,000 + 5 Mw Electricity Machining Center \$8,000 + 15 Mw Electricity	Income Options Staff Notes	Refinement of Lumber into furniture Sweat Shop Easy-Does-It 8 Factory Workers

## FARMING AND MINING

	Farm \$1,000	Requirements Upgrades Income Options	----- ----- Crop Production Corn, Pineapple Coffee, Sugar	Staff Notes	Tobacco, Papaya Bananas 4 Farmers Soil quality for selected crop

	Ranch \$750	Requirements Upgrades Income	----- Smoke House \$2,000 Livestock production	Options Staff Notes	Cattle, Goats 2 Farmers Land quality for cattle/goats

	Fisherman's Wharf \$3,000	Requirements Upgrades Income Options	Must be placed on shoreline ----- Fishing Clean Waste Disposal. Back to	Staff Notes	the Sea 4 Fishermen Variations for N/S/E/W Fishing quality

	Logging Camp \$1,500	Requirements Upgrades Income	----- Tool Shop \$3,000 Horticulture Station \$1,500 Logging	Options Staff Notes	Clear Cut Selective Harvest 8 Lumberjacks -----

Mine \$3,000 	Requirements Upgrades Income Options	----- ----- Crusher \$1,500 + 5 Mw Electricity Separator \$5,000 + 10 Mw Electricity Screener \$3,000 +	Options Staff Notes	10 Mw Electricity Iron, Bauxite, Gold All Metals 8 Miners Density for selected metal on map
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## TOURISM

Bungalow \$400 	Requirements Upgrades Income Options	----- ----- Nightly Rate Auto-fee (50-100% occupancy). Manual Fee	Staff Notes	1 Maid 1 couple occupancy. Base Tourism Quality: 70. Middle-class Tourism rating of area.
---	---	---	----------------	--

Cheap Hotel \$3,000 	Requirements Upgrades Income Options	----- ----- Nightly Rate Auto-fee (50-100% occupancy). Manual Fee	Staff	10 couple occupancy. Base Tourism Quality: 30. Low-class Tourism rating of area.
---	---	---	-------	--

Hotel \$5,000 	Requirements Upgrades Income Options	----- ----- Nightly Rate Auto-fee (50-100% occupancy). Manual Fee	Staff	12 couple occupancy. Base Tourism Quality: 50. Middle-class Tourism rating of area.
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Luxury Hotel \$12,000 	Requirements Upgrades Income Options	----- ----- Nightly Rate Auto-fee (50-100% occupancy). Manual Fee	Staff	15 couple occupancy. Base Tourism Quality: 75. High-class Tourism rating of area.
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Pool \$4,000 	Requirements Upgrades Income Options	Any hotel ----- Admission fee No Dress Code Upscale Dress Code	Staff Notes	Base Entertainment Quality: 60. High-class Quality of environment
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Spa \$5,000 	Requirements Upgrades Income Options	Any hotel ----- Admission fee No Dress Code Upscale Dress Code	Staff Notes	3 Attendants 9-person occupancy Base Entertainment Quality: 90
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Scenic Outlook \$1,000 	Requirements Upgrades Income Options	A hotel ----- Admission fee Mimeographed Handout. 4-Color Brochure	Staff	6-person occupancy Base Entertainment Quality: 50. Quality of environment  (very strong correlation to entertainment quality)
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Archaeological Site \$2,000 Research/ Visitor Center 	Requirements Upgrades Income Options	Archaeological Site ----- Admission fee Mimeographed Handout. 4-Color Brochure	Staff	10-person occupancy Base Entertainment Quality: 70. Must be upgraded onto Archaeological Site
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Souvenir Shop \$1,250 	Requirements Upgrades Income Options	Any hotel ----- Tourist Purchases T-shirts Arts and Crafts	Staff Notes	2 Shopkeepers 10-person occupancy Base Entertainment Quality: 35
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Beach Site \$500 	Requirements Upgrades Income Options	Any hotel ----- Admission fee No Dress Code Upscale Dress Code	Staff Notes	Base Entertainment Quality: 50 Quality of environment Variations for N/S/E/W
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Marina \$6,000 	Requirements Upgrades Income Options	Any hotel, must be placed on shoreline ----- Admission fee Boat Tours Charter Fishing	Staff	10-person occupancy Base Entertainment Quality: 80 Variations for N/S/E/W Quality of environment
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Nature Reserve \$1,500	Requirements Upgrades Income Options	Any hotel ----- Admission fee Mimeographed Handout 4-Color Brochure 1 Professor	Notes	8-person occupancy Base Entertainment Quality: 60 Quality of environment
	Staff			

Duty Free Shop \$2,000	Requirements Upgrades Income Options	Any hotel, any factory ----- Tourist purchases Legal-Limit Sales Unlimited Sales 3 Shopkeepers	Notes	9-person occupancy Base Entertainment Quality: 55
	Staff			

Tennis Court \$4,000	Requirements Upgrades Income Options	Any hotel ----- Admission fee No Dress Code Upscale Dress Code 1 Attendant	Notes	8-person occupancy Base Entertainment Quality: 75 Quality of environment
	Staff			

Miniature Golf \$3,000	Requirements Upgrades Income Options	Any hotel ----- Admission fee No Dress Code Upscale Dress Code 2 Attendants	Notes	12-person occupancy Base Entertainment Quality: 55
	Staff			

Colonial Fort Artifact Dig \$1,500	Requirements Upgrades Income Options	Colonial Fort ----- Admission fee Display Room Private Artifact Auction 2 Professors	Notes	6-person occupancy Base Entertainment Quality: 45  One of three mutually exclusive developments of Colonial Fort
	Staff			

Beach Villa \$4,000	Requirements Upgrades Income Options	Electricity (3 Mw) must be placed near shoreline ----- Nightly Rate Auto Fee (50-100%)	Staff	occupancy) Manual Fee 1 Maid 2-couple occupancy Base Tourism Quality: 100
				

## ENTERTAINMENT

Pub \$800	Requirements Upgrades Income Options	----- ----- Meal/Drinks Charge No Dress Code Upscale Dress Code	Staff Notes	2 Barmaids 8 couple occupancy. Base Entertainment Quality: 35
				

Night Club \$4,000	Requirements Upgrades Income Options	Pub Electricity (8 Mw) ----- Admission Fee No Dress Code Upscale Dress Code	Staff Notes	4 Barmaids 15 couple occupancy. Base Entertainment Quality: 70
				

Restaurant \$2,000	Requirements Upgrades Income Options	----- ----- Meal Charge Paper Placements Cloth Napkins Linen Tablecloths	Staff Notes	2 Cooks 10 couple occupancy. Base Entertainment Quality: 40  Primary purpose is entertainment, not food - though Tropicans will eat meals there occasionally
				

Gourmet Restaurant \$3,000	Requirements Upgrades Income Options	Restaurant Electricity (5 Mw) ----- Meal Charge Paper Placements Cloth Napkins Linen Tablecloths	Staff Notes	4 Cooks 12 couple occupancy. Base Entertainment Quality: 80  Primary purpose is entertainment, not food - though Tropicans will eat meals there occasionally
				

Sports Complex \$25,000	Requirements Upgrades Income Options	Electricity (20 Mw) ----- Admission Fee No Booze Allowed Drunk and Disorderly	Staff Notes	6 Athletes 24 couple occupancy. Base Entertainment Quality: 60
				

Casino \$10,000	Requirements Upgrades Income Options	Electricity (25 Mw) ----- Admission Fee Nickel Slot Machines	Staff Notes	Black Jack, Baccarat 4 Pitbosses 9 couple occupancy. Base Entertainment Quality: 55
				

Cabaret \$4,000	Requirements Upgrades Income Options	----- ----- Admission Fee No Dress Code Upscale Dress Code	Staff Notes	3 Showgirls 9-person occupancy. Base Entertainment Quality: 60
				

Movie Theater \$3,000	Requirements Upgrades Income Options	Electricity (2 Mw) ----- Admission fee World Premieres The Pope says Two Thumbs Up! Hollywood Classics Russian Epics	Staff Notes	El Presidente's Home Movies 3 Attendants 15-person occupancy Base Entertainment Quality: 45 Only four allowed per island+
				

El Presidente's Childhood Home \$2,000	Requirements Upgrades Income Options	----- ----- Admission fee Loudspeakers Presidential Retirement Fund 2 Shopkeepers	Staff	Notes 6-person occupancy Base Entertainment Quality: 40 Only two allowed per Island
				

Colonial Fort Museum \$2,500	Requirements Upgrades Income Options	Colonial Fort ----- Admission fee Mimeographed Handout 4-Color Brochure 3 Teachers	Staff	Notes 12-person occupancy Base Entertainment Quality: 55 One of three mutually exclusive developments of Colonial Fort
				

Conservatory \$3,000	Requirements Upgrades Income Options	Electricity (4 Mw) ----- Admission fee Mimeographed Handout 4-Color Brochure 2 Professors	Staff	Notes 10-person occupancy Base Entertainment Quality: 50 Quality of environment
				

## GOVERNMENT

Palace	Special Pre-existing Building Income Options	see Notes Normal Training Special Op Training 4 Soldiers If palace is captured	Staff Notes	or destroyed, your regime is done - you must flee. Soldiers exert government control, reducing uprising risk, and fight rebels.
				

Armory \$3,000	Requirements Upgrades Income Options	----- ----- ----- Normal Training Special Op Training	Staff	Notes Generals allow building of guard stations. Generals can also fight like regular soldiers.
				

Immigration Office \$2,500	Requirements Upgrades Income Options Immigration	----- ----- ----- Open-Door  Skilled Workers Welcome Tropico First Love It or Leave It Nobody Gets Out of	Staff Notes	Notes Here Alive 2 Bureaucrats Only one Allowed per Island  The more bureaucrats working here, and the higher their skill level, the greater the immigration impact.
				

Radio Station \$10,000	Requirements Upgrades Income Options	Electricity (10 Mw) ----- ----- El Presidente, All Day, Radio Free Tropico, Menudo's Greatest Hits, Baja Bachata, Ossified Opera	Staff Notes	Notes 2 Journalists Only four allowed per Island. Radius of Influence  The more journalists working here, and the higher their skill level, the greater the impact.
				

Newspaper \$7,000	Requirements Upgrades Income Options	----- ----- ----- El Presidente's Picayune Free Press and Dispatch Voice of the Workers Financial Times Soldado de Fortuna	Staff Notes	Notes The Word of God Coupons n' More 3 Journalists Only five allowed per Island. Radius of Influence  The more journalists working here, and the higher their skill level, the greater the impact.
				

TV Station \$15,000	Requirements Upgrades Income Options	Electricity (15 Mw) ----- ----- Your Government, Your Friend Learning with Larry Yanqui Sitcoms 24 Hour Sumo Wrestling	Staff Notes	Notes Russian Soap Operas 3 Journalists Only six allowed per Island. Radius of Influence  The more journalists working here, and the higher their skill level, the greater the impact.
				

Diplomatic Ministry \$5,000	Requirements Upgrades Income Options Policies Staff Notes	Electric Power Plant ----- ----- Neutral Policies Pro-American  Pro-Russian Policies 3 Bureaucrats Only one Allowed	per Island. The more bureaucrats working here, and the higher their skill level, the greater the foreign policy/ attitude impact.
			

Police Station \$2,000	Requirements Upgrades Income Options Staff	----- ----- ----- Normal Training Special Op Training 6 Policemen	Notes Police station itself reduces crime slightly. Policemen patrol nearby areas, reducing crime more.
			

Guard Station \$1,500	Requirements Upgrades Income Options	At least one working general per guard station. ----- ----- Normal Training	Staff Notes Special Op Training 3 Soldiers Soldiers exert government control, reducing uprising risk, and fight rebels.
			

Army Base \$10,000	Requirements Upgrades Income Options Staff	Army ----- ----- Normal Training Special-Op Training 3 Generals	Notes Houses 15 military families Base Housing Quality: 75  Exerts government control provides inherent health care, religion and entertainment services
			

Colonial Fort Dungeon \$2,000	Requirements Upgrades Income Options Staff	Colonial Fort ----- ----- Regular Gruel Imitation Gruel 3 Soldiers	Notes 9 inmates Allows use of 'Capture' edict Exerts government control
			

## HUMAN SERVICES

Health Clinic \$3,000	Requirements Upgrades Income Options	----- ----- ----- Preventive Medicine Obstetrics Gerontology	Staff Notes 2 Doctors 8-Patients Occupancy Base Health Care Rating: 50
			

Hospital \$12,000	Requirements Upgrades Income Options	Clinic (15 Mw) Electricity ----- ----- Preventive Medicine Obstetrics Gerontology	Staff Notes 4 Doctors 12-Patients Occupancy Base Health Care Rating: 90
			

Church \$6,000	Requirements Upgrades Income Options Staff	----- ----- ----- ----- 4 Priests	Notes 12-Visitor Occupancy Base Religious Quality Rating: 60
			

Cathedral \$20,000	Requirements Upgrades Income Options Staff	Church ----- ----- ----- 4 Bishops	Notes 16-Visitor Occupancy Base Religious Quality Rating: 95
			

High School \$8,000	Requirements Upgrades Income Options	----- ----- ----- General Education Parochial Education Military Education	Staff Notes Occupancy 6 Teachers 12-Student
			

College \$12,000	Requirements Upgrades Income Options	High School ----- ----- General Education Parochial Education Military Education	Staff Notes Occupancy 8 Professors 16-Student
			

Marketplace \$500	Requirements ----- Upgrades ----- Income ----- Options ----- Staff ----- Notes -----	Food Purchases ----- 1 Shopkeeper Marketplace does not 'sell' food - it just distributes it (as do farms).	locate your marketplace close to your population. The marketplace tends to act as a warehouse of food, seldom running short, if your island is producing adequate food (whereas farms are seasonal and are often out of food).
			If there's no worker, the marketplace is closed until a new worker starts there.
The advantage of using a marketplace over farms is that you can			

## INFRASTRUCTURE

Dock \$2,000	Requirements ----- Upgrades ----- Income -----	Must be placed on shoreline All goods must be loaded onto freighter before your treasury is paid. Dock itself receives no revenue from	Options ----- All Ships Freighters Only Yachts Only 4 Dockworkers Variations for N/S/E/W
			Staff ----- Notes -----

Airport \$16,000	Requirements ----- Upgrades ----- Income -----	Enhanced Terminal \$6,000. Control Tower \$8,000 + 10 Mw Electricity Ticket Fee (\$100 for coach, \$200 for first class)	Options ----- Coach Service First Class Service 2 Engineers Having both engineers, highly skilled, allows planes to be turned around faster, increasing total landings.
			Staff ----- Notes -----

Teamster's Office \$2,000	Requirements ----- Upgrades ----- Income ----- Options ----- Staff -----	Coach Service First Class Service 2 Engineers	Teamsters haul 3 times more goods per trip than ordinary workers.
			

Construction Office \$2,000	Requirements ----- Upgrades ----- Income -----	Sweat Shop Easy-Does-It 2 Engineers	
			Staff ----- Notes -----

Electric Power Plant \$17,000	Requirements ----- Upgrades ----- Income ----- Options ----- Staff ----- Notes -----	Fuel - Coal Fuel - Gas Electricity overlay An average, fully	staffed power plant generates 100 Mw. Fewer workers reduce output. Highly skilled workers increase output
			

Electric Substation \$2,000	Requirements ----- Upgrades ----- Income ----- Options ----- Staff ----- Notes -----	Electric Power Plant Extends electrical grid. All power plants on same grid	share power with all buildings on the grid.  If there's a power shortage, a rolling blackout will be implemented automatically.
			

Bank \$8,000	Requirements ----- Upgrades ----- Income ----- Options ----- Staff -----	see Notes Urban Development Presidential Slush Fund* Tourist's Off-Shore Banking** 5 Bankers	*Slush Fund Feeds Money to Swiss Bank Account **Off-Shore Banking Accounts Provide Income (50 max)
			

## Appendix B People Chart

### UNEDUCATED

Farmer	Buildings Worked At	Lumberjack	Buildings Worked At
	Farm Ranch		Logging Camp
Laborer	Buildings Worked At	Teamster	Buildings Worked At
	Construction Office		Teamster's Office
Miner	Buildings Worked At	Fisherman	Buildings Worked At
	Mine		Fisherman's Wharf
Dockworker	Buildings Worked At	Showgirl	Buildings Worked At
	Dock		Cabaret
Maid	Buildings Worked At	Cook	Buildings Worked At
	Bungalow Cheap Motel Hotel Luxury Hotel		Restaurant Gourmet Restaurant

Barmaid	Buildings Worked At	Attendant	Buildings Worked At
	Pub Nightclub		Pool Beach Site Scenic Outlook Spa

### HIGH SCHOOL EDUCATED

Priest	Buildings Worked At	Athlete	Buildings Worked At
	Church		Sports Complex
Soldier	Buildings Worked At	Policeman	Buildings Worked At
	Palace Guard Post		Police Office Prison
Pit Boss	Buildings Worked At	Shopkeeper	Buildings Worked At
	Casino		Market Souvenir Shop
Teacher	Buildings Worked At	Bureaucrat	Buildings Worked At
	High School		Immigration Office Diplomatic Ministry
Factory Worker	Buildings Worked At		
	Lumber Mill Cannery Cigar Factory Jewellery Factory Rum Distillery		

## COLLEGE EDUCATED

General	Buildings Worked At	Bishop	Buildings Worked At
	Armory		Cathedral
Professor	Buildings Worked At	Banker	Buildings Worked At
	University Archaeological Site Research/ Visitor's Centre		Bank
Engineer	Buildings Worked At	Doctor	Buildings Worked At
	Electric Power Plant  Airport		Clinic  Hospital
Journalist	Buildings Worked At		
	Newspaper Radio Station TV Station		

## SPECIAL

Slob Tourist	Notes	Rich Tourist	Notes
	Will visit Tropico and spend money on attractions.		Will visit Tropico and spend money on attractions. Typically stays in nicer hotels and has more money to spend.

Rebel	Notes	Unemployed	Notes
	Citizens who are angry with the government. Not visible on map unless attacking or near main city.		Will wander city until a job is available.
Student	Notes	Retiree	Notes
	Attends schools to become educated.		Too old to work. Will wander map "enjoying retirement" until passing away.
Mother	Notes	Child	Notes
	Too busy taking care of children to hold a job.		Will wander map and play until age 13. (Tropicans start work at a young age).
Spring Break Tourist	Notes	Eco-Tourist	Notes
	Will visit Tropico and spend money on attractions. Prefers drinking but may riot. Arrives mostly by coach air travel in the spring.		Will visit Tropico and spend money on attractions. Prefers sightseeing and has more money than Slobs have.

## Appendix C PRESIDENTÉ ATTRIBUTES

### BACKGROUND

Moscow U.	+10% Communist Faction: Communist Faction respects you 10% more. +30% Russian Relations: Russia respects you 30% more. +10% Education: All citizens learn 10% faster when attending Tropicana schools, and improve job skills 10% faster. -15% U.S. Relations: United States respects you 15% less.
Harvard U.	+10% Capitalist Faction: Capitalist Faction respects you 10% more. +30% U.S. Relations: United States respects you 30% more. +20% Education: All citizens learn 20% faster when attending Tropicana schools, and improve job skills 20% faster. -15% Russian Relations: Russia respects you 15% less.
Miner	+10% Communist Faction: Communist Faction respects you 10% more. +10% Capitalist Faction: Capitalist Faction respects you 10% more. +50% Miner Productivity: Miners work 50% faster. -20% Environmental Faction: Environmentalist Faction respects you 20% less.
Farmer	+10% Communist Faction: Communist Faction respects you 10% more. +50% Farmer Productivity: Farmers work 50% faster. -10% Intellectual Faction: Intellectual Faction respects you 10% less.
Biblical Scholar	+10% Religious Faction: Religious Faction respects you 10% more. +5% Intellectual Faction: Intellectual Faction respects you 5% more. +10% Education: All citizens learn 10% faster when attending Tropicana schools, and improve job skills 10% faster. -15% Crime Rate: Crime is 15% lower (better).
Man of the People	+20% Communist Faction: Communist Faction respects you 20% more. -5% Religious Faction: Religious Faction respects you 5% less
Booze Baron	+100% Rum Revenue: Rum sells for twice the normal price. -5% Religious Faction: Religious Faction respects you 5% less.

Leftist Author	+10% Communist Faction: Communist Faction respects you 10% more. +15% Intellectual Faction: Intellectual Faction respects you 15% more. +20% Education: All citizens learn 20% faster when attending Tropicana schools, and improve job skills 20% faster.
Fortunate Son	+10% Overall Respect: All Tropicana Factions respect you 10% more -10% Intellectual Faction: Intellectual Faction respects you 10% less (this balances out with the overall bonus, meaning intellectuals' opinion of you has no net change).
Self-made Man	+10% Capitalist Faction: Capitalist Faction respects you 10% more. +10% U.S. Relations: United States respects you 10% more. +15% Factory Worker Productivity: Factory Workers produce goods at 15% higher rate.
Silver Spoon	+25% Capitalist Faction: Capitalist Faction respects you 25% more. +10% Tourism Rating: Tourists automatically rate island 10% higher. +10% Factory Worker Productivity: Factory Workers produce goods at 10% higher rate. +20% Starting Cash: Start game with 20% more cash. -10% Communist Faction: Communist Faction respects you 10% less.
Generalissimo	+30% Military Faction: Military Faction respects you 30% more. -20% Liberty: Citizens feel 20% more oppressed. +15% Soldier Productivity: Soldiers exert 15% more government control, and are faster and better shots.
Chief of Police	+10% Military Faction: Military Faction respects you 10% more. -10% Liberty: Citizens feel 10% more oppressed. -40% Crime Rate: Crime is 40% lower (better).
Developer	+20% Capitalist Faction: Capitalist Faction respects you 20% more. -10% Environmentalist Faction: Environmental Faction respects you 10% less. +50% Pollution: Pollution is 50% worse. -20% Building Cost: All buildings cost 20% less to construct.
Naturalist	+15% Intellectual Faction: Intellectual Faction respects you 15% more. +25% Environmentalist Faction: Environmental Faction respects you 25% more. -30% Pollution: Pollution is 30% lighter. +10% Building Cost: All buildings cost 10% more to construct.

Professor	+20% Intellectual Faction: Intellectual Faction respects you 20% more. +50% Education: All citizens learn 50% faster when attending Tropical schools, and improve job skills 20% faster.
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Pop Singer	+5% All Factions: All Tropicana Factions respect you 5% more. +10% U.S. Relations: United States respects you 10% more. +10% Tourism Rating: Tourists automatically rate island 10% higher. +50% Night-club Effectiveness: Night-clubs have a 50% higher quality rating.
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Travel Agent	+20% Tourism Rating: Tourists automatically rate island 20% higher. +10% Entertainment Quality: Attractions and entertainments have a 10% higher quality rating.
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## RISE TO POWER

Communist Rebellion	Very Low Democratic Expectations +10% Communist Faction: Communist Faction respects you 10% more. +25% Russian Relations: Russia respects you 25% more. +10% Farmer Productivity: Farmers work 10% faster.
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Capitalist Rebellion	Low Democratic Expectations +25% U.S. Relations: United States respects you 25% more. +10% Capitalist Faction: Capitalist Faction respects you 10% more. +10% Factory Worker Productivity: Factory Workers produce goods 10% faster.
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Elected as Socialist	High Democratic Expectations. +10% Communist Faction: Communist Faction respects you 10% more. +15% Russian Relations: Russia respects you 15% more. +20% Liberty: Citizens feel 20% more liberated.
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Elected as Fascist	Moderate Democratic Expectations. +15% Military Faction: Military Faction respects you 15% more. +20% Liberty: Citizens feel 20% more liberated. -10% Crime Rate: Crime is 10% lower (better).
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Elected as Capitalist	Very High Democratic Expectations. +5% Capitalist Faction: Capitalist Faction respects you 5% more. +15% U.S. Relations: United States respects you 15% more. +20% Liberty: Citizens feel 20% more liberated. +20% Factory Worker Productivity: Factory Workers produce goods 20% faster.
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Elected for "Family Values"	Very High Democratic Expectations. +15% Religious Faction: Religious Faction respects you 15% more. +20% Liberty: Citizens feel 20% more liberated. +10% Tourist Rating: Tourists automatically rate island 10% higher.
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Hotel Corporate Buyout	Moderate Democratic Expectations. +10% Capitalist Faction: Capitalist Faction respects you 10% more. +5% Environmentalist Faction: Environmental Faction respects you 5% more. +15% U.S. Relations: United States respects you 15% more. +10% Liberty: Citizens feel 10% more liberated. +30% Tourism Rating: Tourists automatically rate island 30% higher. Free Hotel at game start: May place a Hotel for free and completed instantly.
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Military Coup	Near Nil Democratic Expectations. +20% Military Faction: Military Faction respects you 15% more. -20% Liberty: Citizens feel 20% more oppressed. -20% Crime Rate: Crime is 20% lower (better). -25% Military Building Cost: Military buildings cost 25% less to construct.
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Religious Appointment	Low Democratic Expectations. +15% Religious Faction: Religious Faction respects you 15% more. -25% Religious Building Cost: Religious buildings cost 25% less to construct.
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Installed by KGB	Very Low Democratic Expectations. +10% Communist Faction: Citizens feel 10% more oppressed. +40% Russian Relations: Russia respects you 40% more. -30% Liberty: Citizens feel 30% more oppressed. Uneducated allowed to be soldiers: The normal requirement for soldiers to have a high school education is waived.
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Installed by CIA	Low Democratic Expectations. +10% Capitalist Faction: Capitalist Faction respects you 10% more. +40% U.S. Relations: United States respects you 40% more. -30% Liberty: Citizens feel 30% more oppressed. \$2000 Annual CIA Stipend: Receive \$2000/year from the CIA.
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Bought the Election	Low Democratic Expectations. -5% Intellectual Faction: Intellectual Faction respects you 10% less. Can commit election fraud with lower consequences: You can fraudulently alter 30% of the ballots (versus 20% normally), and the impact of your fraud is only half the normal anger.
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Heir Apparent	Low Democratic Expectations. +10% Overall Respect: All Tropicana Factions respect you 10% more.
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## POSITIVE TRAITS

Charismatic	+5% All Factions: All Tropicana Factions respect you 5% more. +50% Radio/TV Dogma Effectiveness: Radio/TV propaganda is 50% more successful.
Hardworking	+10% Overall Productivity: All citizens work 5% faster.
Financial Genius	+10% Capitalist Faction: Capitalist Faction respects you 10% more. +20% Factory Worker Productivity: Factory Workers produce goods 20% faster. -25% Bank and Shop Cost: Banks and shops cost 25% less to build.
Green Thumb	+10% Environmentalist Faction: Environmental Faction respects you 10% more. -10% Factory Worker Productivity: Factory Workers produce goods 10% slower. -50% Pollution: Pollution is 50% lighter.
Administrator	+10% Education: All citizens learn 10% faster when attending Tropicana schools, and improve job skills 20% faster. -10% Building Cost: All buildings cost 10% less to construct.
Diplomat	+5% U.S. Relations: United States respects you 5% more. +5% Russian Relations: Russia respects you 5% more. Start with Embassy: Embassy already on island at beginning of game (staffed with one bureaucrat)
Empathy	+10% All Factions: All Tropicana Factions respect you 10% more. -10% Intellectual Faction: Intellectual Faction respects you 10% less.
Entrepreneurial	+10% Foreign Trade: All exports sell for 10% higher prices.
Incorruptible	+10% Religious Faction: Religious Faction respects you 10% more. +10% Intellectual Faction: Intellectual Faction respects you 10% more. -30% Crime Rate: Crime is 30% lower (better). Swiss Bank Prohibited: You will not be allowed a Swiss Bank Account.
Scholarly	+20% Intellectual Faction: Intellectual Faction respects you 20% more. +30% Education: All citizens learn 30% faster when attending Tropicana schools, and improve job skills 30% faster.

Athletic	+5% Military Faction: Military Faction respects you 5% more. -5% Intellectual Faction: Intellectual Faction respects you 5% less. -20% Sports Complex Cost: Sports Complex costs 20% less to build. +50% Sports Complex Effectiveness: Sports Complex has 50% higher quality rating.
Well Traveled	+10% Capitalist Faction: Capitalist Faction respects you 10% more. +5% Intellectual Faction: Intellectual Faction respects you 5% more. +10% Tourism Rating: Tourists automatically rate island 10% higher. Attracts Rich Tourists: Increases chance of rich tourists visiting the island.
Sociable	+5% Communist Faction: Communist Faction respects you 5% more. +10% Tourism Rating: Tourists automatically rate island 10% higher. +10% Crime Rate: Crime is 10% higher (worse). Attracts Spring Break Tourists: Increases chance of spring break tourists visiting the island.

## FLAWS

Kleptomaniac	-10% Capitalist Faction: Capitalist Faction respects you 10% less. -10% Religious Faction: Religious Faction respects you 10% less. -10% Factory Worker Productivity: Factory Workers produce goods 10% faster. +100% Souvenir Shop Maintenance: Souvenir Shop costs 100% more to maintain.
Womanizer	-10% Religious Faction: Religious Faction respects you 10% less. -10% Women's Respect: Women respect you 10% less.
Compulsive Liar	-15% Religious Faction: Religious Faction respects you 15% less. -15% Intellectual Faction: Intellectual Faction respects you 15% less.
Ugly	-5% All Factions: All Tropicana Factions respect you 5% less. -10% Tourist Rating: Tourists automatically rate island 10% lower.
Alcoholic	-15% Religious Faction: Religious Faction respects you 15% less. -5% Global Productivity: All citizens work 5% slower. +10% Russian Relations: Russia respects you 10% more.
Flatulence	-20% U.S. Relations: United States respects you 20% less. -10% Russian Relations: Russia respects you 10% less. Palace Guard Double Salary: Soldiers employed at palace must be paid at least \$20 per month (double the normal rate).
Compulsive Gambler	-10% Religious Faction: Religious Faction respects you 10% less. Annual Gambling Binge: Yearly gambling binge costs Tropicco's treasury from \$300 up to \$1,500 (although you may also win, rarely).

Paranoid	-10% All Factions: All Tropicant Factions respect you 10% less. +10% Military Faction: Military Faction respects you 10% more. Police Resented Like Soldiers: Police have the same negative impact on liberty as soldiers (ordinarily, they only have one quarter of the negative impact).
Coward	-5% Military Faction: Military Faction respects you 5% less. Soldiers and supporters twice as likely to flee in battle: In the heat of battle, your supporters quickly turn tail and run.
Moronic	-50% Education: All citizens learn 50% slower when attending Tropicant schools, and improve job skills 50% slower. Universities Prohibited: You will not be allowed to build Universities.
Short Tempered	-15% Intellectual Faction: Intellectual Faction respects you 15% less -10% Military Faction: Military Faction respects you 10% less
Pompous	-20% U.S. Relations: United States respects you 20% less. +30% Edict Cost: All edicts cost 30% more \$. (Non-monetary costs are not affected).
Tourette's Syndrome	-5% All Factions: All Tropicant Factions respect you 5% less. -15% U.S. Relations: United States respects you 15% less. -15% Russian Relations: Russia respects you 15% less. \$1,000 Pay-Per-View Revenue: Pay-Per-View rights sell for \$1,000 yearly, which is deposited into the Tropicant treasury.
Cheapskate	-10% Communist Faction: Communist Faction respects you 10% less. -5% Building Cost: All buildings cost 5% less to construct. Restricted Worker Pay: \$25/month salary cap, per worker (versus \$50/month, normally).
Religious Zealot	+5% Religious Faction: Religious Faction respects you 5% more. -25% Intellectual Faction: Intellectual Faction respects you 25% less. +50% Church Visits: Citizens attend church 50% more often.
Great Schmoozola	-20% Intellectual Faction: Intellectual Faction respects you 20% less -10% U.S. Relations: United States respects you 10% less. -10% Russian Relations: Russia respects you 10% less. +10% Respect of Least Intelligent: Citizens with I.Q.'s in the bottom 25% respect you 10% more.

## Appendix D EDICT TYPES

### PEOPLE

	COST	DURATION	REQUIREMENTS	NOTES
Arrest	\$500	7 year jail term	Police Station	Strongly decreases target's respect for you. Lesser decrease of target family's respect for you Small decrease of bystanders' respect for you
Bribe	\$1,000	Declining effect over 3 years	Bank	Strongly increases target's respect for you. Lesser increase of target family's respect for you
Heretic	\$500	Permanent (Family effect declines over time)	Cathedral	Target becomes shunned by society, can no longer protest or lead coup or uprising Target and family lose respect for you
Eliminate	\$500	Permanent (Family and bystander effect declines over time)	Guard Tower	Strongly decreases respect for you by target's extended family and bystanders
Capture	\$500	3 year dungeon term	Colonial Fort Dungeon	Strongly increases target's respect for you if target survives. Small decrease of bystanders' respect for you. Strongly decreases target family's respect for you if target dies.

## FOREIGN POLICY

(only 1 Foreign Policy edict allowed every 2 years)

	COST	DURATION	REQUIREMENTS	NOTES
Praise U.S.	\$500	3 years	Embassy	Increases U.S. goodwill Lesser decrease to Russian goodwill
Trade Delegation to U.S.	\$1,000	Varies	Embassy U.S. Relations: Cold or Better	Variety of potential positive results with the U.S., including one-time foreign aid, higher export prices, free buildings, and free skilled workers.
U.S. Development Aide	\$2,000	Permanent	Embassy U.S. Relations: Cool or Better	Reduces airport and electric power plant construction costs by 50%
Alliance with U.S.	\$6,000	Permanent	Embassy U.S. Relations: Very Good or Better	U.S. builds military base on island. U.S. pays \$1,000 "rent" annually. Increases U.S. goodwill. Decreases Russian goodwill U.S. more likely to invade if relations turn bad
Praise Russia	\$500	3 years	Embassy	Increases Russian goodwill Lesser decrease to U.S. goodwill
Trade Delegation to Russia	\$1,000	Varies	Embassy Russian Relations: Cold or Better	Variety of potential positive results with Russia, including one-time foreign aid, higher export prices, free buildings, and free skilled workers
Russian Development Aide	\$2,000	Permanent	Embassy Russian Relations: Cool or Better	Reduces tenement and apartment complexes construction costs by 50%
Alliance with Russia	\$6,000	Permanent	Embassy Russian Relations: Very Good or Better	Russia builds military base on island. Russia pays \$1,000 "rent" annually. Increases Russian goodwill. Decreases U.S. goodwill Russia may likely to invade if relations turn bad

## ECONOMIC

	COST	DURATION	REQUIREMENTS	NOTES
Industry Ad Campaign	\$8,000	3 years	Any 2 Factories TV Station	Raises prices for exports of Tropicana industrial goods by 20% (only goods processed by a factory, including cigars, rum, canned goods, lumber, and jewelry)
Air Pollution Standards	\$500	Permanent (can be canceled)	Any Factory	Factory pollution reduced by 50% Factory maintenance costs raised by 20%
Tourism Ad Campaign	\$5,000	3 years	Any Hotel TV Station	Increases tourism rating 40%. One time only
The Headliner!	\$5,000	Permanent	Nightclub	Increases tourism rating 20% Increases local entertainment quality 10%. Increases U.S. relations 10%. One time only
Tax Cut	\$200 per adult islander	3 years	-	Increases respect by all Tropicans by 20%
'Special' Building Permit	\$500	Permanent (can be canceled)	-	Increases construction costs by 20%. 10% of cost goes to Swiss Bank Account. Hurts standing with Intellectual Faction by 10%
Pan-Caribbean Games	\$7,500	3 years	Sports Complex	Increases tourism rating 50% Increases local entertainment quality 20%. One time only
Mardi Gras	\$3,000	3 years	Pub	Increases tourism rating 20% Increases local entertainment quality 30% Increases crime by 20%
Spring Break Package	\$4,000	3 years	Any Hotel Pub Airport	Increases tourism rating 40%. Increases chance of spring break tourists visiting the island.

World Geographic Special	\$7,000	3 years	Any Hotel Any Developed Site	Increases tourism rating 30%. Increases intellectual and environmental respect by 30%. Increases all other faction respect by 10%. Increases chance of eco-tourists visiting the island. One time only.
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## Political/Religious

	COST	DURATION	REQUIREMENTS	NOTES
Amnesty	\$500	3 years	Armory Military faction: cordial or better	Greatly increases (by four-fold) the chance of rebels returning to society. A rebel will only return if overall happiness on the island has improved by at least 5% since they became a rebel.
Early Election	\$2,000	Instant	-	Calls for election 1 year after edict. Must wait 2 years to issue again
Inquisition	\$500	Permanent (can be canceled)	Cathedral Religious Faction: cordial or better	Significantly reduces chance of protests or uprising. Slightly reduces chance of coup. Slightly increases chance of rebels. Decrease liberty by 25%. Decrease tourism by 25%. Residents go to church twice as often.
Book BBQ	\$500	Permanent (can be canceled)	Church Religious faction: cool or better	Decreases size of intellectual faction by 50% Education rates reduced by 50%
Martial Law	\$5,000	Permanent (can be canceled)	Military faction: cordial or better	Greatly decreases chance of protests or uprising. No effect on coups and rebels. Decrease crime rate by 40%. Decrease productivity by 20%. Decrease liberty by 50%. Tourism reduced by 50%
Open the Jails	\$3,000	Instant	Prison	All current inmates sent off the island. Decrease U.S. goodwill by 10% for four years. One time only
Papal Visit	\$10,000	3 years	Cathedral Religious faction: cordial or better	Increase religious respect by 50%. Increases all other faction respect by 15%. Increase local religious happiness by 25%. One time only

Conscription	\$2,500	Permanent (can be canceled)	Army Base	Uneducated allowed to be soldiers. Vacancies in Guard Posts are filled with conscripts who serve 5-year terms. A conscript might emigrate when drafted if his intellectual rating exceeds his militarist rating. A conscript might join the rebels when drafted if he is not happy or militarist enough. Conscripts are 50% more likely to flee in battle.
Military Modernization	\$500 per Army Base and \$50 per General or Soldier, per year	10 years (can be canceled)	Army Base	Increases efficiency of military by 20%. Significantly improves quality of housing and health care at Army Bases.

## SOCIAL

	COST	DURATION	REQUIREMENTS	NOTES
Prohibition	\$500	Permanent (can be canceled)	-	Increases worker productivity by 10%. Increase in religious respect by 10%. Closes all rum distilleries, pubs, and nightclubs Increases crime rate by 100%
Literacy Program	\$500	Permanent (can be canceled)	High School	Workers and students learn faster 30% faster. Costs \$2/Tropicana annually to maintain
Contraception Ban	\$500	Permanent (can be canceled)	Church Religious Faction: cool or better	Increases birth rate by 30%. Increases religious respect by 10%. Decreases intellectual respect by 30%
Anti-Litter Ordinance	\$500	Permanent (can be canceled)	-	Reduces pollution by individuals 50%. (No impact on factory/building pollution) Reduces liberty by 10%
Sensitivity Training	\$500	Permanent (can be canceled)	-	Reduces soldier and policeman ill-will by 50%. Costs \$50/soldier and policeman annually to maintain
Food for the People	\$500	Permanent (can be canceled)	-	Doubles food consumption. Increases food quality ratings by 20% (if there is enough food to go around.)

Social Security	\$500	Permanent (can be canceled)	-	Pays two-thirds of the average wage to retirees and students. Increases respect by all Tropicans by 5%.
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## Appendix E HOT KEYS

A	Almanac window
T	Toggle trees off
B	Toggle building transparency
G	Toggle grid on
W	Toggle weather graphics off (i.e. clouds)
M	View last Message
Q	Quit
S	Save game
L	Load game
Shift-T	Track selected unit
+	Increase game speed
-	Decrease game speed
Pause	Pause (or unpause) the game
NumPad 8	Zoom in
NumPad 2	Zoom out
NumPad 4	Rotate left
NumPad 6	Rotate right
F2	Settings window
F3	Toggle to 8 bit graphics
F4	Toggle full screen/window mode
F6	Go down one resolution (i.e. from 1024 x 768 to 800 x 600)
F7	Go up one resolution
F8	Toggle hardware rendering on/off.

Also, the wheel on the mouse is functional if you have it - scrolling it changes zoom level, and pressing it down and moving the mouse allows free screen scrolling. The right mouse button can also be held down to allow free screen-scrolling

## Technical Support (US)

If you have a technical problem concerning the operation of our software, please contact our technical support representatives for assistance. In order to help our representatives assist you as efficiently as possible, please provide them with the following information: computer brand and model, available hard drive space, amount of system RAM, type of video card, amount of video RAM, type of sound card, type of CD-ROM drive, and version of DirectX. Also, please provide a detailed description of the problem, including any error messages you receive.

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[esupport@take2baltimore.com](mailto:esupport@take2baltimore.com)

## Credits

### TROPICO: MUCHO MACHO EDITION

Development: PopTop Software

Executive Producer: Phil Steinmeyer

Producer: Mark Asher

Scenario creation: Mark Asher,  
Daniel Eichling, Scott Vail

Box art: David Deen

Documentary Filming and Production:  
Mark Asher, Nathan Harris

### TROPICO

Development: PopTop Software

Executive Producer / Game Design:  
Phil Steinmeyer

Game Programming: Brent Smith,  
Phil Steinmeyer

Engine Programming: Phil Steinmeyer,  
Guillermo J. Garcia-Sampedro

Scenario Design: Brent Smith,  
Daniel Eichling, Phil Steinmeyer

Additional Design: Franz Felsl

Cover / Box Art: David Deen

Art - Characters: David Deen, Craig Matchett

Art - Buildings: Steve Mohesky, Franz Felsl  
Craig Matchett, Paul Mullen, David Deen,  
Brian Feldges

Art - Landscape: Todd Bergantz

Art - Interface: Paul Mullen

Art - Cut Scenes / Video: Brian Feldges

Art - 3D Vehicles: Guillermo J. Garci-  
Sampedro

Sound: Paul Mullen

Webmaster: David Deen, Franz Felsl

Manual: David Deen, Kendahl Johnson, "Mr.  
X"

Testing / Balancing: Everyone

Music Coordinator: Franz Felsl

Lead Musician: Daniel Indart (Vocals,  
Guitar, Percussion, Keyboards)

Additional Musicians: Jesus "nino" Perez  
(Vocals, Flute, Tres, Piano), "Los Corales"  
Oscar Luis Morejon & Narciso Garcia (Vocals,  
Guitars), Lucho Campillo (Accordeon),  
Daniel Leon (Vocals)

### TROPICO: PARADISE ISLAND

Development: BreakAway Games, Ltd.

President: Doug Whatley

Executive Producer: Ed Beach

Producer: Bob McNamara

Art Director: Stephen Langmead

Expansion Design: Ben Knight,  
Bob McNamara, Melissa Sawicki, Ed Beach

Scenario Design: Bruce Milligan, Ed Beach

Lead Programmer: Bill Becker

Programming: Robert Rybczynski, Ed Beach,  
Natalya Abramova, Steven Cole

Lead Artist: Max Remington

Art - Characters: Mike Reis

Art - Buildings/Vehicles: Max Remington,  
Erroll Roberts, Todd Brizzi

Art - Edict Movies: Max Remington, Erroll  
Roberts, Todd Brizzi, Mike Reis

Manual: Ben Knight

Scenario Balancing: Melissa Sawicki,  
Ed Beach, Bob McNamara, Ben Knight,  
Charlie Kibler

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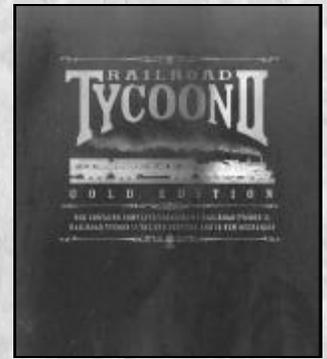
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