

TROPICO

5





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GETTING STARTED

INSTALLATION

TO INSTALL THE GAME, INSERT THE TROPICO 5 DVD-ROM IN YOUR DVD-ROM DRIVE. IF YOUR COMPUTER HAS AUTOPLAY ENABLED IT SHOULD AUTOMATICALLY START THE INSTALLATION PROCESS. IF IT DOES NOT, DOUBLE CLICK ON THE MY COMPUTER ICON AND LOCATE YOUR DVD-ROM DRIVE. DOUBLE-CLICK ON THE DVD-ROM ICON TO START THE INSTALLATION, OR OPEN THE DVD-ROM FOLDER AND DOUBLE-CLICK ON THE SETUP.EXE FILE.

FOLLOW THE ON-SCREEN INSTRUCTIONS. YOU WILL BE ASKED TO DECIDE WHERE YOU WANT TO INSTALL THE GAME. ONCE THE INSTALLATION IS OVER YOU MAY HAVE TO RESTART YOUR COMPUTER FOR THE CHANGES TO BE APPLIED TO YOUR SYSTEM.

DURING INSTALLATION THE GAME WILL SEARCH THE COMPUTER FOR THE LATEST VERSION OF DIRECTX. IF THIS VERSION OF DIRECTX IS NOT PRESENT, THE GAME WILL AUTOMATICALLY INSTALL IT.

SYSTEM REQUIREMENTS



OPERATING SYSTEM: WINDOWS VISTA / 7, WINDOWS 8

PROCESSOR: 2 GHz DUAL CORE CPU

MEMORY: 4 GB RAM

HDD: 4 GB FREE HARDDISK SPACE

GRAPHICS: GEFORCE 400 OR HIGHER,
AMD RADEON 4000 OR HIGHER,
INTEL HD 4000 OR HIGHER

TITLE SCREEN

ONCE TROPICO 5 STARTS YOU WILL BE PRESENTED WITH THE TITLE SCREEN.

FROM THERE YOU CAN START A NEW GAME IN ANY GAME MODE, LOAD A SAVED GAME, START A MULTIPLAYER GAME, VIEW YOUR ACHIEVEMENTS OR CHANGE THE GAME OPTIONS.





GAME MODES



TUTORIAL

THE TUTORIAL CONSISTS OF THREE SHORT MISSIONS DESIGNED TO FAMILIARIZE YOU WITH THE BASIC CONTROLS AND GAME CONCEPTS. WE RECOMMEND THAT YOU PLAY THE TUTORIAL FIRST, EVEN IF YOU HAVE PREVIOUS EXPERIENCE WITH THE TROPICO SERIES.

CAMPAGN

THE CAMPAGN CONSISTS OF 15 MISSIONS SET ON VARIOUS FICTIONAL ISLANDS IN THE CARIBBEAN REGION. THE CITY YOU HAVE BUILT AND YOUR PROGRESS ON A GIVEN ISLAND WILL BE CARRIED OVER TO THE NEXT MISSIONS THAT YOU HAPPEN TO PLAY ON THAT SAME ISLAND.

INITIALLY YOU WILL BE ABLE TO CHOOSE BETWEEN TWO ISLANDS - LUSH CAYO DE FORTUNA AND ARID BAO-BAO. AFTER YOU COMPLETE THE FIRST CAMPAGN MISSION ON ONE OF THOSE ISLANDS YOU WILL PLAY THE SECOND MISSION ON THE OTHER ISLAND. FOR THE THIRD MISSION YOU WILL ONCE AGAIN BE ABLE TO CHOOSE EITHER ISLAND, CARRYING ON WITH THE CITY YOU DEVELOPED IN THE PRECEEDING MISSION AND SO ON. NEW ISLANDS WILL BECOME AVAILABLE UPON REACHING A CERTAIN POINT IN THE CAMPAGN.

SANDBOX

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

MULTIPLAYER

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

MULTIPLAYER LOBBY

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

FROM THE LEFT SCREEN MENU YOU CAN SELECT A DYNASTY YOU ALREADY HAVE PLAYED OR CREATE A NEW ONE VIA THE DYNASTY BUTTON. YOU MAY CHOOSE BETWEEN TWO TYPES OF QUICK MATCHES (COOPERATIVE OR PLAYER VS PLAYER) TO QUICKLY FIND AN OPPONENT AND START A GAME ON A RANDOMLY GENERATED MAP WITH STANDARD SETTINGS. CLICKING ON CREATE GAME ALLOWS YOU TO CUSTOMIZE GAME SETTINGS SUCH AS MAP, VICTORY CONDITIONS, STARTING MONEY, PLAYER COUNT AND SO ON. BROWSE GAMES SHOWS AVAILABLE GAMES CURRENTLY WAITING FOR PLAYERS TO BEGIN AND ALLOWS YOU TO JOIN ANY SUCH GAME. FURTHERMORE, YOU MAY ALSO CHOOSE IMPORT FACEBOOK FRIENDS TO INVITE YOUR FACEBOOK FRIENDS TO JOIN YOUR TROPICO 5 FRIENDS LIST.



THERE ARE SEVERAL IMPORTANT BUTTONS NEXT TO THE CHAT PANEL ON THE RIGHT. THE FIRST BUTTON (LABELED "PLAYERS") DISPLAYS A LIST OF EVERYONE CURRENTLY ONLINE IN THE CHAT ROOM YOU ARE CURRENTLY IN (CORRESPONDING TO YOUR REGIONAL VERSION BY DEFAULT) WHO IS NOT INVOLVED IN A GAME. RIGHT-CLICKING A PLAYER NAME ALLOWS YOU TO BLOCK THEM OR SEND THEM A FRIEND REQUEST. THE ROOMS BUTTON DISPLAYS A LIST OF ALL OF THE AVAILABLE CHAT ROOMS, SHOWING IN BRACKETS HOW MANY PLAYERS ARE CURRENTLY INSIDE THOSE ROOMS. THE FRIENDS BUTTON SHOWS A LIST OF ALL YOUR TROPICO 5 FRIENDS CURRENTLY ONLINE. BENEATH THE FRIENDS BUTTON IS THE INVITATIONS BUTTON, WHERE ALL YOUR UNRESOLVED INVITATIONS ARE KEPT UNTIL YOU EITHER CHOOSE TO ACCEPT OR REJECT THEM. THE LAST BUTTON DISPLAYS A LIST OF ALL THOSE PLAYERS WHOM YOU HAVE BLOCKED AND ALLOWS YOU TO UNBLOCK ANY OF THEM.

GENERATED MAPS

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



ISLAND SIZE - THE SIZE OF THE GENERATED ISLAND. IT IS OFTEN MORE DIFFICULT TO PLAY ON SMALLER ISLANDS, AS BUILDING SPACE IS LIMITED THERE.



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



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



CLIMATE - HUMID ISLANDS HAVE MORE TREES AND GRASSY AREAS, WHILE DRY ISLANDS HAVE MORE DESERTS AND BARREN LAND.



HISTORICAL ERAS



TROPICO 5 SPANS FOUR DIFFERENT HISTORICAL ERAS, EACH PROVIDING DIFFERENT CHALLENGES AND OPPORTUNITIES.

COLONIAL ERA

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

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

AVAILABLE FACTIONS: ROYALISTS, REVOLUTIONARIES

AVAILABLE SUPERPOWERS: THE CROWN

WORLD WARS

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

GOAL: THERE IS NO SPECIFIC REQUIREMENT FOR ADVANCEMENT TO THE NEXT ERA - TROPICO MUST SIMPLY SURVIVE WITH YOU AS RULER UNTIL THE WORLD WARS ARE OVER. IF YOU RESEARCH EVERY AVAILABLE TECHNOLOGY, THE OPPORTUNITY TO ADVANCE TO THE COLD WAR ERA WILL BE PRESENTED EARLIER.

AVAILABLE FACTIONS: MILITARISTS, RELIGIOUS, COMMUNISTS, CAPITALISTS

AVAILABLE SUPERPOWERS: THE AXIS, THE ALLIES

THE COLD WAR

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

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

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

AVAILABLE SUPERPOWERS: USA, USSR

MODERN TIMES

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

GOAL: PLAYING TIME IN MODERN TIMES IS UNLIMITED AND THERE IS NO FOLLOW-UP ERA.

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

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





FACTIONS



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

- **ROYALISTS** - THE ROYALISTS SUPPORT THE CROWN DURING THE COLONIAL ERA. THEY OPPOSE THE IDEA OF AN INDEPENDENT TROPICO AND WILL TRY TO STOP THE REVOLUTION AT ANY COST.
- **REVOLUTIONARIES** - THE REVOLUTIONARIES ARE PROGRESSIVE CITIZENS WHO SUPPORT THE IDEA OF AN INDEPENDENT TROPICO WITH YOU AS ITS LEADER. THEY CAN STILL CAUSE TROUBLE IF THEY EVER SUSPECT THAT YOU ARE TOO EAGER TO PLEASE THE CROWN.
- **MILITARISTS** - THE MILITARISTS ARE ALL FOR MAINTAINING A LARGE STANDING ARMY AND RESOLVING PROBLEMS THROUGH BRUTE FORCE. THEY ARE NOT A LARGE FACTION, BUT DUE TO THEIR CLOSE TIES WITH THE MILITARY, IT IS NOT A GOOD IDEA TO GET ON THEIR BAD SIDE.
- **RELIGIOUS** - THE RELIGIOUS FACTION IS NUMEROUS AND INFLUENTIAL. THEIR SUPPORTERS DESIRE CHURCHES AND CATHEDRALS AND WILL OPPOSE SHADY OR CORRUPT ACTS.
- **COMMUNISTS** - THE COMMUNISTS STAND FOR EQUALITY AND SOCIAL SECURITY, EVEN WHEN THEY ARE AT THE EXPENSE OF AN EFFICIENT ECONOMY. THEY ARE ONE OF THE MOST NUMEROUS FACTIONS AND WILL BECOME REBELS IF THEY ARE DISPLEASED.
- **CAPITALISTS** - CAPITALISTS DESIRE WEALTH AND PROSPERITY FOR A PRIVILEGED ELITE. THEY SUPPORT THE DEVELOPMENT OF BOTH HEAVY INDUSTRY AND A LUCRATIVE TOURIST TRADE IN TROPICO AND OPPOSE MOST SOCIAL MEASURES.
- **ENVIRONMENTALISTS** - THE ENVIRONMENTALISTS VALUE THE PRESERVATION OF NATURE ABOVE ALL ELSE. THEY START AS A SMALL FACTION DURING THE COLD WAR, BUT GROW MORE NUMEROUS IN MODERN TIMES. ALTHOUGH THEY OPPOSE INDUSTRY, MINING, AND LOGGING, THEY CAN AGREE TO A LIMITED TOURISM INDUSTRY, PROVIDING THE ISLAND'S NATURAL BEAUTY IS PRESERVED.
- **INDUSTRIALISTS** - THE INDUSTRIALISTS ARE ALL FOR DEVELOPING HEAVY INDUSTRY AND MAKING PROFITS BY HARVESTING THE ISLAND'S RAW RESOURCES

AND PROCESSING THEM TO PRODUCE LUXURY GOODS. THEY DO NOT CARE ABOUT ECOLOGY AND ARE ALWAYS AT ODDS WITH THE ENVIRONMENTALISTS.

- **GLOBALISTS** - THE GLOBALISTS ARE A MODERN FACTION THAT ADVOCATES AN OPEN SOCIETY ACROSS NATIONAL BORDERS WITH THE FREE MOVEMENT OF PEOPLE, GOODS AND IDEAS. THEY SEE NATIONALISM AS A THING OF THE PAST.
- **NATIONALISTS** - THE NATIONALISTS PUT TROPICO ABOVE ALL ELSE. THEY OPPOSE CLOSE RELATIONSHIPS WITH ANY FOREIGN POWER AND POLICIES ENCOURAGING THE IMMIGRATION OF FOREIGN CITIZENS TO THE ISLAND

MAIN VIEW - INTERFACE

THE FOLLOWING ELEMENTS ARE VISIBLE IN THE MAIN VIEW:

- MINIMAP
- POPULATION, MONEY, APPROVAL RATE, CURRENT DATE (MONTH AND YEAR)/MANDATE TIME REMAINING (COLONIAL ERA)
- SPEED CONTROLS - PAUSE, NORMAL, FAST,
- MENU BUTTON
- HUD BUTTONS LOCATED ABOVE THE SPEED CONTROLS - OVERLAYS, EDICTS, SELECT AVATAR, ALMANAC
- TASK LIST

TROPICO 5 USES A POINT-AND-CLICK INTERFACE. CLICKING ON A BUILDING OR UNIT SELECTS IT AND OPENS ITS INFO PANEL.

CAMERA CONTROLS

YOU CAN SCROLL THE CAMERA BY MOVING THE MOUSE POINTER TO THE EDGE OF THE SCREEN. CLICKING ON THE MINIMAP WILL ALSO TRANSPORT YOU TO THE LOCATION OF THE ISLAND ON WHICH YOU CLICKED.

USE THE MIDDLE MOUSE BUTTON OR THE SHIFT KEY TO ROTATE THE VIEW AND THE MOUSE SCROLL WHEEL TO ZOOM IN AND OUT. THE HOME KEY RESETS THE CAMERA TO ITS DEFAULT POSITION.

INFO PANEL

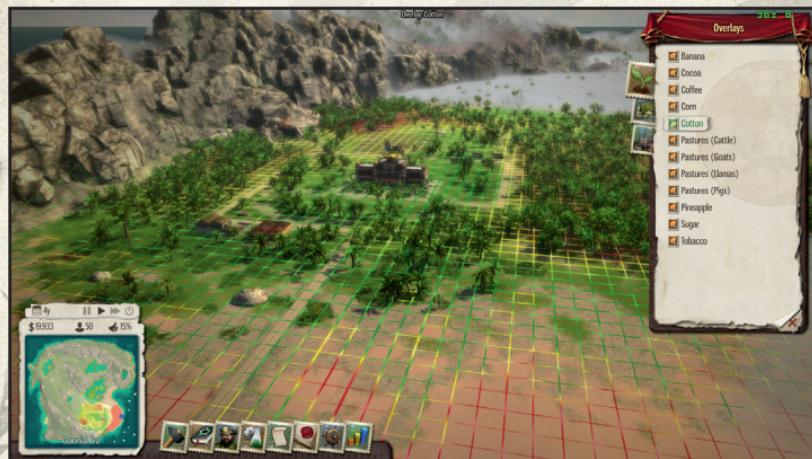
THE INFO PANEL IS A WINDOW BOX AT THE RIGHT SIDE OF THE SCREEN WHICH IS ONLY SHOWN IN THE MAIN VIEW WHEN A BUILDING OR A UNIT IS SELECTED. THE INFO PANEL PROVIDES ADDITIONAL INFORMATION ABOUT THE SELECTED OBJECT. YOU CAN SELECT BUILDINGS BY LEFT-CLICKING THEM. LEFT-CLICKING ANYWHERE ON OPEN GROUND CLOSES THE INFO PANEL.

HUD BUTTONS

OVERLAYS

THE OVERLAYS BUTTON DISPLAYS THE OVERLAY MENU. MOST OVERLAYS HAVE A COLOR GRADIENT FROM GREEN TO RED. GREEN USUALLY MEANS A HIGH VALUE FOR THE STATISTIC THAT IS REPRESENTED THROUGH THE OVERLAY, WHILE RED MEANS A LOW VALUE. THIS PANEL CONTAINS THE FOLLOWING CATEGORIES:

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



EDICTS

THE EDICTS BUTTON OPENS THE EDICTS MENU. ALL EDICTS ARE SORTED INTO DIFFERENT CATEGORIES WHICH UNLOCK WITH EACH NEW AGE - GENERAL, WORLD WARS, COLD WAR AND MODERN AGE.



ALMANAC

THIS BUTTON OPENS THE ALMANAC. THE ALMANAC DISPLAYS VITAL STATISTICS FOR THE ISLAND. THE ALMANAC INFORMATION PRESENTED CAN BE CHANGED BY SELECTING ANY OF THE CATEGORY TABS ON THE LEFT SIDE.

THE CATEGORIES ARE ECONOMY, HAPPINESS, PEOPLE, POLITICS, DYNASTY AND BUILDINGS. SOME OF THE ITEMS IN THE ALMANAC ARE SELECTABLE - CLICKING THEM DISPLAYS EITHER A COMPREHENSIVE LIST OR MORE DETAILS ABOUT THE CURRENT ITEM.



TRADE

VIEW AVAILABLE IMPORT OR EXPORT ROUTES FOR THE FOLLOWING CATEGORIES: AGRICULTURE (FOOD), AGRICULTURE (OTHER), MINING AND LOGGING, INDUSTRIAL GOODS, LUXURY GOODS AS WELL AS YOUR CURRENTLY ACTIVE ROUTES. SELECTING A TRADE ROUTE DISPLAYS DETAILED SPECIFICS ON THE CORRESPONDING DEAL, WHILE CLICKING ON ADD SHIP WHILE A ROUTE IS SELECTED WILL ASSIGN A SHIP TO SAID ROUTE. REMOVE SHIP WILL REMOVE AN ALREADY ASSIGNED SHIP SO THAT IT CAN BE REASSIGNED TO ANOTHER ROUTE.



CONSTITUTION

THE CONSTITUTION BUTTON DISPLAYS THE CONSTITUTIONAL AMENDMENT OPTIONS. ALL CONSTITUTION OPTIONS ARE SORTED IN DIFFERENT CATEGORIES WHICH UNLOCK WITH EACH NEW AGE - GENERAL, WORLD WARS, COLD WAR AND MODERN AGE. A COMPREHENSIVE LIST OF ALL CONSTITUTIONAL OPTIONS CAN BE FOUND IN "THE CONSTITUTION" SECTION, BELOW.



RESEARCH

OPENS THE RESEARCH INTERFACE. WHEN RESEARCH IS STARTED, THE RESEARCH QUEUE IS DISPLAYED ON THE UPPER SIDE OF THE SCREEN. CLICKING ON A TECHNOLOGY WILL ADD IT TO THE QUEUE, AND CLICKING IT AGAIN WILL REMOVE IT. THE REMAINING TIME IS DISPLAYED NEXT TO THE TECHNOLOGY CURRENTLY UNDER RESEARCH. IF A TECHNOLOGY IS GRAYED OUT, HOVERING THE CURSOR ABOVE ITS ICON WILL DISPLAY THE REQUIRED PREREQUISITES.



BUILD

THE BUILD BUTTON OPENS THE BUILD MENU, WHERE ALL OF THE BUILDINGS ARE ORGANIZED UNDER THE FOLLOWING CATEGORIES: INFRASTRUCTURE; RAW RESOURCES; INDUSTRY (GOODS); INDUSTRY (LUXURY GOODS); RESIDENTIAL; ENTERTAINMENT & ENVIRONMENT; LUXURY ENTERTAINMENT; TOURISM; WELFARE & MEDIA; RESEARCH & EDUCATION; ECONOMY & FOREIGN RELATIONS; MILITARY.



THE BUILD MENU CAN ALSO BE OPENED BY RIGHT-CLICKING ANYWHERE IN THE VIEW. BUILD MENU CATEGORIES AND INDIVIDUAL BUILDINGS ARE SELECTED WITH A LEFT-CLICK. BUILDINGS ARE PLACED BY POSITIONING THEM IN THE VIEW AND LEFT-CLICKING.

DYNASTY MEMBERS

THE DYNASTY MEMBERS BUTTON DISPLAYS A DETAILED VIEW OF ALL YOUR DYNASTY MEMBERS. YOU MAY CUSTOMIZE THEIR APPEARANCE AND ROTATE THEM BY HOLDING THE LEFT MOUSE BUTTON ON A DYNASTY MEMBER AND DRAGGING THEM TO EITHER SIDE. INFORMATION ABOUT EACH DYNASTY MEMBER IS ALSO DISPLAYED WHENEVER THEY ARE SELECTED, SUCH AS MANAGER EFFECT AND GLOBAL EFFECT. FROM HERE YOU CAN LEVEL YOUR DYNASTY MEMBERS UP OR RETIRE THEM - BOTH OF WHICH OPTIONS COST YOU MONEY FROM YOUR SWISS BANK ACCOUNT, THE BALANCE OF WHICH IS DISPLAYED IN THE LEFT LOWER CORNER OF THE SCREEN. FOR MORE INFO ON THE DYNASTY, REFER TO "THE DYNASTY" SECTION BELOW.



DIPLOMACY (MULTIPLAYER ONLY)

THIS BUTTON IS PRESENT ONLY WHEN PLAYING A MULTIPLAYER GAME. CLICKING ON IT WILL DISPLAY VARIOUS OPTIONS THAT ALLOW YOU TO INTERACT WITH OTHER PLAYERS: REQUEST MONEY; SHARE ELECTRICITY; SHARE FOOD SUPPLY; SHARE ALL RESOURCES; SHARE CONSTRUCTORS; SHARE TEAMSTERS AND ATTACK (NOTE: ATTACKS ARE ONLY POSSIBLE IN NON-PEACEFUL MULTIPLAYER GAMES AND ARE NEVER ALLOWED AGAINST PLAYERS ON THE SAME TEAM).



THE DYNASTY



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

IT IS BENEFICIAL TO HAVE A LARGE DYNASTY - YOU WILL BE ABLE TO TAKE ADVANTAGE OF ALL THE DIFFERENT GLOBAL EFFECTS OFFERED BY DYNASTY MEMBERS (WITH THE GLOBAL EFFECT OF THE PRESIDENTE BEING DOUBLED) AND WILL BE ABLE TO USE EXTRA DYNASTY MEMBERS AS MANAGERS OF SOME OF THE ISLANDS CRUCIAL BUILDINGS.

YOU WILL RECEIVE THE OPPORTUNITY TO RECOGNIZE ADDITIONAL DYNASTY MEMBERS WHILE COMPLETING IN-GAME TASKS AND EVENTS, SO ALWAYS KEEP AN EYE OUT FOR THEM. ON THE OTHER HAND, BE WARY OF SENDING YOUR KEY DYNASTY MEMBERS TO PERFORM TASKS THAT INVOLVE RISK AND DANGER, FOR IF THEY DIE, THEY WILL BE FOREVER LOST.

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

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

CREATING YOUR FIRST DYNASTY

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

INITIALLY YOU WILL BE PROMPTED TO SELECT A GENDER, NAME, RACE, FACE AND

SKILL FOR HIM OR HER. MOST OF THOSE CHOICES ARE PURELY AESTHETIC WITH THE SOLE EXCEPTION OF SKILL. YOU CAN CHECK THE IN-GAME EFFECT OF THE CHOSEN SKILL BY ROLLING THE MOUSE POINTER OVER IT OR VIA THE DYNASTY UI LATER IN THE GAME. NOT ALL POSSIBLE SKILLS ARE AVAILABLE FOR YOUR FIRST DYNASTY MEMBER AND THE DYNASTY MEMBERS THAT YOU ACQUIRE LATER WILL HAVE DIFFERENT SKILLS.

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





REBELS AND REBEL THREAT



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

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

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



SOCIAL UNREST, UPRISINGS AND MILITARY COUPS

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

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

CITIZEN ACTIONS

CITIZEN ACTIONS ALLOW YOU TO INFLUENCE INDIVIDUAL CITIZENS. YOU CAN BRIBE THEM, DISCREDIT THEM, OR EVEN FORCEFULLY REMOVE THEM FROM THE ISLAND.

- **KILL (\$2000)** - THE CITIZEN WILL BE EXECUTED. FAMILY MEMBERS AND BYSTANDERS WILL BE ANGERED. INCREASES CIVIL UNREST. IF THE TARGET OR THE TARGET'S SPOUSE IS A FACTION LEADER, THIS ACTION INFLUENCES HIS FACTION.
- **BRIBE (VARIABLE COST DEPENDING ON THE WEALTH OF THE CITIZEN)** - INCREASES THE CITIZEN'S AND THEIR SPOUSE'S APPROVAL AND THEIR FAMILY WEALTH. IF THE TARGET OR THE TARGET'S SPOUSE IS A FACTION LEADER, THIS ACTION INFLUENCES HIS FACTION.
- **BANISH (\$1000)** - THE TARGET AND HIS OR HER FAMILY WILL LEAVE THE ISLAND. YOU MAY APPROPRIATE SOME OF THEIR FAMILY WEALTH. INCREASES CIVIL UNREST. IF THE TARGET OR THE TARGET'S SPOUSE IS A FACTION LEADER, THIS ACTION INFLUENCES HIS FACTION.
- **DISCREDIT (\$5000)** - FABRICATE COMPROMISING EVIDENCE. THE TARGET DROPS OUT OF ANY ISLAND FACTIONS. TARGET'S FAMILY WILL BE ANGERED. INCREASES CIVIL UNREST. IF THE TARGET IS A FACTION LEADER, THAT FACTION WILL LOSE SOME SUPPORTERS.

ELECTIONS

BEGINNING IN THE WORLD WAR ERA, THE ISLANDS POPULATION WILL DEMAND FREE ELECTIONS EVERY FEW YEARS. IF YOU DO NOT ALLOW THOSE ELECTIONS, SOCIAL UNREST WILL INCREASE SIGNIFICANTLY.

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

IF YOU LOSE AN ELECTION, YOU WILL ALSO LOSE THE GAME. IT IS POSSIBLE TO ARRANGE ELECTION FRAUD, BUT THIS WILL INCREASE UNREST ON THE ISLAND, ALTHOUGH THE INCREASE WILL NOT BE AS GREAT AS WHEN ELECTIONS ARE DENIED ALTOGETHER.

TRADE

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

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

SOME TRADE ROUTES REQUIRE CERTAIN STANDING WITH THE SUPERPOWERS TO BE ESTABLISHED. OTHERS WILL CHANGE YOUR FOREIGN STANDING AS LONG AS THEY ARE ACTIVE - A SUPERPOWER WILL NOT BE HAPPY WHEN YOU TRADE WITH ITS RIVAL. THE LIGHTHOUSE ALLOWS YOU TO CHOOSE FROM ADDITIONAL TRADE ROUTES. THE DRYDOCK BUILDING DECREASES TRAVEL TIMES FOR ALL YOUR TRADE SHIPS AND WILL DOUBLE THE NUMBER OF TRADE SHIPS YOU HAVE WITH THE SHIPWRIGHT UPGRADE.

RESEARCH

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

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

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

CONSTITUTION

THE CONSTITUTION BECOMES AVAILABLE FROM THE WORLD WARS ERA ON, BUT ONLY IF YOU HAVE ALREADY COMPLETED THE CORRESPONDING COLONIAL ERA RESEARCH. THE CONSTITUTION CONSISTS OF A SET OF FUNDAMENTAL PRINCIPLES SUCH AS VOTING RIGHTS, CITIZENSHIP AND ECONOMY STRUCTURE. THE CONSTITUTION PRINCIPLES SELECTED HAVE PROFOUND EFFECTS ON LIFE IN TROPICO AND WILL GREATLY INFLUENCE BOTH FOREIGN RELATIONS AND YOUR STANDING WITH THE INTERNAL FACTIONS. THE CONSTITUTION CAN BE AMENDED ONCE EVERY 5 YEARS OR WHENEVER NEW CONSTITUTION PRINCIPLES BECOME AVAILABLE THROUGH RESEARCH.

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



BUILDINGS



CONSTRUCTION

TO ORDER THE CONSTRUCTION OF A BUILDING, RIGHT-CLICK ANYWHERE IN THE VIEW TO OPEN THE BUILD MENU. SELECT THE RESPECTIVE CATEGORY AND BUILDING AND PLACE IT ANYWHERE ON THE SCREEN. KEEP AN EYE ON THE CONSTRUCTION PANEL AT THE BOTTOM OF THE SCREEN FOR ADDITIONAL INSTRUCTIONS DURING CONSTRUCTION.

ON-DUTY BUILDERS WILL HEAD TO THE SITE ONCE YOU SELECT THE CONSTRUCTION SITE. THEY WILL USUALLY NEED AT LEAST A FEW GAME MONTHS TO FINISH THEIR WORK, AND WILL TAKE EVEN LONGER IF YOU ORDER HUGE PROJECTS SUCH AS AN AIRPORT OR SEVERAL CONSTRUCTION PROJECTS AT THE SAME TIME.

RESOURCE PRODUCTION

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

HARVESTED RESOURCES ARE TRANSPORTED BY YOUR TEAMSTERS. THEY ARE AUTOMATICALLY EXPORTED FROM NEARBY DOCKS UNLESS THEY ARE NEEDED FOR YOUR ECONOMY. IN THE LATTER CASE, THE TEAMSTERS WILL TAKE THEM TO THE RESOURCE PROCESSING BUILDINGS INSTEAD. THIS REQUIRES A ROAD CONNECTION. FOR EXAMPLE, ANY LOGS YOU PRODUCE WILL BE AUTOMATICALLY TRANSPORTED TO ANY CONNECTED LUMBER MILLS.

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

ELECTRICITY

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

WHEN THERE IS NOT ENOUGH ELECTRICITY, A BLACKOUT WILL OCCUR AND SOME ELECTRICITY CONSUMERS WILL CEASE TO FUNCTION. TO RESOLVE BLACKOUTS, ENSURE THAT ALL YOUR POWER PLANTS ARE WELL SUPPLIED AND STAFFED OR TRY TO INCREASE THEIR BUDGETS OR CONSTRUCT ADDITIONAL POWER PLANTS.

EDICTS



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

EDICTS ARE ORGANIZED INTO CATEGORIES WITH THE GENERAL CATEGORY BECOMING AVAILABLE IN THE COLONIAL ERA AND ONE ADDITIONAL CATEGORY UNLOCKING IN EACH OF THE FOLLOWING ERAS. MANY EDICTS REQUIRE PREREQUISITES SUCH AS A CERTAIN TECHNOLOGY OR BUILDING.

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



LIST OF TECHNOLOGIES

COLONIAL ERA

The Sickle	Unlocks: Farm Upgrades
Cowboys	Unlocks: Ranch Upgrades
The Shovel	Unlocks: Mines
The Trigger	Unlocks: Military Fort
Foremen	Unlocks: Managers with Productivity Skills
Planks	Unlocks: Lumber Mill
Paper	Unlocks: Newspaper
Red Tape	Unlocks: Census, Urban Development and Building Permit edicts
Constitution	Unlocks: Voting Rights, Religion and State, and Armed Force options in Constitution

WORLD WARS ERA

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

Accounting	Unlocks: Bank
Bribes	Unlocks: Customs Office
Shiny	Unlocks: Jewelry Factory

COLD WAR ERA

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

MODERN TIMES ERA

Hot Water	Unlocks: Spa Hotel, Beach Villa
Inferiority Complex	Unlocks: Modern Apartment, Fashion Company
Small Print	Unlocks: Digital Rights, Globalization and Ecology options in Constitution
Luxury Flight	Unlocks: Modern Airport

The Internet	Unlocks: E-Government, Free WiFi and IT Education edicts
Waterworks	Unlocks: Hydroponics Farm
Swiss Future	Convert Research points into Swiss Bank account
The Future	Convert Research points into Money
Future Materials	Unlocks: Free Building

EDICTS

GENERAL



Extra Rations

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

No Free Lunch



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

Military Drills



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



Martial Law

Effect	Stops elections. Decreases Crime, Liberty, tourism and efficiency of production buildings. Increases unrest when activated and once each year afterwards.
Cost	\$40 per Month



Disaster Relief Fund

Effect	Permanently reduces the cost of rebuilding destroyed buildings and lowers casualties from disasters.
Cost	1500
Upkeep	\$350 per Month



Tax Cut

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



Right to Arms

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



Mardi Gras

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



Wealth Tax

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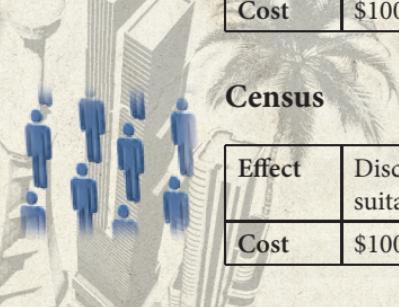
Urban Development

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



Building Permit

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



Census

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

WORLD WARS

Sovereign Debt



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



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



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

Paid Healthcare



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

Smear Campaign



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

Early Elections



Effect	Schedules elections after 12 months.
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Agricultural Subsidies



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

Global Research Initiative



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

Industrialization



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



Social Security

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



Literacy Program

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



Mortgage Subsidies

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

COLD WAR



Secret Police

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



Big Brother

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



Provокe The Rebels

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



Waste Sorting

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



Contraception Ban

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



Geological Survey

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

Immunization Program



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

Hydraulic Fracking



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

Sensitivity Training



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

Tourism Campaign



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

Organic Campaign



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



International Summit

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

MODERN ERA



Same Sex Marriages

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



Nuclear Test

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

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

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

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



Stem Cell Research

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



Social Engineering

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



GM Crops

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

Host Olympics



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

E-Government



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

IT Education



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

Free WiFi



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



BUILDINGS



INFRASTRUCTURE

Colonial Dock



Function	Exports and imports resources. Each Dock provides one Trade Ship.
Cost	\$3500
Max Workers	4
Worker Education	Illiterate

Construction Office



Function	Provides additional builders and dispatches them to construction sites.
Cost	\$1600
Max Workers	8
Worker Education	Illiterate

Electric Substation



Function	Increases the range of the electrical grid.
Cost	\$2000
Power Consumed	10 MW

Geothermal Plant



Function	Produces Power. Consumers with higher budget are serviced preferentially. Effectiveness is increased if placed closer to a volcano.
Cost	\$15000
Max Workers	8
Worker Education	Illiterate

Metro Station



Function	Allows citizens to quickly travel around the city without using cars. Increases Housing Quality of nearby residences in the area by 10 based on effectiveness.
Cost	\$7500
Max Workers	3
Worker Education	Illiterate
Power Consumed	30 MW

Nuclear Power Plant



Function	Produces Power from Uranium. Consumers with higher budget are serviced preferentially. Unique.
Cost	\$25000
Max Workers	8

Worker Education	College
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Parking Lot



Function	Increases the number of people who use cars and the Job Quality of all workplaces in the area based on effectiveness.
Cost	\$25000
Max Workers	2
Worker Education	Illiterate

Power Plant



Function	Produces Electricity from Coal and Natural Gas. Consumers with higher budget are serviced preferentially.
Cost	\$12000
Max Workers	6
Worker Education	Illiterate

Teamsters Office



Function	Facilitates the transportation of resources around the island.
Cost	\$4000
Max Workers	8
Worker Education	Illiterate

RAW RESOURCES

Automated Mine Any



Function	Must be constructed over mining deposits and produces ore (Bauxite, Coal, Gold, Iron or Uranium) based on the deposit type.
Cost	\$9000
Max Workers	3
Worker Education	Illiterate

Fishing Wharf



Function	Catches Fish from schools of fish in the vicinity of the Wharf.
Cost	\$1200
Max Workers	4
Worker Education	Illiterate

Logging Camp



Function	Produces Logs. Collapses when there are no remaining trees in the area.
Cost	\$800
Max Workers	6
Worker Education	Illiterate



Mine Any

Function	Must be constructed over mining deposits and produces ore (Bauxite, Coal, Gold, Iron or Uranium) based on the deposit type.
Cost	\$2500
Max Workers	5
Worker Education	Illiterate



Oil Refinery

Function	Produces Oil and Natural Gas from offshore deposits.
Cost	\$14300
Max Workers	6
Worker Education	College



Oil Well

Function	Must be placed over a deposit. Produces Oil and Natural Gas.
Cost	\$6000
Max Workers	4
Worker Education	High School

PROCESSED GOODS

Cannery



Function	Produces Canned Goods from Coffee, Fish and Pineapples.
Cost	\$9300
Max Workers	10
Worker Education	High School
Power Consumed	90 MW

Fashion Company



Function	Produces Apparel from Cloth
Cost	\$23000
Max Workers	10
Worker Education	College
Power Consumed	60 MW

Furniture Factory



Function	Produces Furniture from Planks.
Cost	\$14000
Max Workers	6
Worker Education	High School
Power Consumed	50 MW

Lumber Mill



Function	Produces Planks from Logs.
Cost	\$7500
Max Workers	8
Worker Education	Illiterate

Pharmaceutical Factory



Function	Produces Pharmaceuticals.
Cost	\$20000
Max Workers	6
Worker Education	College
Power Consumed	200 MW

Steel Mill



Function	Produces Steel from Iron and Coal (requires both).
Cost	\$9700
Max Workers	8
Worker Education	High School

Textile Mill



Function	Produces Cloth from Wool and Cotton.
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Cost	\$13200
Max Workers	12
Worker Education	High School

LUXURY GOODS

Chocolate Factory



Function	Produces Chocolate from Cocoa and Sugar (requires both).
Cost	\$18000
Max Workers	8
Worker Education	High School
Power Consumed	60 MW

Cigar Factory



Function	Produces Cigars from Tobacco.
Cost	\$12000
Max Workers	14
Worker Education	High School

Electronics Factory



Function	Produces Electronics from Bauxite and Gold (requires both).
Cost	\$19999

Max Workers	8
Worker Education	College
Power Consumed	220 MW



Jewelry Workshop

Function	Produces Jewels from Gold.
Cost	\$9000
Max Workers	4
Worker Education	College
Power Consumed	50 MW



Rum Distillery

Function	Produces Rum from Sugar.
Cost	\$16500
Max Workers	8
Worker Education	High School



Vehicle Factory

Function	Produces Cars from Steel and Bauxite.
Cost	\$25000
Max Workers	10

Worker Education	High School
Power Consumed	110 MW

RESIDENTIAL

Apartment



Function	Provides housing for 10 families. Housing Quality is increased if placed next to a road.
Cost	\$6000
Max Residents	10 families

Country House



Function	Provides housing for 4 families. Provides food for the residents.
Cost	\$1500
Max Residents	4 families

House



Function	Provides housing for 4 families. Housing Quality is increased for each nearby house.
Cost	\$3000
Max Residents	4 families

Mansion



Function	Provides housing for 4 families. Beauty improves the Housing Quality of the Mansion.
Cost	\$4000
Max Residents	4

Modern Apartment



Function	Provides housing for 16 families.
Cost	\$15000
Max Residents	16 families
Power Consumed	20 MW

Tenement



Function	Provides housing for 12 families. Housing Quality drops over time.
Cost	\$3000
Max Residents	12 families

ATTRACTIOnS

Beach Site



Function	Provides Entertainment for citizens and tourists in the vicinity.
Cost	\$1500
Max Workers	2

Worker Education	Illiterate
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Cineplex



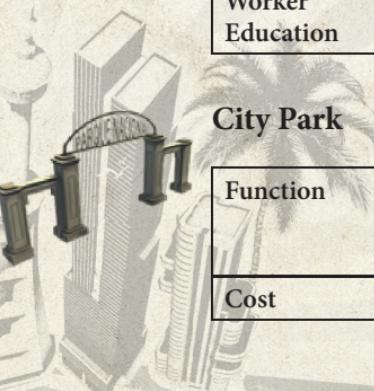
Function	Provides Entertainment for citizens and tourists in the vicinity. Boosts TV Stations over the island.
Cost	\$25000
Max Workers	6
Worker Education	High School
Power Consumed	250 MW

Circus



Function	Provides Entertainment for citizens and tourists in the vicinity.
Cost	\$7000
Max Workers	8
Worker Education	Illiterate

City Park



Function	Provides Entertainment for citizens and tourists on the entire island. Service Quality depends on Beauty.
Cost	\$2900



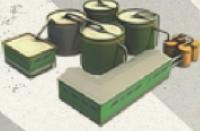
Garden Big

Function	Increases Beauty in the vicinity.
Cost	\$500



Garden Small

Function	Increases Beauty in the vicinity.
Cost	\$200



Recycling Plant

Function	Lowers pollution in the vicinity.
Cost	\$9200
Max Workers	7
Worker Education	Illiterate
Power Consumed	40 MW



Restaurant

Function	Provides Entertainment for citizens and tourists the vicinity. Effectiveness increases based on Food Variety.
Cost	\$1200
Max Workers	6
Worker Education	Illiterate

Tavern



Function	Provides Entertainment for citizens living in the vicinity. Service Quality depends on Beauty. Children can't visit the Tavern.
Cost	\$700
Max Workers	3
Worker Education	Illiterate

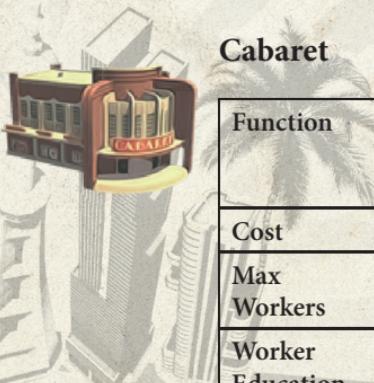
LUXURY ATTRACTIONS



Ancient Ruins

Function	Provides Entertainment for richer citizens and tourists in the vicinity. Must be placed on a deposit.
Cost	\$7500
Max Workers	4
Worker Education	High School

Cabaret

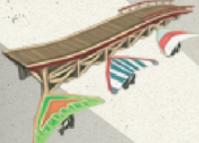


Function	Provides Entertainment for richer citizens and tourists in the vicinity. Children can't visit the Cabaret.
Cost	\$6000
Max Workers	8
Worker Education	Illiterate



Casino

Function	Provides Entertainment for richer citizens and tourists in the vicinity. Children can't visit the Casino.
Cost	\$5400
Max Workers	4
Worker Education	High School
Power Consumed	50 MW



Hang Gliding Club

Function	Provides Entertainment for richer citizens and tourists in the vicinity. Service Quality improves if place on higher terrain.
Cost	\$5000
Max Workers	2
Worker Education	Illiterate



Museum

Function	Provides Entertainment for richer citizens and tourists in the vicinity. Service Quality improves with age.
Cost	\$8000
Max Workers	4
Worker Education	College



Nightclub

Function	Provides Entertainment for richer citizens and tourists in the vicinity. Children can't visit the Night Club.
Cost	\$12000
Max Workers	4
Worker Education	Illiterate
Power Consumed	30 MW



Opera House

Function	Provides Entertainment for richer citizens and tourists in the vicinity.
Cost	\$3500
Max Workers	3
Worker Education	College

Stadium

Function	Provides Entertainment for richer citizens and tourists in the vicinity. Service Quality increases for each other Stadium on the island.
Cost	\$35000
Max Workers	16
Worker Education	Illiterate
Power Consumed	80 MW

TOURISM

Airport



Function	Attracts more tourists, that arrive on the island via plane. Increases Tourism Rating by 10. Unique.
Cost	\$20000
Max Workers	4
Worker Education	College

Beach Villa



Function	Provides room for a single Wealthy tourist family. Service Quality depends on Beauty. Service Quality drops for each residential building nearby.
Cost	\$10000
Max Workers	1
Worker Education	Illiterate
Power Consumed	10 MW
Max Tourists	1 family

Cabana Village



Function	Provides rooms for 5 Slob tourist families. Service Quality depends on Beauty. Service Quality is increased for each entertainment building nearby.
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Cost	\$8000
Max Workers	3
Worker Education	Illiterate
Max Tourists	5 families

Cabin



Function	Provides rooms for 2 Eco tourist families. Service Quality depends on Beauty. Service Quality drops if there are many building nearby.
Cost	\$7500
Max Workers	1
Worker Education	Illiterate
Max Tourists	2 families

Country Hotel



Function	Provides rooms for 6 Eco tourist families. Service Quality depends on Beauty. Service Quality drops if there are many building nearby.
Cost	\$22000
Max Workers	6
Worker Education	Illiterate
Max Tourists	6 families



Cruise Ship

Function	Built on water. Provides rooms for 20 Family tourist families. Service Quality depends on Beauty and Crime Safety.
Cost	\$50000
Max Workers	6
Worker Education	Illiterate
Max Tourists	20 families



Economy Hotel

Function	Provides rooms for 12 Slob tourist families. Service Quality depends on Beauty. Service Quality is increased for each entertainment building nearby.
Cost	\$18000
Max Workers	8
Worker Education	Illiterate
Max Tourists	12 families



Family Resort

Function	Provides rooms for 7 Family tourist families. Service Quality depends on Beauty and Crime Safety.
Cost	\$16000

Max Workers	4
Worker Education	Illiterate
Max Tourists	7 families

Hacienda



Function	Provides rooms for 6 Culture tourist families. Service Quality depends on Beauty. Service Quality is increased for each colonial building nearby.
Cost	\$25000
Max Workers	6
Worker Education	Illiterate
Max Tourists	6 families

Historic Inn



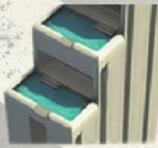
Function	Provides rooms for 3 Culture tourist families. Service Quality depends on Beauty. Service Quality is increased for each colonial building nearby.
Cost	\$16000
Max Workers	3
Worker Education	Illiterate
Max Tourists	3 families

Modern Airport



Function	Attracts even more tourists, that arrive on the island via plane. Increases Tourism Rating by 15. Unique.
Cost	\$32000
Max Workers	6
Worker Education	College

Spa Hotel



Function	Provides rooms for 10 Wealth tourist families. Service Quality depends on Beauty. Service Quality drops for each residential building nearby.
Cost	\$45000
Max Workers	8
Worker Education	Illiterate
Power Consumed	60 MW
Max Tourists	10 families

SERVICES & WELFARE

Cathedral



Function	Provides Religion to citizens living nearby.
Cost	\$25000
Max Workers	8
Worker Education	College

Catholic Mission



Function	Provides Religion to citizens living in its vicinity.
Cost	\$2000
Max Workers	2
Worker Education	High School

Church



Function	Provides Religion to citizens living in the vicinity.
Cost	\$6000
Max Workers	4
Worker Education	High School



Clinic

Function	Provides Healthcare to citizens living in the vicinity.
Cost	\$2500
Max Workers	3
Worker Education	College



Grocery

Function	Provides Food to citizens living in its vicinity.
Cost	\$650
Max Workers	2
Worker Education	High School



Hospital

Function	Provides Healthcare to citizens living in the vicinity.
Cost	\$12000
Max Workers	8
Worker Education	College
Power Consumed	60 MW



Newspaper

Function	The Newspaper increases Liberty in the vicinity.
Cost	\$3000
Max Workers	4
Worker Education	College



Police Station

Function	Increases Crime Safety in the vicinity. Discovers roles of citizens. Can be upgraded with a Fire Brigade.
Cost	\$6200
Max Workers	5
Worker Education	High School



Supermarket

Function	Provides food to citizens living in the vicinity.
Cost	\$5000
Max Workers	2
Worker Education	High School
Power Consumed	30 MW



TV Station

Function	Increases Liberty in the vicinity.
Cost	\$14000
Max Workers	6
Worker Education	College
Power Consumed	110 MW

RESEARCH & EDUCATION



College

Function	Provides College education for citizens with High School education.
Cost	\$14000
Max Workers	6
Worker Education	College



High School

Function	Provides High School education to uneducated citizens.
Cost	\$6500
Max Workers	4
Worker Education	High School



Library

Function	Generates Research Points.
Cost	\$5000
Max Workers	3
Worker Education	College



Observatory

Function	Generates Research Points. Effectiveness is improved if placed on higher terrain.
Cost	\$9000
Max Workers	4
Worker Education	College



Science Lab

Function	Generates Research Points. Improves effectiveness of other science buildings nearby.
Cost	\$22000
Max Workers	6
Worker Education	College
Power Consumed	110 MW

ECONOMY & FOREIGN

Bank



Function	Generates interest rate on money in the treasury.
Cost	\$9500
Max Workers	4
Worker Education	College

Customs Office



Function	Improves prices of export trade routes. Unique.
Cost	\$6200
Max Workers	4
Worker Education	Illiterate

Drydock



Function	Increases the speed of all Trade Ships. Unique.
Cost	\$12000
Max Workers	8
Worker Education	High School



Embassy

Function	Allows the establishing of diplomatic relations with a single foreign power.
Cost	\$5000



Lighthouse

Function	Provides additional trade offers. Unique.
Cost	\$4800



Office Building

Function	Generates money based on the number of people living in the vicinity.
Cost	\$14000
Max Workers	12
Worker Education	High School
Power Consumed	40 MW

MILITARY

Air Carrier

Function	Allows bombing runs in combat.
Cost	\$29000



Army Base



Function	Provides a squad of Tanks.
Cost	\$13000
Max Workers	3
Worker Education	Illiterate

Barracks



Function	Provides a squad of Infantry.
Cost	\$8900
Max Workers	8
Worker Education	Illiterate

Guard Tower



Function	Engages enemy soldiers in its vicinity.
Cost	\$2200
Max Workers	2
Worker Education	Illiterate

Military Fort



Function	Provides a squad of Colonial Infantry. The squad can be sent to explore uncharted lands.
Cost	\$6200

Max Workers	8
Worker Education	Illiterate

Nuclear Program



Function	Reduces chance of foreign invasion.
Cost	\$30000
Max Workers	10
Worker Education	College
Power Consumed	220 MW

Palace



Function	Houses the ruling dynasty and their most loyal soldiers. The game will be lost if it is destroyed.
Cost	\$100000
Max Workers	8
Worker Education	Illiterate

Space Program

Function	Generates Research Points. Unique.
Cost	\$45000
Max Workers	10
Worker Education	College
Power Consumed	70



CONSTITUTION



LIST OF CONSTITUTION PRINCIPLES AND EFFECTS

VOTING RIGHTS

MALE CITIZENS VOTE

FEWER VOTERS, BASED ON CHAUVINIST GENDER DISCRIMINATION.

WEALTHY CITIZENS VOTE

FEWER VOTERS, BASED ON REACTIONARY WEALTH DISCRIMINATION.

ALL CITIZENS VOTE

MORE VOTERS, BASED ON CRAZY LIBERAL IDEALS.

RELIGION AND STATE

THEOCRACY

RELIGIOUS BUILDINGS LOWER CRIME IN THEIR VICINITY.

SECULAR STATE

INCREASED LIBERTY HAPPINESS.

ATHEIST STATE

RESEARCH IS FASTER BY 10%. LESS RELIGIOUS CITIZENS APPEAR IN TROPICO.

ARMED FORCES

MILITIA

HIGH-SCHOOL SOLDIERS. ADDITIONAL MILITIA SQUADS RAISED IN BATTLES.

CONSCRIPTION

NO EDUCATION FOR SOLDIERS.

PROFESSIONAL ARMY

HIGH-SCHOOL SOLDIERS. HIGH EFFECTIVENESS.

POLITICAL RIGHTS

TOTALITARIAN STATE

ELECTIONS HAPPEN LESS OFTEN. VOTE FRAUDS GIVE 300% MORE VOTES. 50% MORE REBELS.

POLICE STATE

EVERY POLICEMAN CONVINCES 1 VOTER TO VOTE FOR YOU.

DEMOCRACY

MANDATORY HONEST ELECTIONS THAT HAPPEN MORE OFTEN AND NO UPRISINGS.

LABOR POLICY

WORK FOR ALL

CHILD LABOR AND LATE RETIREMENT. LIFE EXPECTANCY AND JOB HAPPINESS REDUCED.

HAPPY CHILDHOOD

LATE RETIREMENT. NORMAL LIFE EXPECTANCY AND JOB HAPPINESS.

WORKERS PARADISE

EARLY RETIREMENT. HIGH JOB HAPPINESS.

CITIZENSHIP

VISA PROGRAM

MORE EDUCATED IMMIGRANTS.

IMMIGRANTS NATION

OPEN BORDERS - EASIER TO IMMIGRATE AND EMIGRATE.

GUARDED HEAVEN

REGULATED BORDERS - HARDER TO IMMIGRATE AND EMIGRATE.

PERSONAL RIGHTS

TOTAL STATE CONTROL

REDUCED LIBERTY. ASSASSINATION AND BANISH ACTIONS COST LESS.

SECURITY SURVEILLANCE

POLICE DISCOVERS SPECIAL CITIZENS SUCH AS REBELS FASTER.

OPEN SOCIETY

HIGH LIBERTY. ASSASSINATE AND BANISH ARE LIMITED. SPECIAL CITIZENS ARE HARDER TO DISCOVER.

ECONOMY STRUCTURE

PLANNED ECONOMY

BUILDINGS WITH MANAGERS GAIN 10 BONUS EFFECTIVENESS.

PLUTOCRACY

ALL SWISS BANK ACCOUNT GAINS INCREASED BY 20%

FREE MARKET

BUDGET IMPACT ON BUILDING EFFECTIVENESS IS STRONGER

MEDIA INDEPENDENCE

TOTAL PROPAGANDA

MEDIA PROVIDES LESS LIBERTY. PROTESTS HAPPEN LESS FREQUENTLY.

SUBSIDIZED MEDIA

MEDIA REQUIRES HIGHER BUDGET. JOURNALISTS CONVERT VOTERS FOR YOUR CAUSE.

INDEPENDENT MEDIA

MEDIA PROVIDES MORE LIBERTY. PROTESTS HAPPEN MORE FREQUENTLY.

DIGITAL RIGHTS

TOTAL FIREWALL

LESS CITIZENS BECOME REBELS. RESEARCH IS SLOWER.

FIGHT PIRACY

INCREASES THE FOREIGN AID GAINED FROM THE EU AND USA BY 20%

FREE INTERNET

RESEARCH POINTS GENERATION INCREASED BY 15%

GLOBALIZATION

PROTECTIONISM

INCREASES BASE PRICES FOR RAW RESOURCES BY 20%

STRATEGIC SECTOR

RAISES TOP EXPORT PRICE BY 20%

OPEN BORDERS

INCREASES THE BASE PRICE FOR MANUFACTURED GOODS BY 10%

ECOLOGY

ECONOMY FIRST

FACTORY EFFECTIVENESS +10%. FACTORY POLLUTION +50%

ENERGY EFFICIENCY

FACTORY BUDGET -20%.

ZERO EMISSIONS

FACTORY EFFECTIVENESS -20. FACTORY POLLUTION -75%. TOURISM BOOST.





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