

XBOX 360

TROPICO 4



! WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

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

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

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

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Primary control mode



Alternative control mode





GETTING STARTED

In politics, absurdity is not a handicap.

- Napoleon Bonaparte

TITLE SCREEN

After Tropico 4 starts you will be presented with the Title Screen. From there you can start a new game in any game mode, continue your last saved game, load a game, access challenges, inspect your achievements, check out the latest news, change the game options, purchase downloadable content, or view the credits.

GAME MODES

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

- Lord Acton

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

TUTORIALS

The Tropico 4 tutorials are four short missions that introduce the basic game concepts and mechanics.

HOW TO RULE

"I have decided to take up politics. I am sure that soon I will rule Tropico. For the benefit of future historians, I have started writing this journal... Here I will keep a record of my rise to power and my struggle to make Tropico the best nation in the world.

First, I have to learn how to rule an island nation. The famed Generalissimo Santana has decided to take me under his wing and teach me the basics.

My first goal is to learn how to navigate around my island, how to examine buildings and citizens, and how to order new constructions."

MAKING MONEY

"You can't do anything without money to pay for it. Generalissimo Santana says that it is imperative to learn how to make money from my island.

The Generalissimo explained that he will teach me how to manage optional tasks, how to make money at the beginning of my rule and how to develop the industry later on.

Production and transportation are the basics of an island's economy. Understanding production chains, workers, wages and job slots is the difference between a good ruler and a failure.

Finally, I will have to acquaint myself with international trade and foreign imports."

BE HAPPY

"Exploiting the people too much can have dangerous consequences. Generalissimo Santana warns me that I will occasionally have to meet the demands of the citizens unless I want to deal with rebels and coups all the time.

The Generalissimo wants me to study the needs and happiness of my subjects. Learning how to manage civic services such as healthcare, housing and law enforcement may prove useful indeed. Citizen education seems very important as well. I will need educated people to staff my military and workforce."

POLY TICKS

"I am tired of learning about managing islands, constructions and keeping the populace calm. I want to find out how real politics work - the conniving, the power struggles and the betrayal. Generalissimo Santana has finally agreed to coach me in the art of surviving Tropicán politics.

The Generalissimo explained that there are two main political

battlefields - internal politics dominated by the Tropicana factions and foreign politics dominated by the superpower nations. To improve my standing with these factions and powers, I have to meet their demands. Sounds simple enough.”

CAMPAIGN

Tropico 4 features a 20 mission campaign set on various fictional islands in the Caribbean. Completing a mission unlocks the subsequent mission in the campaign. Completed missions are available for replay. Progress through the campaign is stored automatically.

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

SANDBOX

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

CHALLENGES

Challenges are special scenarios available online. To browse challenges and access other online functionality you will have to be connected to Xbox LIVE.

MAP GENERATION

*Every nation ridicules other nations, and all are right.
- Arthur Schopenhauer*

The Map Generator allows you to create a custom random map for a sandbox mission or a challenge created by you. You are able to customize the following parameters:

- **Island Size** - The size of the generated island. It is often more difficult to play on smaller islands because the building space is limited there.
- **Elevation** - Different crops fare differently on different elevation. The islands with very high elevation tend to have less building space.
- **Mineral deposits** - Determines how many iron, bauxite, gold, and oil deposits exist on the island.
- **Vegetation** - Islands with lush vegetation have more fertile soil. Farming can be difficult on barren islands with a small amount of vegetation.

After you are satisfied with the settings you have selected, press X to generate the random map. If you are not happy with the results, press X again to create a new map. Press A to proceed with the generated map.

GAME PARAMETERS

You will be prompted to customize the game parameters for any sandbox game you play. The selected set of parameters, along with the random map settings, where applicable, determines the game difficulty.

The following parameters can be adjusted with a slider:

- **Political Stability** - Impacts rebel activities, coups, uprisings, protests, subversive actions, and foreign invasions. Low political stability equals a more difficult game.
- **Export Prices** - Modifies the export prices of all Tropicana goods. Low prices raise the game difficulty.
- **Tourism** - Modifies the tourism rating of the island. High tourism rating attracts more and wealthier tourists. Low tourism rating will increase the game difficulty.
- **Game Length** - The maximum length of your mandate in years.
- **Population** - Sets the starting number of citizens on the island.

- **Random Events** - Modifies the frequency of random events, such as price changes and disasters. If set to minimum there will be no random events at all.
- **Prominent Faction** - The selected faction will have more supporters and political influence than usual. The prominent faction is not necessarily the largest faction on the island.

The following parameters can be set on or off:

- **A Faraway Place** - The island is far away from the United States. Tourism is less lucrative and you are less likely to be invaded by the US.
- **Rebel Yell** - Rebelling is a proud tradition of your people. They are quick to take arms and fight against your regime.
- **Free Elections** - Elections are closely monitored by the international community. Fraud and the bypassing of elections are disabled.
- **Immigrants Out** - No free immigrants. You can still hire educated foreigners for money.
- **God Mode** - No elections, rebel attacks, coups, uprisings, foreign invasions, and subversive activities. Treasury is set to \$500,000 at start of game and additional money is granted automatically, so the player can never run out of funds.

CHARACTER CREATION

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

- Abraham Lincoln

In Tropico 4 you are able to create a custom dictator for any game mode, except tutorial. The first step is to customize the Avatar's appearance, the second is to customize his qualities as a dictator.

APPEARANCE

The appearance of your Avatar is a purely aesthetic choice that has no impact on gameplay. You can customize the following:

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

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

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

CHARACTER BIO

You are able to name your custom Avatar and choose the following characteristics: background, rise to power and three traits. You can also select a random legal set of characteristics.

Some characteristics exclude each other. For example, your Avatar cannot be “ugly” and “charismatic” at the same time.

CHARACTER TRAITS

All traits start at level 1 and may be improved up to level 5 by successfully completing missions and scenarios using these traits. Improving a trait either increases a positive effect granted by the trait or decreases a negative effect imposed by the trait.

Trait level is saved automatically. Traits can never go down a level.

INTERFACE BASICS

Politics is the entertainment branch of industry.

- Frank Zappa

MAIN VIEW

The following elements are visible in the Main View:

- Minimap
- Population, Money, Average Happiness, Current Date (month and year)
- Speed controls - pause, normal, fast, fastest
- Task UI

CAMERA CONTROLS

You can pan the camera using LS and rotate the view using RS. The camera's angle can be tilted by pressing up/down on the RS while in the Alternative Control Mode (RT is held). Pressing RS will reset the camera to its default position.

SPEED CONTROL

The speed of the game can be changed by activating Alternative Control Mode (RT is held) and pressing a direction on the D-pad.

- D-pad (left) - Decrease game speed
- D-pad (right) - Increase game speed
- D-pad (up) - Set game speed to maximum
- D-pad (down) - Pause game

INFO PANEL

The Info Panel is a window box, located in the right part of the screen, which is only shown on the Main View when a building or a unit is selected. The Info Panel gives additional information about the selected object and the ability to change its parameters.

MANAGE MODE

Pressing down on the D-pad in certain Info Panels will allow you to administrate the building. You can navigate items in the Info Panel with the D-pad and perform actions like changing a building's work mode or firing a worker.

Pressing RB will toggle between the description and administration parts of an Info Panel.

The Info Panel can be closed by pressing B button.

OVERLAYS

The Overlay menu can be accessed by pressing X in Alternative Control Mode (RT is held). This menu contains the following categories:

- **Crop conditions** - The crop conditions for the different crops that can be raised on the island.
- **Natural Resources** - The resources on the island. Iron, bauxite and gold are marked in yellow, oil is marked in black.
- **Island conditions** - Island conditions like humidity and beauty. Also indicates pollution, landfill coverage, volcano and tsunami danger zones.
- **People** - Displays Crime, Pollution and Liberty Overlays. Problem areas for crime and pollution are marked in red.
- **Services** - Displays the Occupancy, Employment, Service Quality, Job Quality and Electricity overlays. Instead of colorizing the terrain, these overlays colorize the buildings they apply to.
- **Island Economy** - Displays the Income, Expenses and Balance overlays. Instead of colorizing the terrain, these overlays colorize the buildings they apply to.

After selecting a category you can view details about the overlays featured in it by navigating to them with the D-pad.

EDICTS

The Edicts menu can be accessed by pressing A in Alternative Control Mode (RT is held). All edicts are sorted in different categories - General, Education, Economy and Tourism, Interior, Defense. Edicts

in categories other than General require a Minister in the respective position. Each edict may have different additional prerequisites.

SELECT AVATAR

The Avatar can be selected by pressing B in Alternative Control Mode (RT is held).

ALMANAC

Pressing Y while in Alternative Control Mode (RT is held) will open the Almanac. The Almanac contains different statistics regarding your island. Information is presented in two pages - the left one provides more general information while the right one gives more details.

To change the information presented on the left page, you can select a different category from the text buttons located at the top of the Almanac by pressing the LB and RB buttons. The categories are called Overview, People, Economy, Trade, Factions, Foreign and Lists. Some of the items on the left page are selectable - when you select them with the A button, more details for the current item will appear on the right page.

You can browse pages of the Almanac that you have previously opened by pressing LT and RT.

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

TASKS

Every task sets a certain objective before you. Most tasks offer rewards on completion - improved faction standing, money, or progress within the mission. Sometimes completed tasks lead to unexpected consequences or secret rewards.

Tasks are visualized at the right side of the screen. Progress is indicated where applicable. Pop ups of a detailed task description can be viewed by pressing the Back button. Pressing up and down on the D-pad will select different tasks to view. If a task requires a money payment or can be skipped voluntarily, this option is presented in the

detailed task description.

ACQUIRING NEW TASKS

There are two ways to acquire new tasks. Important mission tasks appear as pop-up notifications and are added to the task log automatically. Minor tasks related to factions and foreign powers as well as side objectives appear as "Exclamation Mark" icons before important buildings on your island. To examine an optional task and accept or dismiss it, just press the B button while your cursor is over the icon. Keep in mind that if you already have five or more active tasks you will not be able to accept more tasks before you resolve some of the current ones.

ALL THE LITTLE PEOPLE

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

- Fidel Castro

CITIZENS

Every citizen is unique - he has different needs, preferences, work experience, and education.

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

INDIVIDUAL SIMULATION

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

NEEDS

Every citizen has 5 primary needs: food, rest, faith, fun and health. You can check the citizen's needs by selecting him and navigating to the Needs and Thoughts icon in his Info Panel with the D-pad and selecting it with the A button. When a need bar gets low, the citizen will try to satisfy this need. For example, if he needs fun he will look for entertainment he can afford. His need will be refilled even if he cannot find a way to satisfy it, but the respective happiness of the citizen will drop drastically.

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

GETTING FOOD

Satisfying the food need works a little differently than other needs. People get several meals from a single visit to a farm or a marketplace, and then their whole family eats from these household meals for some time. Marketplaces are also able to import food from abroad, if food imports are allowed and there is enough money in the Treasury.

HAPPINESS

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

SPECIAL ACTIONS

You can issue special actions on each citizen by navigating to them with the D-pad and pressing A to confirm. The Special Actions are:

- **Arrest (\$500)** - if you have an operational Prison and Police Station, you can arrest your citizens and put them in jail. The arrested citizen and all others who witnessed the arrest will have lower respect for you temporarily.
- **Bribe (\$1,000)** - if you have an operational Bank, you can bribe your citizens. Bribed citizens will have their respect temporarily increased.
- **Heretic (\$500)** - if you have an operational Cathedral, you can declare your citizens heretics. A citizen who has been declared a Heretic will not be able to protest, run as a candidate in elections or become a faction leader, but his and his family's respect for you will be decreased.
- **Eliminate (\$500)** - if you have an operational Guard Station, you can eliminate a citizen of your choosing. The respect of the late citizen's family and all who witnessed the killing will be severely decreased.
- **Arrange "accident" (\$3,000)** - if you have an operational Secret Police, you can arrange for an "accident" to happen to one of your citizens. All details about the matter will be hushed up and you will receive no penalty to your respect.

RESIDENCES

Families can afford to pay up to a third of their combined salary for rent, rounded down. This means that a single citizen that earns \$7 can afford housing with rent up to \$2 and a family where the mother and father both earn \$9 can afford housing with rent up to \$6 (a third of \$18).

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

If some citizens cannot find a residence that suits them, they will

automatically construct rickety shacks to live in. Shacks are the worst type of housing and generally you should strive to have as few of them as possible.

JOB AND EDUCATION

Initially most of your citizens will be uneducated. This means that they can't apply for advanced professions like doctor or journalist. You can educate your citizens in a High School or a College.

If you need more workers you can pay to invite immigrants. This action is initiated by pressing the A button when an empty worker slot is selected in the Info Panel of the workplace where you need them. Educated workers cost more than uneducated ones and prices will gradually rise when you hire more workers from abroad.

Every workplace has Job Quality that directly affects the job happiness of the workers there. More prestigious professions with higher salaries provide higher job quality.

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

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

JOB SKILL

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

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

TRACKING CITIZENS

You can mark the selected citizen for tracking by holding the LT. After you mark a citizen you will be able to directly select it by pressing LT. You can cycle through a group of marked citizens by pressing LT repeatedly.

TOURISTS AND TOURISM RATING

Several classes of tourists can be attracted to the island - young Spring Break tourists, cheapskate Slob tourists, tree-hugging Eco-tourists and even the most desirable Wealthy tourists, if the resorts of the island are good enough to attract them. If you aim to attract a particular class of tourists you have to build attractions that those tourists will use.

Tourist families have different wealth that indicates the maximum amount of money they are willing to spend at an attraction or accommodation. If the attraction fee is above a tourist's spending limit, he will not be able to visit this attraction.

Tourist attractions have a "maximum spending" parameter. A tourist can never spend more money at an attraction than the attraction's maximum spending limit. More prestigious attractions have higher maximum spending limits.

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

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

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

BUILDINGS

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

- Ernest Benn

CONSTRUCTION

To order the construction of a building, press Y to open the build menu. Select the respective category and building and place it anywhere on the screen with A. During placement you can rotate the selected building by pressing left and right on the D-pad and change work modes (where available) with up and down on the D-pad. At any time you can cancel building placement by pressing the B button.

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

You can prioritize constructions from their Info Panels - builders will try to complete higher priority constructions before lower priority ones. It is also possible to administrate buildings while they are in construction (see "Administration", below).

QUICK BUILD

If you have lots of money in the Treasury or need to complete a particular construction really fast, you can use the "Quick Build" button in the construction's Info Panel. This action will complete the building really fast, but you will have to pay its construction price once again, effectively building at double price.

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

BLUEPRINTS

Prestigious or advanced buildings require blueprints to be constructed. Blueprints can be purchased from the Build menu and are sometimes earned as rewards. Blueprints for a specific building must be unlocked only once per mission and they make the building available until the end of the mission.

DEMOLITION

If you wish to demolish a building, construction, or road segment, you will have to select the "Demolish" icon from the "Infrastructure" section of the Build Menu. This allows you to mark buildings for demolition. Placing the cursor over a building or buildings and pressing the A button will mark the selected buildings for demolition. Selecting the buildings again will unmark them. You may cancel a demolition order from the Info Panel of the condemned building. Demolishing a construction in progress will give you a full refund.

REBUILDING

Destroyed buildings may be rebuilt at full price. To do so, select the ruins of the destroyed building and press the X button. Upgrades for rebuilt buildings have to be purchased separately.

ADMINISTRATION

WORK MODES

Many buildings have several different work modes that may be changed at any time, even while the building is being constructed. You can manage the work modes from the "Overall" tab of the Info Panel.

Select the current work mode of the building by pressing down on the D-pad, then press the A button in order to open the list of available work modes that can be selected. Selecting a work mode with the D-pad from the list will give you a short description of it while pressing the A button will select it. Only one work mode may be active within a single building.

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

UPGRADES

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

Upgrades are special improvements to a building that require a one-time investment. They modify the functionality of the building and once constructed cannot be disabled. Some of them require and consume electricity.

HIRING AND FIRING

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

To fire a worker you must press X while his portrait is selected on the "Fee and Salary" tab of his workplace.

FEES, RENTS, AND SALARIES

You can adjust Fees, Salaries, and Rents by pressing A while either the left or right arrow placed alongside the respective bar is selected. You will pay salaries to your workers and receive rent from your tenants every month. Fees are collected when a person uses the service provided by the building.

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

ROADS AND TRAFFIC

CONNECTING TO ROADS

Some buildings can be connected to roads. This allows citizens and tourists to travel with cars to and from them to other buildings

connected to this road network. You will recognize such buildings by the arrows that are visualized next to the car entrance during building placement or the placement of a road. If those arrows are red, the building is not currently connected to a road. This doesn't hinder the functionality of the building and means only that it is not part of the road network of the island.

GARAGES

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

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

AVATAR

Power corrupts. Absolute power is kind of neat.
- John Lehman

CONTROLS

Select your Avatar by pressing B in Alternative Control Mode (RT is held). Press X to move the Avatar to the selected location or A to activate his default action at this location. If the Avatar engages some rebels or traitors, he will automatically fight them and you will not be able to control him until the battle is over. If he is wounded he will retreat to the Palace to recuperate and will be unavailable for some time.

THE LIMO

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

ACTIONS

The avatar is able to perform the following actions:

- **Rush Construction** - Activated by pressing A when the cursor is over a construction site. The Avatar personally gives orders to the workers at a construction, significantly increasing the construction speed.
- **Production Building Visit** - Activated by pressing A when the cursor is over a production building. The Avatar visits a production building, slightly boosting production for the next 6 months.
- **Service Building Visit** - Activated by pressing A when the cursor is over a service building. The Avatar visits a service building, slightly boosting service quality for the next 6 months.
- **Hold a Speech** - Activated by pressing A when the cursor is over the Palace. The Avatar holds a speech from the balcony, raising the respect of the gathered crowd.
- **Calm down a protest** - Activated by pressing A when the cursor is over a protesting citizen. The Avatar talks to the citizen and negates the effect of the protest.
- **Diplomatic mission** - Activated by pressing A when the cursor is over the Airport. Improves the next foreign aid the country will receive.
- **Decorate** - Activated by pressing A when the cursor is over the Armory, Guard Station or Army Base. The Avatar decorates a soldier or General with a medal. This action raises the respect of all soldiers/Generals working in the building.
- **Improve foreign relations** - Activated by pressing A when the cursor is over the Diplomatic Ministry. The Avatar increases relations with the US and USSR foreign powers for 6 months.

- **Attack** - Activated by Pressing A when the cursor is over enemies during a battle. The Avatar fights rebels or traitors.

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

ECONOMICS

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

- Ronald Reagan

MAKING PROFITS

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

EXPORTS

Each produced resource that is not used by the economy of the island is automatically exported to foreign lands (by hauling it to the docks and loading it onto a freighter). The prices of these exported resources may vary over time, so a resource that is a profitable export early in the game may become undesirable later on.

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

FARMS

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

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

MINES AND OIL WELLS

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

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

OIL REFINERIES

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

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

ELECTRICITY

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

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

A building is considered to have enough Electricity if it is connected to the Electrical grid and your Power Plants supply enough Megawatts for it to operate. If the output of the Power Plant is insufficient, a

rolling blackout will occur in the buildings connected to the Electrical grid.

Penultimo says: Presidente, you can also import food, luxury goods for your Shopping Malls and raw resources from abroad. The import costs will be deducted from the Treasury at the standard commodity price. Imports allow you to set up an advanced economy without raw resources production, but they can put quite a strain on the Treasury and must be used sparingly.

TOURISM

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

As described above, there are four tourist classes - spring break tourists, slob tourists, eco-tourists and wealthy tourists. They have different expectations from their trip and different spending limits. Factors such as Environment and crime safety are very important for tourists, so it is best if you set your resorts in a beautiful and unspoiled part of the island.

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

FOREIGN AID

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

If you manage to keep both superpowers pleased, foreign aid will keep coming steady.

FEES

Some buildings generate profits based on their set rents and fees, but only if the visitors (citizens or tourists) can afford these fees.

The tourists' class and the citizens' salary determine their spending limits.

EXPENSES

There are several sources of expenses:

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

SWISS BANK

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

POLITICS

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

- Fidel Castro

FACTIONS

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

- **Capitalists** - Capitalists desire wealth and prosperity. They are few in number, but very influential and your standing with them has impact on your relationship with the USA.
- **Communists** - They represent the interests of the worker class and are usually one of the largest factions on the island. They will be displeased if the wealthy elite receive much higher wages than the common worker. Your standing with the Communists has impact on your relationship with the USSR.
- **Intellectuals** - typically the Intellectuals are not many, but are well educated. If they are displeased, educated workers will leave the island. Intellectuals value liberty, Democracy and education.
- **Religious** - the Religious people in Tropico are many and it is important to keep them pleased. They desire churches and cathedrals and will oppose shady or corrupt acts.
- **Militarists** - when you displease this faction, you may suffer severe consequences. This is because the Militarists hold in their hands most of the firepower of the island and can easily stage a military coup. It is often best to specifically cater to the needs of the soldiers in order to prevent this eventuality.
- **Environmentalists** - the Environmentalists are a small faction that campaigns for low pollution and preservation of the island's nature. Heavy industry and high pollution will displease them.
- **Nationalists** - 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.
- **Loyalists** - The Loyalist Faction is composed of El Presidente's most fierce supporters. The Loyalist Faction is small initially, but certain edicts and buildings may convert people to Loyalists.

FACTION DEMANDS

All factions have certain demands and expectations of you. These demands can be inspected by selecting the Factions section of the Almanac. Faction representatives will inform you of the most urgent faction demands.

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

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

Factions offer optional tasks that allow you to improve your standing with them permanently. Keep an eye out for "Exclamation Mark" icons before your important buildings!

FACTION DISASTERS

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

Capitalists - Corruption

All export prices are decreased by 20%.

Communists - Rebel Incursion

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

Intellectuals - Student Protests

The students arrange protests, shutting down all High Schools and Colleges. Nobody can graduate until the protest ends.

Religious - Anathema

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

Militarists - Ultimatum

Militarists threaten to provoke a Military coup after 2 years.

Environmentalists - Eco-protests

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

Nationalists - Street Riots

Nationalists provoke battles between Tropic-born citizens and immigrants.

Loyalists - Doubt in the Leader

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

ELECTIONS

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

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

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

ELECTION SPEECHES

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

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

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

MINISTERS

Most edicts and certain buildings require a minister at a certain position in the Tropicana cabinet. To appoint a minister you must first construct the Council of Ministers building. Ministry positions require a citizen with certain professional experience, for example the Minister of Defense has to be an experienced soldier or General. If you don't have such a citizen on your island, you can invite an expert from abroad.

Ministry position	Professional experience required
Minister of Economy	Banker, Journalist, Shopkeeper, Customs Officer
Minister of Education	Teacher, Professor
Minister of Foreign Affairs	Bureaucrat, Journalist
Minister of Interior	Policeman, Secret Agent
Minister of Defense	General, Soldier

MINISTER EVENTS

Depending on their Leadership, Courage and Intelligence attributes, your Ministers may generate positive or negative events. A competent Minister will make your life easier while an incompetent one will force you to fire him or suffer the consequences of his mistakes.

FOREIGN POLITICS

Tropico maintains foreign relations with the superpowers USA and USSR. There are also three minor foreign powers - Europe, China and the Middle East. To check the demands of a power, open the Foreign section of the Almanac and select its name on the left page. Just like Factions, powers will offer optional tasks, allowing you to improve your standing with the respective power.

SUPERPOWERS

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

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

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

MINOR POWERS

Europe, China and the Middle East will never invade Tropico, but it is beneficial to maintain good relations with them and not ignore their demands. If a minor power is angry at you, it may impose an embargo or other penalty on you. Good relations will lead to better trade prices and other benefits.

PROTESTS

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

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

You can calm down protests - by selecting your Avatar and pressing the A button while your cursor is over the protestors. Your Avatar will then calm down the protesters.

UPRISINGS

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

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

COUPS

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

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

REBEL ATTACKS

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

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

SECRET POLICE

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

SUBVERSIVE ACTIVITIES

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

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



TROPICO 4 ONLINE

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

- Mogens Jallberg

You can browse and play challenges created by Tropico 4 players from around the world. To access the online portion of the game you will have to be logged into Xbox LIVE.

HIGH SCORE TABLES

When you win a mission or a challenge you can submit your final score online. Your scores will be added to the global leaderboard. There are two leaderboards - Campaign Leaderboard, which compares players based on their cumulative campaign score, and Challenge Leaderboard, which compares players based on the top 10 challenges they have won.



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