TROPICO 3

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.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.

- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit **www.ESRB.org**.

Xbox LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

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**.

TROPICO 3

Xbox 360 Controller

NAVIGATE MENUS

VIEW OBJECTIVES

PAN VIEW (PRESS) STREET LEVEL CAMERA

NEXT CATEGORY

TRACK PERSON

XBOX GUIDE

(HOLD) CHANGE CONTROL

PREVIOUS CATEGORY

CONSTRUCT

SELECT PERSON

CLOSE

SELECT BUILDING

OPEN MAIN MENU

ROTATE/ZOOM VIEW (PRESS) RESET CAMERA

HOLD LB TO

ISSUE EDICTS

SELECT AVATAR

VIEW OVERLAYS

OPEN ALMANAC

SET GAME SPEED

TILT VIEW

4
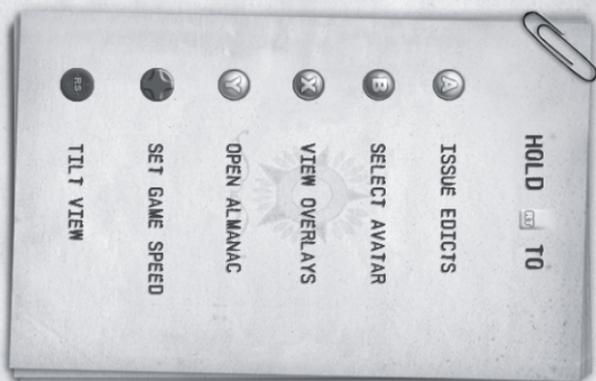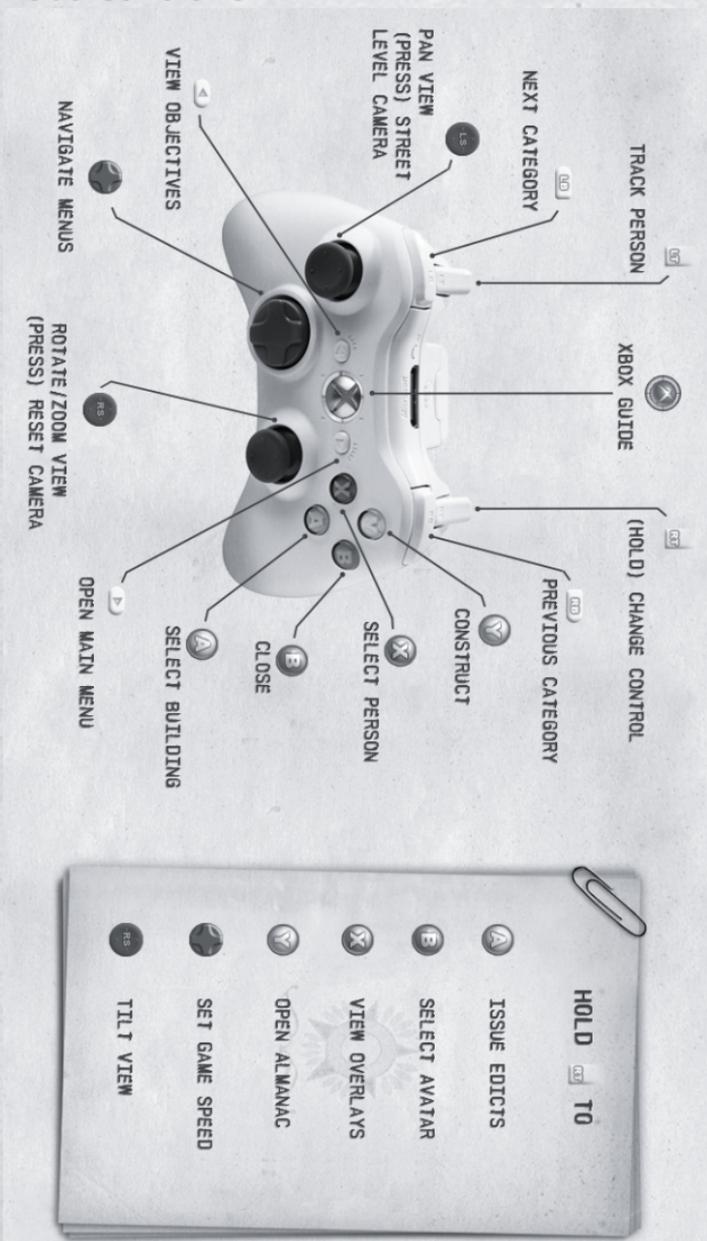
There are two modes of control in the game. The alternative mode is activated by holding the ▣. In the alternative control mode some of the buttons acquire a different functionality.

Primary control mode

Control   Game Action

(LS)   Pan camera

(RS)   Rotate and zoom camera

(A)   Confirm selection/ select building

(X)   Select person

(B)   Cancel selection/ close

(Y)   Open Construction Menu

(LB)(RB)   Navigate categories

Navigate menus and interfaces

(LT)   Mark person for tracking

(LT)   Select person marked for tracking

(RT)   Change control mode

(▷)   Open Main Menu

(◁)   View Objectives

(RS)   (Press)
Reset camera to the default starting position

(LS)   (Press)
When a person or the Avatar is selected, activate the Street Level Camera Mode

TROPICO 3

Alternative control mode

Control	Game Action
Ⓐ	Open Edict Menu
Ⓧ	Open Overlay menu
Ⓑ	Select Avatar
Ⓨ	Open Almanac
	(left) Decrease game speed
	(right) Increase game speed
	(Up) Set game speed to maximum
	(Down) Pause game
RS	(Up/Down) Tilt camera

Table of Contents

TROPICO 3

TROPICO 3

Getting Started

"Politics" is made up of two words. "Poli", which is Greek for "many", and "tics", which are blood-sucking insects.
- Gore Vidal

Title Screen

After Tropico 3 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, or view the credits.

Game Modes

Thirty-two coups d'états are enough.
- Jean-Bertrand Aristide

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

Tutorial

The Tropico 3 tutorial is a short mission that introduces the camera controls, the interface, and the key gameplay elements like constructing and administrating buildings, issuing edicts, and controlling your avatar.

Campaign

Tropico 3 features a 15 mission campaign set on various fictional islands in the Caribbean. Initially only a single mission is available, but as the campaign progresses more and more missions will become available and usually you will be able to choose between several missions that are not yet completed.
Completed missions are available for replay and are marked with a flag on the campaign map.
After you have selected a mission to play, you will have to choose or create a character, as described in the "Character Creation" section of this manual.

Sandbox

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

Challenges

Challenges are special scenarios created by Tropico 3 players across the world. You are able to browse the challenges uploaded online or play a random challenge.

To access the online functionality of the game, such as browsing challenges, you will have to be connected to Xbox LIVE.

Map Generation

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

The Map Generator allows you to create a custom random map for a sandbox mission or a challenge created by you. You are able to customize the following parameters:
• Island Size - The size of the generated island. It is often more difficult to play on smaller islands because the building space is limited there.
• Elevation - Different crops fare differently on different elevation. The islands with very high elevation tend to have less building space.
• Mineral deposits - Determines how many iron, bauxite, gold, and oil deposits exist on the island.
• Vegetation - Islands with lush vegetation have more fertile soil. Farming can be difficult on barren islands with small amount of vegetation.
After you are satisfied with the settings you have selected, press ⊗ to generate the random map. If you are not happy with the results, press ⊗ again to create a new map. Press ⊙ to proceed with the generated map.

Game Parameters

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

The following parameters can be adjusted with a slider:
• Political Stability - Impacts rebel activities, coups, uprisings, protests, subversive actions, and foreign invasions. Low political stability equals more difficult game.
• Export Prices - Modifies the export prices of all Tropican 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.

The following parameters can be set on or off:
• A Far Away Place - The island is far away from the United States. Tourism

is less lucrative and you are less likely to be invaded by the US.
- Rebel Yell - 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 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. Starting money set to $500000.

Character Creation

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

In Tropico 3 you are able to create a custom dictator for any game mode, except tutorial. At the first step you will customize the avatar outlook, at the second you will customize his qualities as a dictator.

Outlook

The outlook of your avatar is a purely aesthetical choice that has no impact on the gameplay. You can customize the following:
- Gender
- Costume
- Complexion
- Hat
- Hairstyle
- Accessories
- Beard (male characters only)
- Moustache (male characters only)
- Earrings (female characters only)

Note: Some combinations of hats and hairstyles are not possible.
The avatar appears as you have customized him throughout the whole scenario, but you can make a different avatar for each scenario.

Character traits

You are able to name your custom avatar and choose the following traits: background, rise to power, two qualities, and two flaws. You can also select a random legal set of traits.
Some traits exclude each other. For example it is not possible to select the background "professor" and the flaw "moronic".

Interface basics

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

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

Selecting buildings and units

A selection cursor is located in the center of the screen. Pressing ⊙ while the cursor is over a building will select that building and open its info panel. Pressing ⊙ repeatedly will select multiple buildings under the cursor. Similarly pressing ⊗ while the cursor is over a unit will select that unit and open its info panel. Pressing ⊗ repeatedly will select multiple units under the cursor.

Camera Controls

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

Speed Control

The speed of the game can be changed by activating Alternative Control Mode (⊡ is held) and pressing a direction on the ●.
• ● (left) - Decrease game speed
• ● (right) - Increase game speed
• ● (up) - Set game speed to maximum
• ● (down) - Pause game

Info Panel

The Info Panel is a window box, at the bottom of the screen, which is only shown on the Main View when a building or a unit is selected. The Info Panel gives additional information about the selected object. There are buttons for various categories (upper left) and title space (upper right).
You can navigate through the categories in the info panels by using ⊞ and ⊞
The Info Panel can be closed by pressing ●.

Overlays

The Overlay info panel can be accessed by pressing ⊗ in Alternative Control Mode(⊡ is held). This panel contains the following categories:
• Crop conditions - The crop conditions for the different crops that can be raised on the island.
• Natural Resources - The resources on the island. Iron, bauxite and gold are marked in yellow, oil is marked in black.
• Island conditions - Island conditions like humidity and beauty.

TROPICO 3

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

Edicts
The Edicts menu can be opened by pressing ⓐ in Alternative Control Mode (▥ is held). All edicts are sorted in different categories - Social, Foreign Policy, Economy and Domestic Policy. Categories can be changed with ▭ and ▭. Pressing ⓐ will issue a selected edict. Each edict has different prerequisites and effects. See Appendix 2 for a more detailed list of the edicts and their respective effects.

Avatar Selection
The Avatar can be selected by pressing ⓑ in Alternative Control Mode (▥ is held).

Almanac
Pressing ⓨ while in Alternative Control Mode(▥ is held) will open the Almanac. The Almanac contains different statistics regarding your island. The Almanac is described in details below.

Info panels

Citizen Info panel
The citizen info panel contains the following categories:
• Overall - General information about the citizen like name, age and current needs. You can also toggle the city-view camera from this category
• Happiness - Information about the current happiness satisfaction of the citizen
• Politics - Information about the citizens' political affiliation to different factions, as well as the personal actions that you can perform on that citizen
• Job and House - Information about the current workplace and homestead of the citizen
• Family - Links to the family members of the citizen
• Skills - The different skills the citizen has acquired while working, as well as his Education, Intelligence, Courage and Leadership values are presented in this category

• Thoughts - The current thoughts of the citizen

The ⬤ can be used to select citizen special actions or people from the family.

Tourist info Panel

The tourist info panel contains the following categories:

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

• Rating - The impressions of the tourist from different aspects of life on your island

• Accommodations - Information about the tourist's hotel and the current attraction he is visiting

• Attractions - A list of all attractions the tourist has visited

• Preferences - The satisfaction and preferences of the tourist for different vacation activities

• Thoughts - The current thoughts of the tourist

Building Info Panel

The building info panel contains the following categories:

• Fee and salary - Allows you to change the worker salary and fee of the current building by holding down ⬤ and pressing left or right on the ⬤ in order to increase or decrease the amount. You can fire workers by selecting their pictures and pressing ⬤ and disable their worker slots with ⬤. Hiring foreign workers, and setting the wages for all buildings of the same type or same education level can also be done from this category.

• Overall - Building-specific information like production output, profits, expenses and service quality. You can also construct upgrades and set work modes from this category.

• Description - A short description of the building.

• Construction - (Presented only if the building is not yet finished) Information about the progress of the construction and the builders currently working on the building.

The ⬤ can be used to navigate the Fee and salary, Overall and Construction categories.

Almanac

The Almanac presents vital statistics for the island. The Almanac 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 bookmark from the top of the Almanac with ▭ and ▭. The bookmarks are called Overview, People, Economy, Politics, Lists and Score. Some of the items on the left page are selectable - this means that when you browse through with ⬤ or ⬤ and press ⬤ on an item a right page with more details for the

current item will appear.

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

All the Little People

I know the Haitian people because I am the Haitian people.
- Francois Duvalier

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 hope of qualifying for a better job, move in 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. The need bars are indicated in the Overall tab of his info panel and constantly degenerate over time. When a need bar gets low, the citizen will try to satisfy this need, for example if he needs fun he will look for entertainment he can afford. His need 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 market, and then their whole family eats from these household meals for some time.

Happiness

The bars in the Happiness tab of a citizen's info panel represent how happy he feels about various aspects of his life. All these are combined to calculate the citizen's overall happiness. Different 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. 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 temporary.
- Bribe ($1000) - if you have an operational Bank, you can bribe your citizens. Bribed citizens will have their respect temporarily increased.
- Heretic ($500) - if you have an operational Cathedral, you can declare your citizens heretics. A citizen who has been declared Heretic will not be able to protest, run as a candidate in elections or become a faction leader, but his and his family's respect for you will be decreased.
- Eliminate ($500) - if you have an operational Guard Station, you can eliminate a citizen of your choosing. The respect of the late citizen's family and all who witnessed the killing will be severely decreased.
- Arrange "accident" ($3000) - if you have an operation 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 residence 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. If you need skilled workers you can pay for educated immigrants - this action is initiated from the Fee and Salary tab of the info panel of the workplace where you need them. Alternatively, you can educate your own citizens in a High School or a College.

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

You can't force your workers to work at any particular place - they decide

which job to take based on the job quality and their previous job experience. The salary of the workers determines what kind of residence and entertainment they can afford. Single citizens may afford entertainment up to their salary; married 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 is his profession - a skilled builder will construct buildings faster, a skilled waitress will raise the satisfaction of all the visitors of a restaurant. Thus, a very experienced worker is a valuable asset to any city. The rate at which a unit 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 a selected citizen for tracking by holding down ⌨. More than one citizen can be marked in this way. Pressing ⌨ repeatedly will cycle through the marked units. Holding ⌨ when a marked citizen is selected will unmark that citizen.

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. Tourist families have different wealth and may afford attractions up to their own spending limit. If you managed to attract wealthier tourists you should consider increasing the price of your tourist attractions. Different individual tourists prefer different attractions. You can check their preferences from the "Preferences" tab in their info panel.

Like citizens, tourists have different needs and expectations from their trip - factors 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 high tourism rating. Several edicts offer advertising campaigns to attract a specific class of tourists.

Buildings

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

—

Construction

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

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).

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 ⊙ 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.

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. Selecting a work mode with the ⊙ will give you a short description of it. Only one work mode may be active within a single building.

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

Upgrades

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

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

Hiring and Firing

You can hire high school or college educated workers from the "Fee and

Salary" tab of the building that needs them. You cannot hire workers without education, but you can likely attract them from other buildings with a higher salary.

To fire a worker you must press ⊗ 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 selecting the respective bar and adjusting the desired amount by holding down Ⓐ and pressing left or right on the ⬤. You will pay salaries to your workers and receive rents from your tenants every month. Fees are collected when a person uses the service provided by the building.

Penultimo Says: Presidente, it is prudent to raise the fees and rents according to the spending limits of the people, in order to squeeze as much pesos as possible from the visitors. Keep in mind that if you raise them too high, 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 at large distances, garages and roads can do wonders to optimize their trips. Garages also employ 2 extra teamsters for your work force, so they can save you the trouble of building additional Teamster Offices.

Avatar

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

- Saparmurat Niyazov

Controls

Select your avatar by pressing Ⓔ in Alternative Control Mode (▱ is held). Press ⓧ to move the avatar to the selected location or Ⓐ to activate his default action at this location. If the avatar engages some rebels or traitors, he will fight them automatically 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 Ⓐ when the cursor is over a construction site. The avatar personally gives orders to the workers at a construction site, significantly increasing the construction speed.
• Production Building Visit - Activated by pressing Ⓐ 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 Ⓐ 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 Ⓐ 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 Ⓐ 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 Ⓐ when the cursor is over the Airport. Improves the next foreign aid the country will receive.
• Decorate - Activated by pressing Ⓐ 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 Ⓐ when the cursor is over the Diplomatic Ministry. The avatar increases the relations with both foreign powers for 6 months.
• Attack - - Pressing Ⓐ when the cursor is over enemies during a battle. The avatar fights rebels or traitors

TROPICO 3

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

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

Making Profits

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

Exports

Every produced resource that is not used by the economy of the island is automatically exported to foreign lands (by hauling it to the docks and loading it to 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 when 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 deposit on your island. They have to be placed near a resource, which they will exploit. You can see the Resources in the Overlays menu.

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

Oil Refineries

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

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

Electricity

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

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

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

Tourism

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

As described 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.

TROPICO 3

Expenses

There are several sources of expenses:

• Wages - all workers expect a salary and educated specialist 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 skilled workers to the city usually cost money.

Swiss Bank

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

Politics

Under capitalism, man exploits man. Under communism, it's just the opposite.
- John Kenneth Galbraith

Factions

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

• Capitalists - influence the relationships with the USA. Capitalists desire wealth and prosperity. They are few in numbers, but very influential

• Communists - influence the relationships with the USSR. They represent the interests of the workers class and are usually one of the largest factions on the island. They will be displeased if the wealthy elite receive much higher wages than the common worker.

• Intellectuals - typically 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 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 on the island. Only people born in Tropico may become members of this faction.

Elections

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

When Elections have been scheduled, you will receive up-to-date poll information 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

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

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

Foreign Politics

The attitude of the foreign superpowers towards 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 at the good side of both USA and 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.

Superpower demands

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

Protests

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

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

You can calm down protests - by selecting your Avatar and pressing ⊙ when the selection cursor is over the protesting citizens. Your Avatar will then calm down the protesters.

Uprisings

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

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

Coups

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

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

Rebel attacks

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

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

Secret police

You can create Secret Police Headquarters through the "Secret Police" edict. The secret police 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 of what is to be made in 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.

Playing Online

Where there is a worker, there lies a nation.
- Evita Peron

You can browse and play challenges created by Tropico 3 players from around the world. To access the online portion of the game you will have to be logged in 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.

TROPICO 3

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TROPICO 3

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